



2018 WSEC Tournament Rules

Tournament Organization

- The Tournament Committee reserves the right to decide on all matters relative to the tournament and its decisions are final. This includes, but is not limited to, the following:
 - Relocate and/or reschedule a match
 - Reduce the scheduled duration of a match
 - Change the division and playoff structure
 - Cancel a match
 - Cancel any or all games
 - Cancel the tournament due to inclement weather or other events beyond the control of the committee
 - Rejection or acceptance of any team
 - Rejection or acceptance of any player
 - Rename any team
- In the event of questions or required clarifications/decisions, the hierarchy is:
 - Field Marshal (if applicable)
 - Tournament Committee
 - Tournament Director
- Under no circumstances whatsoever will the Tournament Committee, Hope House, the Virginia Beach Field House, or any official sponsor or other Tournament Official be responsible for any expenses (including the tournament entry fee) incurred by any team, including situations where the tournament or any game(s) is/are cancelled in whole or in part.
- Minimum team rosters are 9. The maximum number of players per team is 12.
 - Players may not play on more than one team in a division. Should a player be included on teams in different divisions, the player and each related team assume the risk of any scheduling conflicts that may arise.
 - All teams must have a minimum of 5 players on the field in order to play. (e.g.- a COED team can have 4 males and 1 female show up and still play)
 - No protests will be allowed or accepted.

Tournament Administration

Team registration /check-in:

- Teams will need to check-in with an ID at the fields 10 minutes prior to game time.

Rules / Regulations

Games:

- It is anticipated that each team will play a minimum of 3 matches in group play.

- Depending on the number of teams that register, there may have to be a different format where two group finalists are determined by either group standings or by an elimination round, to be determined by the Tournament committee prior to the commencement of the Tournament.
- Team captains or appointed representatives must sign score cards to validate the score. During group play, teams will receive group scoring as follows:
 - Three points for win
 - One point for a tie
 - Zero points for a loss
- If there is a tie among the group standings, the tie will be broken in the order of the following criteria:
 - Head-to-head
 - Goals against
 - Goal differential
 - Goals for
 - Penalty kicks in the FIFA format
 - If at this point there is a 3-way tie for the wild cards, there will be a coin toss to determine who advances
- All matches will be played with a size 5 ball. If the tournament provides match balls, those shall be used. If not, the home team (listed first in the match schedule) will provide the size 5 match balls.
- Teams will not be provided shirts for the tournament. Please bring a dark and a light shirt for the tournament. The home team will need to change if the colors are too similar.
- **Outside beverages and food not purchased in the Fieldhouse, smoking, pets and noise makers are prohibited.**
 - **No alcoholic beverages allowed in the players' box.**

Game/Match Mechanics

- Matches are divided into two – 20 minute halves, with a halftime of 5 minutes.
 - During group play, there is no overtime in the event of a tie at the end of regulation.
 - During elimination rounds and finals, there will be a five-minute overtime period (same kick-off/goals defended as the game was begun) and if tied at the end of the overtime period, the match will proceed to penalty kicks in the FIFA format.
- For teams that cannot field the minimum number of players within two minutes after the scheduled match time, that team will forfeit the match with a score of zero goals and three for the winning team. Teams should be present at the field fifteen minutes ahead of the scheduled start time to allow for verification of team rosters/inspection of player equipment as necessary.
 - Any team that uses a guest player without permission from Tournament Director (will be considered for extreme circumstances only) will automatically forfeit the game, even if the game has already been played.
- Players must remain within designated team areas as applicable, and spectators must remain within any designated spectator areas. Any player or spectator who is considered by the referee to interfere with play may be ejected from the playing area by the referee.
- Decisions of the referee are final and binding with respect to the conduct of the match and the interpretation of the match rules, including, but not limited to:
 - Cautions/Ejections
 - Official match time – in general, the game clock will run unless there is an injury that in the opinion of the referee warrants the addition of time to provide for a full match
 - Player equipment
 - Abandonment of the match – If at the discretion of the referee, a match must be abandoned, the team or teams causing the abandonment of the match will be considered to forfeit the match – forfeit scoring of zero points for the game and score for the forfeiting team to apply
- All tournament matches will be played in accordance with the Virginia Beach Field House “Rules for Indoor Soccer,” (including time penalties for yellow and red cards) with the following exceptions/additions:
 - Misconduct will be treated consistent with the FIFA Laws of the Game (Cautions/Yellow Cards and Ejections/Red Cards). If a player is ejected, that team will play a player down for the remainder of that match and the ejected team member must leave from sight and sound of the playing area. If the

ejection results in the team not meeting the minimum number of players (5, at least one player needs to be a female for co-ed divisions), then the team will be forced to forfeit the match.

- **Anyone that gets into a physical altercation will automatically be ejected for the remainder of the tournament without a refund and will be unable to re-enter the facility for the remainder of the weekend.**
- Any player or team member ejected from a match will be barred from playing in that team's subsequent match (even if that subsequent match is an elimination game or final).
- **Slide tackling is prohibited.**
- For clarity, on penalty kicks, the goalkeeper may move along the goal line (side-to-side), but not come off of it until the ball is kicked.
- Shin guards must be covered by socks.
- **Jewelry is prohibited, unless medical in nature and padded/secured in a manner acceptable to the referee.**
 - **Fitbits can be worn as long as they are covered by pre-wrap and tape so that no fingers can get caught underneath.**