

# Halloween Boot-Out 8 V 8 Soccer Rules

## General Tournament Rules

Teams will be grouped in divisions based on age.  
Age groups with fewer than 3 teams will be combined with another age group.

## Equipment

1. Size 4 ball will be used for all matches
2. Each player must wear shin guards and matching jerseys. The home team must bring an alternate jersey in the event of conflicting colors.
3. Headgear is not allowed to be worn by any participant during games, except for one piece head/sweat bands that do not have to be tied or do not have any form of knot(s). Illegal headgear consists of any hats, bandannas, baseball caps, and any other such similar headgear.
4. Players must REMOVE ALL JEWELRY prior to participating, including any viewable body piercing.

## Forfeit

1. Team managers are responsible for contacting the tournament director before the start of the game in the event of a forfeit.
2. As long as one representative from a team is present, that team will have a ten (10) minute grace period at the start of a game.
3. The game clock will begin at the scheduled game time and will last until 10 minutes past. At five (5) minutes, a goal will be awarded to the team ready to play. At nine (9) minutes past, a second goal will be awarded to the team that is ready to play. At 10 minutes past, the game is forfeited and a score of 2-0 will be recorded. If a team arrives within that ten-minute grace period, the game will start with the remaining game clock and any goals awarded will remain as the starting score.
4. A team must have at least one (1) player for the grace period to be allowed. If a team has no players at the scheduled game time, it is automatically a forfeit. The team that was ready to play at the start of the game will have the opening kickoff.

## Roster/Players

1. Roster limited to 16 players.
2. A team will consist of 8 players. (7 field + 1 goalie)
3. A team may start the game with as few as 6 players.
4. No player may be rostered on more than one team during the tournament.
5. Player passes and medical release forms (required) will be checked before your first game at Tournament Headquarters.
6. Player passes need not be presented at each game nor are lineup sheets required.

## The Game

1. There will be two 20 minute halves with a continuous running clock.
2. Officials can account for stoppage time.
3. 5 minute half time
4. Substitutions can be made on the fly. Except for goalies, they must have the attention of the referee.
5. To substitute, the player must be completely off the playing field before the substitute may enter the field.
6. Championship game participants (2) decided:
  - a. most total points (with 3 for win and 1 for tie; 0 for loss),
  - b. highest goal differential
  - c. fewest goals allowed,
  - d. most goals scored,
  - e. head-to-head play (if any),
  - f. coin toss
7. Tie Breaker- Championship game Only
  - a. If at the end of a match the score is tied, there will be a one 5 minute sudden death overtime period.
  - b. If at the end of sudden death overtime the score is tied, there will be a penalty style shoot out.
    - i. 5 shots will be taken on the goalie that was in the goal the last 5 minutes of the game
    - ii. Only players on the field at end of sudden death may be chosen before the shootout begins, all other players must move beyond midfield.

## Goalie Play

1. Goalies may use their hands anywhere inside their goal box.
2. Goalies have 5 seconds until they are required to release a controlled held ball.
3. A goalie punt must be touched before crossing mid field.
4. A goal kick must be touched before crossing mid field.
5. Once a goalie has controlled and then released the ball he/she may not touch the ball again using their hands until another player has touched the ball.
6. Goalies may play the ball from being on the ground within their goal box. The ball or any part of the goalie's body must be touching the goalie box.
7. To change goalies, the relief goalie must enter the field and previous goalie must exit the field immediately. Once off the field this person may sub in for teammates, but they must leave the field first.
8. Prior to the last five (5) minutes of the game, if a team wants to exchange goalies they must do so because after the five (5) minute mark the goalie will not be allowed to change positions. Therefore, the goalie that is in the last five (5) minutes of the game will be the goalie that defends against penalty shots.

## Referees

1. All games will be officiated under the one (1) referee system.
2. If the assigned referee is unable to officiate the match, the field marshal will appoint a referee acceptable to both coaches.

## **Offsides**

1. There will be NO OFFSIDES in 8-on-8 soccer

## **Fouls and Free Kicks**

1. Slide tackling: There will be no slide tackling in 8v8 play.
2. Handball: a ball touched with a hand or arm by any player other than the goalie.
3. Any roughness: tripping, pushing, holding

## **Direct Free Kick**

1. A direct free kick is awarded to the opposing team if a player commits 1 of these 6 offences:
  - a. Kick or attempts to kick an opponent
  - b. Trips or attempts to trip an opponent
  - c. Jumps at an opponent
  - d. Charges an opponent
  - e. Strikes or attempts to strike an opponent
  - f. Pushes an opponent
2. A direct kick is also awarded if a player commits any of the following four offences
  - a. Tackles an opponent to gain possession of the ball, making contact with the opponent before touching the ball
  - b. Holds the opponent
  - c. Spits at an opponent
  - d. Handles the ball deliberately
3. A direct free kick is taken from where the offence occurred

## **Penalty Kicks**

1. A penalty kick is awarded if any of the above offences is committed by a player inside his own penalty area, irrespective of the position of the ball, provided it is in play.
2. Goalies must keep their heels on the goal line. Once the kicker has begun his/her attempt the goalie may move laterally, but not until then.
3. Once a kicker has kicked a penalty shot then a goalie may move forward/backward, but not until the ball has been kicked.
4. The kicker has only one attempt to score. The attempt must be in one motion. If the kicker stops the penalty shot it is considered a missed shot. The goalie may not move from the end line until a ball is kicked.
5. Goalies may not be exchanged during penalty shots

## **Indirect Free Kick**

1. An indirect free kick is awarded to the opposing team if a goalkeeper, inside his own penalty area, commits any of the following four offences
2. Takes more than 5 seconds while controlling the ball with his hands before releasing it.
3. Touches the ball again with his hands after it has been released from his possession and has not touched any other player. (Exception if a goalie is bouncing the ball)
4. Touched the ball with his hands after it has been deliberately kicked to him by a teammate.

5. Touches the ball with his hands after he has received it directly from a throw-in taken by a team-mate.
6. An indirect free kick is also awarded to the opposing team if a player in the opinion of the referee:
  - a. Plays in a dangerous manner
  - b. Impedes the progress of an opponent
  - c. Prevents the goalkeeper from releasing the ball from his hands
  - d. Commits any other offence, not previously mentioned
7. The referee signals when the shot is taken and can only be a goal if the ball touches another player before it enters the goal.
8. The indirect free kick is taken from where the offence occurs.

### **Conduct for Players and Coaches**

1. Captains are responsible for the conduct of their players and fans
  - a. Only the captain is allowed to address an official during play
2. Acts of unsportsmanlike conduct including unnecessary roughness, arguing with officials, fighting, abusive language directed towards officials/opponents will result in player(s) involved being ejected from the game.
3. Any player ejected from the game will automatically be suspended for one contest. Any player being ejected twice must meet with the league/tournament director before he/she may return to play.
  - a. ***Team captains from other teams will be consulted on their opinion if that player should be allowed to return.***

### **Yellow and Red Card Violations**

1. A player shall be issued a yellow card (cautioned) if she or he:
  - a. demonstrates unsportsmanlike behavior
  - b. dissents by word or action
  - c. persistently infringes the law of the game
  - d. illegally enters the game
  - e. illegally exits the game
  - f. delays the restart of the game (throw in, corner kick, free kick)
  - g. does not assume the 10 yards on a corner kick or free kick
  - h. any other violation or foul the officials deem as a yellow card violation
2. If the same player is given two yellow cards, that player will receive a red card.
3. A player shall be issued a red card (ejected from game) if she or he:
  - a. demonstrates violent conduct
  - b. demonstrates serious foul play
  - c. uses foul and abusive language
  - d. spits at another player, referee, or spectator
  - e. receives a second yellow card in the same game
  - f. intentionally physically impedes a player with an obvious opportunity to score a goal
  - g. denies his opponent a goal by intentionally handling the ball
  - h. any other violation or foul the officials deem as a red card violation.
4. Players receiving a red card will be suspended from their next scheduled game.

## **Tournament Cancellation**

The Halloween Boot-Out may be canceled as a result of inclement weather or any other "act of God" that would prevent tournament play from occurring. The decision to cancel the tournament shall be made at the sole discretion of the BMSC Board of Directors. In the event of cancellation teams will be reimbursed on a prorated basis calculated by the number of scheduled games they were able to complete. All prorated reimbursements will be less a \$100 reparation fee. Standings will be determined by the tournament committee. All decisions of the committee are final.