



MIDNIGHT MADNESS RULES

★ General Rules

- Tournament has the right to combine age groups to make divisions
- Tournament has the right to mix age groups to make divisions
- U5/U6
 - 4v4 with NO Goalie
 - 10 Max Roster
 - Will receive participation awards
- U7 and UP
 - 5v5 with Goalie
 - 10 Max Roster
 - 1st and 2nd Place Winners will receive awards
- Referees are paid by the tournament
- **ZERO TOLERANCE POLICY REGARDING REFEREE ABUSE**
- The Tournament Director will have FINAL say in ALL matters.

★ Rules of the Game

- Home team
 - Listed first on the schedule
 - Responsible for changing jerseys/wearing pennies in the event of a color conflict.
 - Provides game ball
 - Will Occupy Either the North or West Side of the Field
 - **Must turn in Game card IMMEDIATELY (TO SASA OFFICE) following the completion of the game, if the game ends in a TIE.**
If there is NOT A TIE the WINNING team will turn in the scorecard
- Game Length
 - U5/U6 will play 12-minute halves with a 2 minute half time.
 - U7 and Up will play 16-minute halves with a 3 minute half time.
- Game Ball
 - U5-U8: SIZE 3
 - U9-U12: SIZE 4
 - U12 and up: SIZE 5
- Players
 - Must meet the age and gender requirements of the division they are playing in

- If requested by the tournament director, all players must show proof of age by birth certificate, school ID, drivers license, or military ID.
 - Girls may play in boys divisions
 - May play on multiple teams but may only be on ONE TEAM PER AGE GROUP. However the tournament director may not be able to accommodate scheduling for players that choose to play in more than one division.
 - This is NOT a sanctioned tournament roster can be made up of any person who would like to participate despite teams they currently play on or if they currently play at all. No Guest Player forms are required.
 - ONLY PLAYERS ON THE ROSTER YOU CREATE AND SUBMIT AT CHECK-IN TO THE TOURNAMENT WILL BE ALLOWED TO PLAY.
 - Teams must have 3 PLAYERS on the field to be able to play.
- Uniforms
 - All players must wear shirts of the SAME COLOR!
 - Home team must change jersey or wear pennies in the event of a color conflict
 - Jerseys are not required to have numbers.
 - All players must wear shin guards
 - Cleats are recommended but not required. If they are worn, they must NOT have the toe cleat.
 - Substitutions
 - May take place at any time “Rolling subs”
 - Player can only come onto the field at their half line
 - Does not have to notify referee of substitutions
 - Restart of the Ball
 - **Throw-ins will NOT be used.** Players will be awarded a 1 step kick-in from the sideline where the ball went out of play.
 - Goal kicks are 1 step
 - ALL KICKS ARE IN-DIRECT
 - If a player asks for their space, they will be awarded a distance of 3 yards
 - Free Kicks
 - ALL KICKS ARE IN-DIRECT
 - If a player asks for their space, they will be awarded a distance of 3 yards
 - Field Size
 - U5/U6:
 - U7-U11: C
 - U12 and UP:
 - Goal Arc Area
 - Arc will be an 8 ft Radius Around the Goal
 - Score Cards
 - Will be given to the home team coaches at check-in they are responsible for giving to referee at the beginning of game

- **Score cards will need to be signed by BOTH COACHES and REFEREE!**
- **Score cards will be turned in IMMEDIATELY to the SASA OFFICE upon completion of the game BY THE WINNING TEAM. If the game ends in a TIE it is the HOME TEAMS responsibility to get it turned in. If the scorecard is not turned in within 30 minutes after game completion points will be docked from the responsible team.**
- Tournaments point system
 - Teams will be awarded points per game based on the final score as recorded on the game sheet by the referee
 - Win= 6 points
 - Draw= 3 Points
 - Loss= 0 points
 - Teams may receive extra points based on the score of each game recorded on the game sheet by the referee.
 - 1 point per goal scored up to 3 points per game
 - 1 point for SHUT-OUT
 - Teams can lose points if score cards are not turned in within 30 minutes of game completion.
 - MINUS 1 point per hour
- Championship Games
 - If a tie occurs teams will go into TWO 5-minute halves with a 2-min half time.
 - If the game remains tied after the first extra two halves, PKs (5 per team) will then come into effect.
 - Depending on the amount of teams in your division there could be an actual championship game OR there could be a round robin type of situation. This will remain in the hands of the hosting party and will do as they see fit for the amount of teams in each division.

TOURNAMENT DIRECTOR WILL HAVE FINAL SAY IN ALL MATTERS



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