

## Tournament Information

### Confirmation of Game Time:

The schedule will be posted on the website the afternoon of November 20. It is the responsibility of the team contact to check the schedule

### Registration Deadline:

First come, first served basis., no later than Nov. 19. Age groups will be expanded and/or consolidated as necessary; teams that are not accepted will be given a full refund.

### Minimum Amount of Games:

Minimum of three games

### Tiebreakers in Group Play:

1. Head to Head
2. Most Wins
3. Goal Differential
4. Goals Against
5. Shootout from PK spot

### Tiebreakers in Playoff Games:

3 minute "Golden Goal" overtime, followed by "sudden victory" shootout

### Shootouts:

Ball is shot into open goal from midfield (U7 - U11), goal box line (U12 - U13) or endline (U14 - Adult)

### Awards:

1<sup>st</sup> and 2<sup>nd</sup> Place will receive medals. All U8 players will receive medals



## WideWorld Sports Center

2140 Oak Valley Drive  
Ann Arbor, MI 48103

[www.wideworld-sports.com](http://www.wideworld-sports.com)

# U8 – U14 Girls & Boys HS & Adult Rec and Competitive

## When:

Friday, November 23

(Registration Deadline Nov. 19)

Time: 8:30AM – 6:30PM

## Where:

WideWorld Sports Center

2140 Oak Valley Drive

Ann Arbor, MI 48103

## Entry Fee:

\$100 per team

Total entry fee must be paid at  
the time of registration

## Tournament Rules

- No offside rule
- No throw-ins; only kick ins
- Kick-offs do not need to go forward
- Teams may substitute only at 3, 6, 9, and 12 minutes of each half, or during an injury
- Kick-ins, corner kicks, and goal kicks are indirect
- Penalty Kicks: Ball is shot on open goal from midfield (U7 – U11), defensive goal box (U12 – U13), or end line (U14 – Adult)
- Defending team must give 5 yards on all free kicks
- Slide tackling is not allowed
- Keeper must wear vest (provided)
- Corner kicks must be taken within 1 yard of corner
- All restarts are indirect
- Keeper can handle any ball played to him inside of their goal box; keepers cannot throw or punt to score
- Teams must turn in roster signed by all participants or their guardians



# Tournament Rules and Regulations

## Player Registration:

All players must be registered on their respective team's roster. Any change must be made before the first game; players may play up but not down.

## Number of Players:

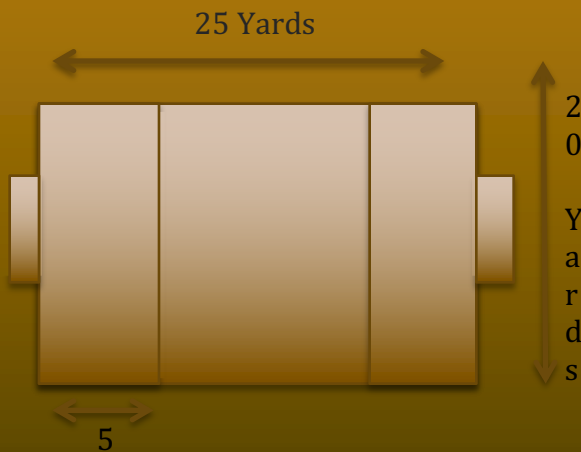
Teams may have a maximum of five (three field players and two substitutes). Players may only play on one team per division.

## Substitutions:

Teams may substitute only at 3, 6, 9, and 12 minutes of each half

## Equipment:

All players must wear shin guards; cleats are not allowed. Size 4 ball (U8 - U12); Size 5 ball (U13 and above)



## Game Duration:

The game will consist of two 12 minutes halves with no stoppage, apart from a 1 minute halftime break. Games tied after regulation shall end in a tie except in the playoffs. There are NO timeouts.

## Playoff Overtime:

Shall consist of a 3-minute sudden death overtime period with a coin toss to decide kickoff/direction. The first team to score is the winner. If no team scores in the overtime, the winner shall be decided in a shootout. The three players from each team remaining on the field at the end of the overtime period will enter a rotation of penalty kicks, alternating teams with each kick.

If the score remains tied after three shooters, the same three players will alternate in the same order in a sudden death penalty kick format until one team scores unanswered.

## Goal Scoring:

Goals can be scored from anywhere on the field apart from kick-ins or directly from the GK's hands.

## Standings:

3 points for a win; 1 point for a tie; 0 points for a loss. Forfeits will be counted as a 3-point win and scored 4-0. The maximum goal differential allowed per game is +/- 4.

## Tiebreakers:

1. Head to Head
2. Most Wins
3. Goal Differential
4. Goals Against
5. Shootout

## Pass backs to GK:

All pass backs may be picked up

## Offsides:

The offside rule is not enforced

## Slide Tackling:

Players are permitted to slide if there is no intent to initiate contact (ex. To keep a ball from rolling out of play)

## Kick Ins:

The ball shall be kicked, rather than thrown in to restart play from out of bounds. All kicks are indirect with the exception of PKs

## Goal Kicks:

May be taken anywhere inside the goal box

## Penalty Kicks:

Shall be awarded if a scoring opportunity was nullified by an infraction. The ball is shot into an open goal from midfield (U7 - U11), defensive goal box (U12 - U13), or the endline (U14 - Adult).

## Five Yard Rule:

Defenders must stand at least five yards away from the ball on all restarts

Team Name:

Manager Name:

Email Address:

Manager Phone Number:

**Skill Level (circle one):** Recreational / Competitive

**Gender:** Male / Female / Coed

**Age Division (circle birth year of oldest player):**

U8 (Born in 2011)

U10 (Born in 2009)

U12 (Born in 2007)

U14 (Born in 2005)

High School (JR/SR)

Circle One

U9 (Born in 2010)

U11 (Born in 2008)

U13 (Born in 2006)

High School (FR/SO)

Adult (18+)

**Player 1**

**Player 2**

**Player 3**

**Player 4**

**Player 5**

Name

Name

Name

Name

Name

Phone Number

Phone Number

Phone Number

Phone Number

Phone Number

Birth Date

Birth Date

Birth Date

Birth Date

Birth Date

Age

Gender

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**Waiver:** I acknowledge there are risks associated with my participation in this tournament and its related activities. I release and waive the tournament sponsors, directors, staff, and suppliers for any injury or loss of property that I may incur as a result of my participation. Signatures on the registration form signify each person has read, understands, and will abide by this information.