

East Allegheny Soccer
40th Annual BasherBoards Tournament
March 4th and 5th 2023

OFFICIAL TOURNAMENT RULES

1. This tournament is intended for D5 and D6 level travel or club/in-house/recreational teams **ONLY**. D4 Travel, Cup, Classic, or Academy teams are NOT ELIGIBLE. All players on each team must have the same club/community/school affiliation. (*No guest players from other clubs*)
2. There will be no ball kicking permitted in any of the halls within the high school and no pregame practice on the floor before each game.
3. Each team may roster up to 12 players. Only 12 awards will be given to the 1st and 2nd place teams. U8, U10, U12 and U14 divisions will play 5 and a goalie.
4. Proof of age and/or club registration required if contested. This tournament is for club or local teams. No guest players from other clubs are permitted. PA West travel teams can show proof of club status for players by bringing their travel rosters. Others, not on a travel team, must produce some documentation that the player lives in the town that the team is from and/or plays in said club's in-house/recreational league. Any clubs violating this rule will automatically FORFEIT all games and awards. Players may only be on the roster for 1 team per division.
5. Players must wear tennis shoes or indoor soccer shoes. Shin guards must also be worn. A regulation size indoor felt covered soccer ball (size 3 for U8, size 4 for U10, U12, size 5 for U14) will be used.
6. Each game is 17 minutes long with a running clock. The clock stops only at the discretion of the officials (not on all injuries).
7. The team designated as the home team (listed first) will have the kick-off. In case of a shirt color conflict, if possible, the visiting team will change.
8. Substitutions are made on the fly. The official can call a 2-minute penalty if a team has gained an advantage by having a player leave the bench too early.
9. 3-line violation is in effect (Ball cannot cross 3 lines on the fly). The penalty is an indirect kick from the 3rd line. No 3-line call will be made if the ball is on the line.

10. No sliding except for the goalie **INSIDE** the goalie area.

11. There are no drop kicks or goalie punting.

12. You are allowed to play the ball back to the keeper and have the keeper use his hands. Unless otherwise specified, all other rules of soccer apply.

13. All walls under the blue area are in play. Above the blue area is out of play and an indirect kick will be given to the opposing team below the spot where the ball struck.

14. Any ball striking the basketball hoops or ceiling will result in an indirect kick directly below the spot the ball struck.

15. A 10-foot free area will be given on all direct or indirect kicks.

16. Kickoffs are indirect and can travel in any direction.

17. *All calls by the officials are final. There will be no protests considered.*

18. Cards: Any infractions resulting in a Yellow card will cause a 2-minute penalty, where the team must play shorthanded for 2 minutes or until a goal is scored. Any infraction resulting in a Red card will cause a 5-minute penalty. The team will play shorthanded the entire 5 minutes or until the game is completed. The player will be ejected from that game and will be ineligible for the next game. Two yellow cards from the same player in one game will turn into a red card and the team will play short handed for 5 minutes. The player will be ejected from that game and be ineligible for the next game. If a player receives a Yellow card in 2 different games, he/she can continue playing in the game where he/she gets the second yellow card, but must sit out the following game.

19. If a team must forfeit for any reason, the score of the game is considered 3-0.

20. SCORING- Tiebreakers to determine playoff seeding:

- a.** Points: 3 points for a win, 1 point for a tie.
- b.** Head to Head
- c.** Most goals scored
- d.** Least goals allowed
- e.** Coin toss

21. If a playoff/finals game is tied at the end of regulation, one 3-minute 'Golden Goal' period will be played. If still tied at the end of the overtime period, a 3-player penalty shootout (ball will be placed at the designated spot at the top of the arc) will occur. Shooters **MUST BE** chosen from the players on the field.

22. The final game is two 10-minute periods.

23. The tournament director has final authority on all rules covered or not covered above.