

# LAWS of the GAME for the ACE'S CUP



## ACE'S CUP – LAWS OF THE GAME

### **ROSTER SIZE:**

Teams consist of four (4) to eight (8) players. No more than four players are on the pitch at one time.

### **SUBSTITUTIONS:**

Players may enter the field of play on any dead-ball situation, regardless of possession, after receiving the referee's approval. Players are to enter from midfield. There are no substitutions on the fly.

### **UNIFORMS:**

Teams are responsible for uniforms. Uniforms can be T-Shirts as long as all are matching. If team has no matching uniforms or both teams have the same or similar colors then colored pennies will be provided.

### **REFEREES / GAME OFFICIALS:**

Each game will have a referee or game official who will keep the time and score and call fouls and misconduct as necessary.

### **GAME DURATION:**

The game will consist of two (2) Twelve (12) minute halves with a two (2) minute halftime period (U11 and Above).

The game will consist of two (2) Ten (10) minute halves with a two (2) minute halftime period (U10 and Below).

### **OVERTIME PROCEDURES:**

A three (3) minute period with a coin toss to determine possession and direction. If there is no winner at the end of three (3) minutes then a shootout with alternating penalty kicks from the midfield line to an open goal will take place. The shootout will continue until there is a winner. **Overtime is used only in championship rounds when crossing pools.**



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## RESTARTS:

All restarts are indirect kicks. The exception is penalty kicks, these are direct.

## TOURNAMENT SCORING:

A win is important, but it's not the only way a team advances. Teams are ranked by the total number of points accumulated through individual games in each round of play. No team gets eliminated.

*Win = 6 pts.. Defensive Shut Out = 1 pt. each*

*Tie = 3 pts*

*Win by Forfeit = 9 pts.*

*Loss = 0 pts.*

*Goals scored (up to two (2)) = 1 pt. (Total possible of 2 pts.)*

## FORFEITS:

Forfeits will be recorded as a 2-0 victory (9 points) for the team not forfeiting.

## CARDS:

Yellow and Red cards may be issued at the discretion of the referee/game official. One (1) yellow card is a warning with a second yellow equating a red card and the player must leave the field and is not eligible to play for the remainder of the game in which the card was issued and in the next game. A second red card will result in a removal from the tournament premises with no refund.

## GOAL SCORING:

The ball must completely cross the goal-line inside the pop up goal.

## SLIDE TACKLING:

Slide tackling is only allowed if there is no contact with any other player.

## THROW-INS:

There are no throw-ins. All restarts will be taken as kick-ins.

## KICK-INS:

The ball shall be kicked into play from the touchline instead of thrown in. These kicks are indirect. The defending player must be at least three (3) yards from the ball on all kick-ins.



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## GOAL KICKS:

Goal kicks are to be taken from any point on the defensive goal line. Goal kicks are direct.

## INDIRECT KICKS:

A goal cannot be scored on an indirect kick. If and only if the ball subsequently touches another player before it enters the goal a goal is scored. If the kick directly enters the opponent's goal, a goal kick is awarded. If the kick directly enters the team's own goal, a corner kick is awarded to the opposing team.

## OFFSIDE:

There is no offside rule.

## FIELD DIMENSIONS:

Playing fields will be forty (40) yards long by thirty (30) yards wide for U12 and above. For teams U10 and below the field will be thirty (30) yards long by twenty (20) yards wide. Goals will be four (4) feet by six (6) feet with no goalkeeper. **Field dimensions are subject to change by the Tournament Directors.**

## PENALTY ARC:

The penalty arc is a six (6) yard semi-circle extending out from the goal. The area inside the penalty arc is the goal area. No player is allowed to stop inside the goal area. If the ball comes to rest in the goal area, a goal kick is awarded to the defending team regardless of who touched the ball last. If an attacking player receives the ball inside the goal area, a goal kick is awarded to the defending team. If a defending player enters his/her own goal area, a penalty kick is awarded to the attacking team. If a defending player touches the ball within the goal area a goal is awarded. Referee's judgment shall prevail in these cases. The intent IS NOT to penalize a player who inadvertently "clips" or steps on the arc line while defending a play. The intent IS to penalize a player who assumes the role of "goalkeeper" within the arc.

## FOULS and MISCONDUCT / PENALTY KICKS:

All fouls **committed in attacking half by defending player** within ten (10) feet of the penalty arc will be a "penalty kick". Penalty kicks will be taken from the **top of the penalty arc** to an open goal. All players must be behind the midfield line prior to the kick being taken. All fouls from over ten (10) feet will be an "indirect free kick" from the spot of the foul with opponents three (3) yards away (minimum).

The player taking a penalty or indirect kick may not touch the ball after the kick is made until touched by another player or the ball goes out of play.

## THE BALL:

U6-U8 = Size 3    U9-U12 = Size 4    U13-U14 = Size 5



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## CORNER KICK:

Corner kicks are taken at the corner nearest to where the left the field of play pass the goal-line. Corner kicks are direct.

### **\*SPECIAL NOTES\***

- **If conflicts and appeals, including interpretation of the rules, match-ups, scheduling, and any other unforeseen scenarios cannot otherwise be resolved, they will be resolved by the Tournament Directors. The Tournament Director(s) reserve the right to make the following changes in the event of inclement weather or other unforeseen circumstances:**
  - Relocate and/or reschedule a match
  - Reduce scheduled duration of a match
  - Change division structure
  - Cancel a match with no reschedule
- **Should a game be terminated due to severe conditions, the match will be considered final and the score at the time of match termination shall stand as the final score.**
- **All divisions are subject to change based on the number of registrations and the compositions of the teams.**
- **There is NO Rain Date.**
- **If all games cannot be completed due to unforeseen circumstances the Tournament Directors reserve the right to postpone or cancel the tournament.**
- **If at least 50% of guaranteed matches are completed the tournament may be considered final.**
- **The Tournament Directors' decisions are final.**

