**Surrey Fire Fighters’ Charitable Society**   
*Inaugural Soccer Tournament*

**TOURNAMENT SPECIFIC RULES**

1. Each game is 7 vs 7 soccer format, of which one player must be the goalie

2. The tournament may consist of 1 of 2 round robin formats (5 team format with 15 minute halves, and 4 team format consisting of 20 minute halves). The top 4 teams from each group will advance to the knock out round where the first place team on side A will play the 4th place team on side b and so on.

3. If the game is tied during round robin play it will remain tied. However, playoff ties will be decided by a 3 player shoot out.

**GENERAL RULES AND REGULATIONS**

**OVERVIEW**

1. All players must be wearing proper protective gear (i.e. shin pads). Players not wearing protective gear will be not be allowed to play.

2. Players must remove jewelry and accessories (i.e. earrings, non- medical bracelets, non-prescription sunglasses, hats etc.) prior to each match for their own safety and the safety of other players on the field

3. No slide tackling.

4. Substitution is on the fly.

5. Kick-in from the sides, no throw-ins. A goal can be scored directly from a kick-in.

6. Goal kicks re-started by only the keeper, must leave the penalty box.

7. Substitutions are made on the fly. Players must exit the field before the subs can come on. Violations will result in a direct free kick to the opposing team from center.

8. There are no offsides, but teams are asked to act in good sportsmanship and avoid blatant offsides.

**BALL IN AND OUT OF PLAY**

1. At the start of the match, the referee(s) will conduct a coin toss with one captain from each team. The winner of the coin toss will pick the side of field to start on; the loser of the coin toss will get to start the match with the ball.

2. At the start of the second half, the winner of the coin toss will get to start with the ball.

3. Corner kick is awarded to the attacking team when the whole of the ball, having last touched a player of the defending team, passes over the goal line; either on the ground or in the air and a goal is not scored in accordance to FIFA Law 10.

4. Goal kick is awarded to the defending team when the whole of the ball, having last touched a player of the attacking team, passes over the goal line, either on the ground or in the air, and a goal is not scored in accordance to FIFA Law 10.

5. Only the goalkeeper may take the goal kicks and the ball must leave the penalty area.

6. Penalty kick during a match will be awarded to the attacking team for any infraction committed by the defending team inside the defending team’s penalty area.

7. A kick-in from the side touch line will be awarded to the opponents of the player who last touched the ball when the whole of the ball passes over the touch line, either on the ground or in the air from the point where it crossed the touch line.

8. All kicks are direct free kicks.

**STANDINGS**

1. Points for the round robin will be awarded as follows: WIN = 3 points TIE = 1 point LOSS = 0 point 1 bonus point/goal scored, 1 bonus point for shutout, max points/ game=10 points

2. Round-robin tiebreakers:   
i. Head to head results, if tied then   
ii. Overall points differential, if tied then  
iii. Three (3) shot penalty kicks   
iv. Sudden death penalty kicks

3. Standings will be updated at the conclusion of each time slots. Posting will be just outside the beer garden.

4. Teams are not required to submit game scores at the conclusion of each match played. Official match scores and outcomes will be collected and recorded by referee at the earliest opportunity.

**KNOCK OUT STAGES &FINALS**

1. Tie - breaker rules will be in effect for determination in result of a tie in the standings.

2. If tied, there will be a three (3) player penalty shootout and if still tied, sudden death shootout.

3. The number of players eligible for the shootout must equal to that of the opposing team. If one team has more players in the shootout than the opponent, the team with the greater number of players must reduce the roster to that of the opposing team.

4. All players (including keeper) on the team must shoot once before he/she can shoot a second time in the sudden death shootout.

5. FIFA LAW 14 and FIFA “Kicks from the Penalty Mark” procedures applies in the shootout

**FOULS AND MISCONDUCTS**

1. All contents of FIFA Law 12 apply.

2. Defending team must be a minimum of five (5) yards from the ball.

3. YELLOW CARDS - Players issued two (2) yellow cards in the same match will be asked to leave the field for the remainder of the current game. Teams will then have to play one player down for each ejected player.

4. RED CARDS – Players (including goalkeeper) issued a red card must leave the proximity of the field completely. Teams must play one player down for every player red carded. Should the number of eligible players for one team on the field hit 3, the match is immediately defaulted to the opposing team. In round robin play, it will be a 3 – 0 default loss and in the semi finals and finals, immediate elimination from the tournament. Dependent on the offense, players with a red card are eligible to return to play the following game. Players who are shown a red card for violent or abusive behavior may be ejected for the remainder of the tournament. This will be at the discretion of the head referee or Tournament Director to decide.

5. ABSOLUTELY NO SWEARING, ALCOHOL OR SMOKING AT FIELD LEVEL WILL BE PERMITTED.

6. Any players issued a red card for swearing or abusive language towards the referees or any tournament official will carry an immediate 5 games suspension and will not be eligible for any knock out or finals games.

7. Participants should remember where they are and why we are all there. This is a charity event with children around. Please represent yourself, your team, the cause and the event proudly.

**REFEREES**

All referees are registered and certified with the British Columbia Soccer Association and the British Columbia Soccer Referees Association. Please respect the referees.