

Juneau-Whitehorse Sister City Soccer Exchange

Tournament Rules:

I. General

1. Coaches/Managers are responsible for sportsmanship of their teams on and off the field.
2. Yellow cards: All Divisions—Mandatory Sit and chill upon receiving a yellow card. Player may re-enter at the discretion of the coach.
3. Traveling yellow cards are in use throughout the tournament.
4. **REFEREES DECISIONS ARE FINAL.**
5. Home Team on the schedule is in **BOLD.**
6. Winning Team **WRITES** in the score on the Brackets-Brackets should be posted on the entry wall of the field house.

II. Specifics

1. Each game has a one hour time slot. This includes warm-up and time between halves. Each half is 25 minutes with a 5 minute warm-up period.
2. Each team will have six players on the field. Five will be field players, one will be a goal keeper.
3. Free substitution is allowed throughout the game.
4. All infractions and kicks are as proscribed in the Laws by FIFA. Free kicks are taken at the place of infraction. NOTE: There is NO slide tackling.
5. The Offsides Rule is not in effect.
6. A ball that hits the ceiling is considered out of bounds and an indirect kick is awarded directly below the point where the ball contacted the ceiling structure. Throw-ins are awarded for balls going over the touchline and goal kicks are awarded for balls going over the goal line.
7. When the goal keeper releases the ball in a throw or kick the ball DOES NOT have to bounce before the half line. This also applies to goal kicks and drop kicks.
8. Intentional passes to the goalkeeper will not be allowed unless the keeper plays the ball with his/her feet. Violation of this rule will result in an indirect kick at the point of the pass.
9. Goalkeeper handling the ball: A keeper is not permitted to touch the ball with his hands inside his own penalty area if he touches the ball with his hands after it has been deliberately kicked to him by a team-mate or he has received it directly from a throw-in taken by a team-mate. An indirect free kick is awarded at a spot on the penalty area line closest to the infraction.

10. Crease: There is no goal box crease for this exchange. Players of both teams may move freely through the goal keepers penalty box.
11. Tie Game: Ties will stand in the round robin seeding portion of the tournament. Teams are awarded 1 point for a game ending in a tie.

Overtime periods will occur in the single elimination tournament as follows:

One three minute overtime (no subbing allowed during this period): if still tied...

One three minute sudden death overtime (no subbing allowed during this period): if still tied...

Shootout: The goal keeper at the end of the last sudden death overtime must be the keeper for the shootout play. The five players on the pitch at the end of the second three minute sudden death overtime must be the players to shoot from the penalty mark in alternating fashion for the shootout play. If no winner has been determined after 5 shots per team, the penalty kick process shall be repeated in the same order using the same players until the "golden goal" is scored. The golden goal is sudden death after both teams have had equal shooting opportunity.

Clarifications:

Kickoff is direct, you can score on the kickoff.

Penalty Mark. A penalty mark is made 10 yards from the midpoint of the goalposts.

There is NO OFFSIDES in the Juneau/Whitehorse Exchange.

Kickoff is forward motion.

Points shall be awarded as follows:

3 Points for a win.

1 Point for a tie.

0 Points for a loss