

ELGAA

5 V 5 TOURNAMENT RULES

(A Game of Skill)

Tournament Details

The Elkhart Lake Glenbeulah Athletic Association (ELGAA) is a Non Profit organization. This Tournament is not a WYSA sponsored event. ELGAA maintains a Code of Conduct for Player, Coaches

and Fans. Excerpts from the Code of Conduct which are relevant to the Tournament are explained

below. Through coaches providing registrations - All teams participating in this tournament are required

to abide by the following guidelines.

Commit to having each player participating in every game

*Promote the “Fun” in playing the game and participating in tournament play

*Be competitive while displaying a high level of Sportsmanship

Provide Equal treatment for players

Teach and expect players, coaches and fans to Respect:

Equipment and Park Facilities

Players & teammates

Coaches

Umpires & referees

Competitors

Promote and maintain a positive “team attitude”

Give Recognition to players displaying excellent teamwork

*Set high standards and participation in Sportsmanship

Control emotions & attitudes

*Control adult and fan attitudes and conduct

General FIFA Rules apply to this tournament other than those which are defined below.

Equipment and attire: The following is a partial list of items not allowed to be worn by players:

Jewelry, Brim Hats, Pocketed pants or shirts, Wrist Bands, non prescription glasses. The following is a partial list of Required Attire: Teams need to have Matching Shirts, Shirts need to

be tucked in, Shin guards need to cover from near the knee cap to the crease in the ankle, shin

guards need to be fully covered with Socks, Cleated Shoes designed for Soccer – or - Sports

shoes with out cleats need to be worn

Front Cleat on other sports shoes will need to be removed

1. Referee’s decisions are Final.

2. All coaches or managers must check in their team at the registration area at least 30 minutes before the scheduled start of their first game. Subsequent games will have check in with a field marshal at the field prior to game start. ****Rosters may be validated before the start of each game.****

3. All Coaches represent their players and families and will have signed the Liability and Release Waiver Statement along with agreeing to abide by the Code of conduct before being allowed to participate in the tournament.

4. Coaches will provide the Roster of eligible players participating in the Tournament.

**** In all age brackets select teams must play four players only when playing against recreational teams. The opposing recreational team will play 5 players. If both teams are select teams the regular 5 v 5 format will be followed.****

5. Five players from each team are on the field. In situations where color jerseys are not distinguishable, ELGAA will provide for using and assigning pennies to one of the

teams.

6. All spectators are expected to watch from the sideline opposite the teams. Only players

and coaches will be allowed on the team sideline.

7. The field sizes are as follows: U8 & U10; 20yd-30yd by 35yd-45yd – and - U12 /U14; 25yd-35yd by 40yd- 50yd. The goal size is 4 feet x 4 feet.

8. *** Each goal will have a No Enter Arch which extends 2 to 5 yards from the goal. This is a Game of Skill. Therefore Goal shots need to be taken from within the respective Shot Zone (1/3 of field). Goals scored from outside the Shot Zone will not count and Possession of the ball will be given to the defending Team. No players may enter the Arch from Either Team on either end of the field. Entering the arch will be handled as an out of bounds position. If a defender touches the ball in the Arch, a Penalty Kick is awarded to the offensive team. If an offensive player touches the ball within the Arch, the defending team will take a Dead Ball Possession.

9. *** Penalty kick shall be awarded if, in the referee's opinion, a scoring opportunity was nullified by an infraction within the Shot Zone. Penalty Kicks are taken from the line outside of the Shot Zone with all players behind the Shot Zone line and 5 yards away from the shooter. Players from either team are not allowed in the Shot Zone during a Penalty Kick. All Penalty kicks will result in a Dead Ball and possession changes to the Defending team. See #10 for Missed Shots. See #14 for Kick Offs.

NEW RULE: If a yellow or red card is issued (against the defending team) in the offensive shot zone a penalty shot will be awarded (to the team on offense).

10. *** There are no Goal Kicks - All balls that leave the field of play are returned by placing the ball to the nearest position of the exit point – and placed a 'minimum" of 5 yards away from the Either Arch. Balls which are shot over the goal – are placed 5 yards in front of the Arch. Defending Players must stay 5 yards away on all Dead ball kicks.

11. There are no Corner Kicks

12. No offside's will be called.

13. Slide tackling is Not allowed at any age level. Slide Tackling will result in issue of a Yellow Card on 1st violation – and Red Card on 2nd violation - of any safety infraction. All Red Card violations will result in the player being disqualified for the remainder of the Tournament. Disqualified players must leave the Game Area.

14. *** Kick off's are taken with the Offensive Team in their Shot zone and the Defending Team all in their respective Shot Zone. Player from both teams are not allowed in the Neutral Zone during Kick offs. The ball may be placed anywhere in the Shot Zone to start a Kick Off. The ball may travel in any direction on a Kick Off. Both teams may move to any position after the First Kick has been made.

15. *** In all dead ball situations, defending players must stand at least 5 yards away from

the ball. If the defending Arch is closer than 5 yards, the ball shall be placed 5 yards from the arch in line with the place of the dead ball or Penalty.

16. *** This game is played without Goal Keepers. No players are permitted to handle the

ball. Handling the Ball by Either Team will Result in a Penalty Kick by the non-offending team. Inadvertent Hand Contact with the ball in neutral zone is not a violation.

17. *** Substitutes may enter from either team on any dead ball and must enter on the Neutral Zone. Substitutions are made under the Direction of the Referee.

18. Each team will play a minimum of 3 games.

19. There are 2 periods of 20 minutes with a 5 minute halftime break.

20. There will be 2 minute grace period before a game is called a forfeit. 4 players on each team are required to start a game.
21. Teams will be grouped according to their division, subject to the number of teams registered.
22. Players can play only on the team they are registered and only on one team.
23. Tournament officials reserve the right to delay games, reschedule, reduce the length of the games, or cancel games of the Tournament depending on Weather or Field Conditions.
24. *** Games in pool play will be scored according to the following:
- 6 points for a win.
 - 3 points for a tie.
 - 0 points for a loss.
 - 1 bonus point for every goal scored in a game (up to 3 bonus points per game for the goals for both teams).
 - 1 bonus point for a shut out – but not awarded for a 0-0 tie.
 - 10 points is the Maximum a team will be awarded in a single match
25. All games in pool play may end in a tie.
26. *** Tiebreakers to determine Bracket Champions – or to advance to Champions round;
- Head-to head results between the tied teams
 - Total bonus points
 - Goal differential
- 1st qualifier Total Goals against (team with least points allowed advances)
- 2nd Total goals for (teams with the most points scored)
- “Shoot Out” best of 5 attempts
27. *** If brackets are to be decided by Championship contests – these cannot end in a tie. If at the end of a final game the score is tied, the following will take place:
- Teams will be given a 2 minute break in play.
 - Teams will then play 5 minutes Golden Goal overtime period with the first team to score awarded the win. Teams will defend the same goal as they did in the second half.
 - A coin toss – or odd / even fingers will be used to determine which team will kick off. The Referee will choose which team will call the Coin toss or Odd/Even.
 - In the event there is no scoring in the overtime period the winner will be determined by “Shoot Out” series of 5 kicks from outside of the Shot Zone with teams alternating chances. Any combination of team players can participate in the Shoot Out. The team having scored the most goals at the end of the series of 5 kicks will be awarded the win.
 - If necessary, the 5 series kicks will be repeated until there is a winner.
 - In the event that both teams score 5 out of 5 and another tie occurs – the shot line will be moved back an additional 2 yards for both teams for the next series of 5. This process will repeat until a winner is decided.