



Youth 6v6 Tournament Rules & Regulations

TOURNAMENT DATE: JULY 6, 2024

TOURNAMENT SPECIFIC RULES

1. Kick For A Cure Youth Tournament is a 6 vs. 6 soccer format, of which one player must be the goalkeeper. Players are grouped by age, gender and competitive level.
2. Minimum of 8 players must be registered per team and a minimum of \$250 must be raised in order to participate.
3. Teams will play a minimum of three 25-minute games in a round-robin format. Standings will be based on overall points. There will be no Knockout Stages in this division.
4. There must be a minimum of four (4) players including the goalkeeper on the field at all times.
5. In the event we have odd number teams and form groups of three we may ask teams to play two 40-minute games instead of three 25-minute games. This will be confirmed by event organizers the week of the event.

GENERAL RULES AND REGULATIONS

1. At the start of the match, the referee(s) will conduct a coin toss with one captain from each team. The winner of the coin toss will pick the side of field to start on; the loser of the coin toss will get to start the match with the ball.
2. Kick-ins instead of Throw-ins. You cannot score a goal directly from a kick in unless it goes in off another player. If a goal is scored directly from a kick in and the ball does not touch another player before entering the net, then no goal. Restart is with a goal kick.
3. Goal kicks re-started by only the keeper, must leave the penalty area and must hit the ground first before crossing the center line, otherwise a direct free to opponents from the half line.
4. There are no offsides, but players are asked to act in good sportsmanship and avoid blatant offsides.

5. NO slide tackles (warning or caution if slide tackles persist). Restart with a direct free kick for slide tackles.
6. Unlimited substitutions. Substitutions on the fly.
7. All Free Kicks are DIRECT. The Defending team must be a minimum of 5 yards from the ball.
8. Penalty kicks are from 10 yards.
9. No added time for injuries, stoppages, etc. All games to end on time. Players have 5 minutes to clear the field once their game ends to allow subsequent games to start promptly.
10. Player's equipment conforms to FIFA. Non-uniform clothing is allowed based on weather conditions, but uniforms must still distinguish teams. Bibs will be available at the field if required.
11. Shin guards are mandatory and must be worn under socks.
12. Players must remove jewelry and accessories (i.e. earrings, non- medical bracelets, non-prescription sunglasses, hats etc.) prior to each match for their own safety and the safety of other players on the field.

ROSTER AND WAIVER

1. Each team must submit an Official Team Roster prior to the start of the first match of the Kick For A Cure. Only those players listed on the Official Team Roster that have agreed to the waiver (either via online registration or manual form) are eligible to play in any matches.
2. Ineligible players discovered during the match will result in an immediate red card issued by the referee and the team will be playing one (1) player down for the remainder of the match.
3. All players must complete a waiver prior to playing.

BALL IN AND OUT OF PLAY

1. Corner kick is awarded to the attacking team when the whole of the ball, having last touched a player of the defending team, passes over the goal line, either on the ground or in the air and a goal is not scored in accordance to FIFA Law 10.
2. Only the goalkeeper may take the goal kicks and the ball must leave the penalty area.
3. Penalty kick during a match will be awarded to the attacking team for any infraction committed by the defending team inside the defending team's penalty area.

4. A kick-in from the side touch line will be awarded to the opponents of the player who last touched the ball when the whole of the ball passes over the touch line, either on the ground or in the air from the point where it crossed the touch line.

FOULS AND MISCONDUCTS AWARDS

1. All contents of FIFA Law 12 apply.
2. All kicks are direct free kicks.
3. Defending team must be a minimum of five (5) yards from the ball.
4. Yellow Cards - Players (including goalkeeper) issued a yellow card must leave the field for 2 minutes and can be replaced with another registered player of the same team. The referee keeps track of this two (2) minutes and NOT the players or the team. Players sitting the two (2) minutes for a yellow card are NOT eligible for the 3-player shootout or the sudden death shootout. Players issued two (2) yellow cards in the same match will be asked to leave the field for the remainder of the current game. Teams will then have to play one player down for each ejected player.
5. Red Cards – Players (including goalkeeper) issued a red card must leave the proximity of the field completely. Teams must play one player down for every player red carded. Should the number of eligible players for one team on the field hits 3, then the match is immediate defaulted to the opposing team. In round robin play, it will be a 3 – 0 default loss and in the semi finals and finals, immediate elimination from the tournament. Dependent on the offense, players with a red card are eligible to return to play the following game. Players who are shown a red card for violent or abusive behavior may be ejected for the remainder of the tournament. This will be at the discretion of the head referee or Tournament Director to decide.
6. Absolutely no swearing, foul language, or smoking at field level will be permitted.
7. Any players issued a red card for swearing or abusive language towards the referees or any tournament official will carry an immediate 5 games suspension.

APPEALS

1. All appeals must be submitted in writing 30 minutes after the incident. Any appeals submitted thereafter will be deemed void.
2. Fees for any appeals must be accompanied with a \$100.00 non-refundable appeals fee in cash only. No other appeals fee payments method will be accepted.

3. Should you win the appeal, the \$100.00 appeals fee will not be refunded.
4. The \$100.00 appeals fee will be factored in the net proceeds to the beneficiaries.

REFEREE

All referees are registered and certified with the British Columbia Soccer Association. Referees are donating their time and services to this great tournament and cause and will not receive any monetary compensation. Please respect the referees.

FUNDRAISING PRIZE ALLOCATION

Prizes will be awarded to the team that raises the most funds overall. This team will receive special recognition and awards for their outstanding fundraising efforts. Funds raised by each team will be calculated as of 12:00 on the day of the event.

These Rules & Regulations are subject to change prior to first kickoff.

For additional day of information visit www.KickForACure.ca