

## MILILANI SUMMER CLASSIC MINI-GAMES TOURNAMENT OFFICIAL RULES

This tournament is open to 10U and 12U division teams.

<p>Roster Size: 10U = 10 players max; 12U = 12 players max</p> <p>ALL players must have participated in the Fall or Spring Season and played in 50 percent of a season's games.</p>
<p>2. ELIGIBILITY/AGE CLASSIFICATION: A player's Birth Year will be used to determine Division placement.</p> <p>ALL players must have participated in the Fall or Spring Season and played in 50 percent of a season's games.</p> <p>COED teams are welcome but must play in the boys' division.</p>
<p>3. Equipment: Shin guards must be worn at all times.</p> <p>Jewelry is not to be worn at any time during play.</p> <p>All field players must wear the same color jersey/shirt. If two teams have similar colored jerseys, the HOME team must change to a different color.</p> <p>Goalkeepers must wear a pinnie/shirt of a different color from both teams.</p>
<p>4. Home vs. Away/Visitor: The Home team will be the team listed first on the schedule.</p>
<p>5. Match Start and Duration: Teams must be ready to kick off at game-time or risk a forfeit.</p> <p>Minimum # of players to start a 10U mini game will be 3.</p> <p>Minimum # of players to start a 12U mini game will be 4</p> <p>Games will start when the minimum # of players has been met.</p> <p>Teams will be given a 5-minute grace period; HOWEVER, the game duration may be shortened in order to stay on schedule.</p> <p>Duration of play will be two 10-minute halves with a 2-minute half-time for the 10U division, and two 12-minute halves with a 2-minute halftime for the 12U division.</p> <p>Every player participating in the Mini Games must play at least half of a game.</p> <p>The game shall end before the designated end of a half if a team reaches a 10-goal differential.</p> <p>There will be no coin toss prior to a game start. The Home team will Kick Off to Start the match. The Away/Visitor team will determine which end of the field to attack first.</p>
<p>6. Offside Rules: There is no Offside for the Mini Games Format.</p>
<p>7. Heading: Intentional Heading will NOT be allowed.</p>
<p>8. Slide Tackling: There will be NO Slide Tackling by players.</p>
<p>9. Direct Restarts: A Corner Kick and Kickoff are Direct Kicks. The kickoff may go in any direction.</p>
<p>10. Touchline (Sideline) Restarts: In place of throw-ins will be kick-ins OR a dribble in with the ball placed stationary on the touchline. A player may not directly kick a ball into the goal from its stationary restart position. A player may also dribble the ball into play and after the ball makes a full rotation may then be kicked into the goal.</p>
<p>11. Penalty Kick: PKs will be taken from the top of the arch or 7 yards from the goal. Physical fouls will result in direct free kicks. All others are indirect. Players on the defending team must remain a minimum of 5 yards from the kick.</p>

<p>12. Goal Kick: Any time a Goal Kick is required, the goalkeeper will either (1) Throw the ball, (2) Put the ball down and pass/kick, (3) put the ball down and dribble out of the Penalty Arc. Once the ball has been put down, the ball is effectively "live." The Goalkeeper has 4 seconds to execute the goal clearance. Failure to execute the Goal Clearance within 4 seconds will result in an Indirect kick at the top of the arc for the opposition. A goal may not be scored directly from a goal clearance. Once the ball is OUTSIDE the Penalty Arc, a goal may be scored from anywhere on the field. The ball may NOT be punted or drop-kicked.</p>
<p>13. Goalkeeping: During the run of play when the ball is in the hands of the goalkeeper, it may be thrown anywhere or dropped and dribbled inside or outside the penalty area but CANNOT be drop-kicked or punted.</p>
<p>The ball must leave the goalkeeper's penalty arc within four seconds or it's an indirect free kick from the top of the arc.</p>
<p>A Goalkeeper may not Throw the ball directly into an opponent's goal.</p>
<p>Players may not initiate contact with the goalkeeper at any time while they are in the Penalty Arc. Infractions will result in a yellow card. A goalkeeper outside of the Penalty Arc is to be treated as a field player.</p>
<p>14. Substitutions: Subs for either team may be made with the referee's acknowledgement after any dead ball, including direct and indirect kicks. Repeated substitutions in an attempt to waste time may not be approved by the Referee.</p>
<p>15. Conduct: Coaches are to lead by example and are therefore responsible for the conduct of BOTH the players and parents of their teams. The Referee, the Referee Assignor, and the Tournament Staff will not tolerate unruly behavior and reserve the right to remove any Coach, Player, or Parent from the premises.</p>
<p>16. Scheduling: The Mililani Summer Classic will utilize a Round Robin format. There will be NO overtime in pool play.</p>
<p>17. Scoring: In Pool Play scoring is 3 points for a win; 1 point for a tie and 0 points for a loss.</p>
<p>18. Tiebreakers: To determine pool play advancement, ties will be broken by: 1) Head-to-head result between tied teams, 2) Goal difference in pool play, 3) Fewest goals against in pool play, 4) Most goals scored in pool play.</p>
<p>19. Playoff Game Tiebreakers: Tied Semifinals or Finals games will, after a one-minute break, go directly to a 3-minute golden goal period. If the score is still tied at the end of this period, the winner will be decided by a shootout with the players who were on the field at the end of the golden goal period.</p>
<p>There will be NO OVERTIME, GOLDEN GOAL, OR SHOOTOUT in Pool Play or Round Robin games.</p>
<p>20. TopTekkers Challenge scores will be determined by adding each player's individual score to arrive at a total score for a team. 2 points will be awarded to the winning team of a TopTekkers Challenge in each division.</p>
<p>21. Forfeits: In the unlikely and or unfortunate event of a forfeit, the score will be reflected as 10-0.</p>
<p>22. Protests: No Protests will be allowed. Officials' decisions are to be respected regarding the interpretation of facts, judgements, or rules within the game. In the event of a misinterpretation of a rule, the onsite Tournament Director and Referee Administrator will have Final Say.</p>
<p>23. Have a Blast!</p>