

Spooktacular Simplified Rules

Equipment

- Cleats and shin guards required.
- Costumes can be worn during games but must be safe and free from any hard or metal objects. Team must be able to be determined as a team playing together by team costumes.
- Each team must bring a properly sized game ball to play with.

Player Numbers/Substitutions

- Roster cap of 6 players.
- Each team will have 4 players on the field at a time.
- Substitutions can be done on the fly
- Subs must enter and exit as close to the midfield and touch line as possible.
- Subs must tag (High five, shoulder bump, etc.) at intersection

Ejection

- Player will not be replaced and must sit out for tournament.
- Fighting; player is out the whole tournament

Game Setup/Duration/Mercy Rule

- One 20-minute period.
- No offside.
- If a five-goal lead is obtained that team must play down a player until score difference is back to four.
- Running clock no exceptions.
- Round robin setup with no playoffs. Winner will be determined by a point system.
- Point system will be 3 points for a win, 1 point for a tie, and 0 points for a lost.
- At the end of each match, coaches will sign the referee's score card. The winning coach must then take the score card to the check-in/registration area.

Kick ins/PKs/Kick Offs

- Kick off is indirect and cannot be scored from unless touched by another player
- Ball will be kicked in instead of thrown in. Also, indirect must be touched before score
- Free kicks are also indirect.
- Corner kicks and penalty kicks are direct
- Penalty kicks can be awarded if a scoring opportunity was nullified by an infraction.
- Penalty kicks are direct kicks taken from the center mid-line with all players behind the line. If a goal is not scored, the defending team obtains possession with a goal kick.
- On dead ball situations/restarts defending players must be at least 3 yards away from ball.
- No offside, or slide tackling.
- Heading prohibited at U12 and below divisions.

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Goal Scoring/Goal Arc/Goal Kicks

- Goal arc will be lined in front of the goal and no ball contact is allowed within. Players can pass through the arc though.
- If the ball comes to a rest in the goal arc, the defending team will be awarded a goal kick.
- If a defending player touches the ball while in the goal arc, a goal is awarded to the attacking team.
- The plane of the goal arc extends upwards as well.
- Goal kicks can be taken at any point on the end line and are indirect.
- A goal can only be scored from the attacking teams offensive half of the field. I.e. can not be touching midline, has to be across.