

Western Mountain 7V7 Soccer Classic

Rules Governing Play

All regular soccer rules will apply except for the following cases.

1. Coaches **MUST** check-in at the information table with a completed roster and player waiver forms.
2. Players must be eligible to be enrolled in high school. Post-graduates are not allowed to play. Players entering 8th grade may be included at the coach's discretion.
3. While schools are welcome to enter multiple teams, each player must be rostered and may only play on **ONE** team. Exceptions may be granted at the discretion of the tournament director.
4. Games will be 30 minutes long, running time.
5. All round robin games that end in a tie will remain a tie.
6. Playoff games that end in a tie will have one 5 minute OT period, followed by PK's, 1st round of PK's will consist of alternating kicks by 3 players from each team, if still tied continues to sudden victory by alternating kicks by 1 player from each team, until there is a winner. Any player on the team can take a PK. All players on the team must take a PK before taking a second PK. The goalkeeper on the field at the end of OT period is the goalkeeper for the shootout.
7. Fouls will follow NFHS Rules for Directs and Indirects
8. Substitutions on throw-ins (either team), goal kicks (either team), following a goal, following a stoppage by the referee for injury or yellow/red card or anytime at the referee's discretion.
9. All NFHS rules will be in place including no jewelry
10. Goalkeepers are not allowed to punt/dropkick the ball beyond midfield. They may throw the ball or play it off the ground as far as they wish.
11. A player who accumulates 3 Yellow cards during the tournament, will be disqualified for the remainder of the tournament.
12. A Red card **AS A RESULT OF DISSENT OR DANGEROUS PLAY** will result in disqualification from the remainder of the tournament.
13. The penalty areas will be modified to fit the size of the field.
14. Goal kicks can be played from anywhere within the penalty area.
15. Each game will have one official
16. Offsides will be called at the referee's discretion
17. Mouthguards are **NOT** required; Shin guards **ARE** required

Round Robin Scoring System

We will use a 10-point scoring system for Round Robin Play as follows:

Win = 6 pts

Tie = 3 pts

Goals Scored = 1 pt per Goal (up to 3)

Shutout = 1 pt

Standings at the end of the Round Robin games will be used to Seed the Play-off Brackets

Tie Breakers

1. Head-to-head results
2. Goal differential (max 5 or -5 per game)
3. Goals Allowed (max 5 per game)
4. Goals Scored (max 5 per game)
5. Coin Flip