



## Rules

1. Team rosters must consist of at least four players, but no more than six players per team.
2. Each game will be 25-minutes long, and continuous time will be kept on the Gorham Sports Center's scoreboards.
3. All free kicks will be indirect.
4. Restarts for the ball crossing the touchline will consist of an indirect kick, instead of a throw-in.
5. Restarts for the ball crossing the endline will consist of a corner kick or a goal kick. Goal kicks are to be taken along the "no-go" line.
6. During a goal kick, defensive players must retreat to midfield until the ball has been put into play by the attacking team.
7. Restarts after a goal is conceded consists of the defensive team restarting the game as soon as they've retrieved the ball from their own goal and the scoring team has retreated to midfield.
8. Offensive players who touch the ball within the "no-go" zone in front of the goal will null the potential goal.
9. Defensive players who touch the ball within the "no-go" zone in front of the goal will grant the potential goal.
10. Substitutes can enter on the fly at midfield, but they must wait for the departing player to slap hands at the touchline at midfield before entering the field of play.
11. With the exception of each age group's championship game, all tied games end in a tie.
12. In the event there's a tie for seedings after each team has played their three, round-robin games, here's the tie-breaker sequence:
  1. Head-to-head
  2. Goal differential (no more than +3 per game)
  3. Goals allowed
  4. Penalty kicks (see below)
13. The championship game goes directly to penalty kicks in the event of a tie after 25 minutes.
14. Penalty kicks consist of sudden death kicks taken from the top of the opposite "no-go" zone.