

# Pepperell Fall Classic Tournament Rules

(Revised 10/12/09)

**FIFA Rules will apply with the following exceptions:**

**Law I: The Field of Play: Measurements vary from field to field to accommodate as many fields as possible in a given area.**

- **U8-U12 (6V6)** Measurements are approximately 30 yards by 50 yards. Each field will be marked with a midfield line and penalty areas demarcated by a line approximately 10 yards from each goal line. Goal size will be 6 feet high by 12 feet wide.
- **U12 (8V8)** Measurements are approximately 40 yards by 55 yards. Each field will be marked with a midfield line and penalty areas demarcated by a line approximately 10 yards from each goal line. Goal size will be 6 feet high by 12 feet wide.
- **U14-U16 (6v6)** Measurements are approximately 40 yards by 65 yards marked with a midfield line and penalty areas demarcated by a line approximately 12 yards from each goal line. Standard size goals will be used.
- **COED High School (6v6)** Measurements are approximately 40 yards by 65 yards marked with a midfield line and penalty areas demarcated by a line approximately 12 yards from each goal line. Standard size goals will be used.

**Law III: Number of Players: Each team will field a team of six players for 6V6 and eight players for 8V8, one of whom must be a goalkeeper.**

- **Max Roster size** is 12 players for 6V6, 15 players for 8V8.
- **COED High School must have at least 2 female players on the playing field throughout the game.**
- **Substitutions** are done on the fly. All substitutions must occur at the centerline. Player may enter only after slapping the hand coming off the field at the centerline.

**Law IV Players Equipment: A player must not use equipment or wear anything which is dangerous to himself or another player (including any kind of jewelry).**

- **No jewelry or casts of any type will be allowed on the field of play.**
- Teams listed first (home team) will wear pinneys in the event of opposing teams with similar color jerseys.

**Law VII Duration of Game: All games will consist of two 20 minute halves. Each game will be 40 minutes of running time. There will be no break at halftime, players on the field will immediately switch ends and begin the second half as the clock will not be stopped.**

- All quarterfinals, semifinals and finals/consolation games must end with a winner.
- To resolve a tie, these games will immediately be followed by a 10 minute sudden death overtime played in two 5 minute periods.
- If still tied, this will be followed by a penalty kick shootout. FIFA rules apply except that the first team to get an advantage wins (i.e. it may end after the first pair of kickers).  
**Note:** players must be selected from those on the field at the end of the overtime.

**Law XI Offside: 6V6 there is no off sides. 8V8 FIFA rules apply**

**Law XII Fouls and Misconducts:**

- **A red card** will result in automatic ejection from the game as well as suspension from the next game.
- **Two cautions in one game** will result in automatic ejection from the game as well as suspension from the next game. **Two cautions in the tournament** will result in an

automatic suspension from the next game regardless of whether or not the two cautions were received in the same game.

**Law XIV Penalty Kicks:** Penalty kicks will be taken from the center of the penalty line.

**Law XVI Goal Kicks:**

**For 6v6 play:**

The goal kick may be taken from anywhere within the penalty area.

- No opposing player may enter the penalty area until the ball is back in play.
- On goal kicks, opposing players are only required to be outside the penalty Area as the ten yard rule does not apply.
- The ball must exit the penalty area before it is considered in play.
- On a goal kick, the ball must next touch a player or the field in the defensive half of the field or there is loss of possession (play restarts with an indirect free kick at the midfield line).

**For 8v8 play:**

The goal kick is taken from the top of the 6 yard box.

- Opposing players are required to be outside the penalty area
- The ball must exit the penalty area before it is considered in play
- The ball must next touch a player or the field before entering the defensive penalty box of the opposing team or there is loss of possession (play restarts with an indirect free kick at the midfield line.)

**Special Rules Regarding the Goalkeeper:**

- **Goalkeeper Save:** After a goalkeeper takes possession, the ball must next touch a player or the field in the defensive half of the field or there is loss of possession (play restarts with an indirect free kick at the midfield line). This rule applies to throws, punts, and drop-kicks.
- **Goalkeeper handling the ball in the penalty area:** FIFA rules apply for the goalkeeper handling the ball in the penalty area. A goalkeeper may not handle a ball that has been played intentionally back to him by his own teammate.

**Scoring For Competitive Groups Only:**

- 3pts for a win
- 1pt for a tie
- Top-two teams advance to quarterfinals or semifinals.

**Tie Breaker Sequence:** Groups ending with a tie for places will be decided by the following:

1. Head to head competition (two teams only)
2. Most shutouts
3. Least goals allowed
4. Goal differential (up to a max of 4 goals per game)
5. Coin toss or as determined by Tournament Director

In the event of a 3-way tiebreaker, ignore Head to head and continue until 1 or 2 teams have an advantage. After the 3-way tie is resolved, the remaining two teams go back to the start of the tiebreaker sequence (i.e. Head to Head) in order to resolve the 2-way tiebreaker.