

2015 The Challenge Tournament Rules and Responsibilities

Game Rules:

7v7 plus a GK. All play takes place within the restraining box: 1st 3rd of the field. Both teams play attack and defense.

The area up top in between the cones is designated as “free space”. Defending teams cannot pressure in this area. Stalling in the “free area” is not permitted and players are expected to move the ball into the playing area upon reaching the “free space”. Officials can use their discretion to award the ball to the opposing team if an attacking team does not move the ball out of “free space” and into the playing area in a timely manner.

Officials will allow no more than a 5-second count in the free space area.

If team X scores a goal, team Y gets the ball in the “free space” at the top of the restraining box.

If team X has possession and then turns it over, team Y must clear the ball back to the “free space” before they can go on attack. If team X regains possession before team Y clears the ball to the “free space”, then team X can go directly to goal without re-clearing it.

If team X shoots the ball and goalie Y makes a save, goalie Y clears it out to her team and stays in goal until the ball gets to the “free space”. Then goalies Y and X make a quick change.

The top (restraining line) is also a BOUNDARY line. If a player steps on this line, runs over it, or passes the ball out beyond it, it will be considered a turnover and the ball will be awarded to the closest opponent 2M inside the boundary line within the “free space”. The player who turned it over, recovers back onto defense, outside of the “free space” area.

Subs on the fly – through the substitution box on the side of each field.

If a player receives a yellow card her team will play short for 3 minutes.

Tournament Rules:

All games are 17 minutes in length. Games will start and stop on a central horn. Move the players quickly on and off the field and be ready to start the game on time!

Initial Ball Possession determined by rock-paper-scissors. Ties stand as ties until the playoffs. If a playoff game is tied when the horn sounds, play continues on until a goal is scored (sudden victory). If a foul occurs as the clock runs down, the attacking team gets to take their 8M shot. (one shot only, no second play).

Information:

- Only participating teams and coaches are allowed between the fields around the center field area. All spectators can watch from the sidelines. NO standing behind the goal lines!
- Bathrooms are located in the building with concessions; next to parking lot
- Tailgates must be set up in the parking lot or on the grassy areas outside the fenced playing fields.

Please do not leave any trash on the premises.

Scoring Procedures

DETERMINING WINNERS: Teams will be awarded points on the following basis:

- 3 - points for a Win
- 0 - points for a Loss
- 1 - point for a Tie

**MINUS ONE (-1) FOR EACH PLAYER OR COACH EJECTED
with a RED Card**

In the event of a tie in points at the end of pool play, the winner will be determined as follows:

1. The winner in head to head competition. (If there is a 3 team tie, proceed to the next tie breaker)
2. Total goals against
3. Goal differential (a max +-12)
4. Most shut outs.
5. Coin toss

NOTE: After each step, standings will be determined; if there is still a tie, then we will proceed to the next step, and **NO RULES WILL BE REVISITED**