

SAM BRIXEY MEMORIAL MICRO 6 TOURNAMENT OFFICIAL RULES 2015

NO ADULT COACHES ARE ALLOWED.
Adults can help explain the rules to the younger teams.
Players will coach. Each team shall designate a captain.

Five players on the field for U12 and U14 and must have 1 girl on the field at all times or play one player short. No goalkeepers. Substitutions will be made “on the fly,” without stoppage of play. For U-15 bracket and older, 4 players will play per side with 1 girl on the field at all times or play a player short.

Games are 25 minutes. Games will start each half hour with the blowing of an air horn. If you start your game late, you still need to stop when the horn blows so that the next game can start.

Each field will have a field monitor, who will be responsible for keeping the official score to be turned into the scoring table. Field monitors will also handle any disputes. Disputes must be handled before the end of the game.

Goal boards will be 3 feet high and 4 feet wide. An area will be marked in front of each goal as a “dead zone,” in which no player will be allowed to play.

Fields will be approximately 30 yards wide and 50 yards long.

If the ball goes into the “dead zone” and does not come out without being touched, then the team which did not last touch the ball will be awarded a corner kick. This will be a restart for both teams. Players may play the ball through or across the “dead zone.”

No throw-ins. Kick-ins only. Opposing team must give five yards.

Kick-offs, kick-ins, or any other free kicks are all indirect kicks. In the event of a free kick awarded to the attacking team within 5 yards of the opposing “dead zone,” the defending team may form a wall on the line delineating the “dead zone.” A goal cannot be scored on a kick-off.

NO SLIDE TACKLING – if you slide, you will have to sit out for 2 minutes and your team will play short a player.

No off-side. No penalty kicks.

Teams will referee their own games with the help of the field monitor.

If a defender enters the dead zone and stops, deflects, or kicks away a shot in the dead zone, the attacking team will be awarded a goal and the defender will sit out for two minutes and his/her team will play short for that time period. These disputes must be handled during the game. Disputes after the fact will not be honored and the score turned in by the field monitor will stand. If a player enters or runs through the “dead zone” without playing the ball, nothing happens.

The winning team in each bracket (U12, U14, U16, Adult Rec and Adult Comp) will receive free tournament t-shirts for all paid players on the roster.

Point System:
3 points for a win
1 point for a tie
0 points for a loss

An additional 1 point will be awarded for a shutout. In the case of a tie, the following will be used to determine a flight winner: 1) head to head; 2) fewest goals allowed, 3) most goals scored, 4) shoot out with 5 players on team shooting from 25 yards without a goalkeeper. If still tied, a sudden death shoot-out will decide the winner.

If a registered player is unable to play on tournament day, a substitute is allowed, but the new player must meet all rules of the tournament.

FIFA laws will govern fouls in the game. Please play fair and for fun!

The rules committee will determine any situation not covered in these rules.

CONCESSION STAND WILL BE OPEN AT THE FIELD. T-SHIRTS ARE ON SALE ALSO.

This tournament is designed to be a great day of soccer in memory of Sam. The main goal is to have FUN!

Thank you for participating in the Sam Brixey Memorial Micro 6 Tournament!!