

WILLIAMSBURG SIXES RULES

General Information

1. The Sixes will be held in Williamsburg at the War Hill Sports Complex, formerly known as District Park Sports Complex in Williamsburg.
2. Players must wear shin guards
3. In the case of a color conflict, the home team, **listed first** will change jerseys.
4. Please help keep the facility as clean as possible.
5. **If there is inclement weather forecasted please call (757) 220-3794 after 9:00 pm on the day before the tournament. Announcement will be made with at that time for inclement weather instructions.**

Team Information

1. Teams will be limited to a maximum of ten (10) players.
2. All teams must be USYSA, USSF and FIFA affiliated, in good standing with their state associations. Player Passes authorized by their respective soccer association shall be verified and compared with an approved state association roster at tournament registration. Players must be born during or after the year and month indicated by the age division in which they are to compete. NOTE: Coaches shall insure that the player passes presented at registration, and prior to each match correspond directly to the approved state roster. Teams that are members of organizations of the United States Soccer Federation but not members of US Youth Soccer (such as AYSO, SAY, US Club Soccer or Super Y Leagues) DO NOT have to have a US Youth Soccer Application To Travel form (although that team's organization may require that the team have permission). Such a team roster does need to be provided to tournament officials, however, along with current passes from its organization and a current team roster.
3. A team representative must register the team at least one hour prior to your first game. Teams must present valid Player Passes, Certified State/National Rosters (*including one copy to turn in at registration*), Individual Player Medical Release Forms (Do not need to be notarized) and Permission to Travel Forms if necessary. Rec Players are required to have Recreational Player Passes. Teams may not play without having registered under penalty of forfeiture of games. Registration will take place at the field complex registration tent.
4. Teams are guaranteed three (3) games.
5. **Players can play on more than one team ONLY if it is in a different division.**

Game Information

All FIFA rules will apply except for the following:

1. The duration of the game will be **24 minutes with no formal half time**. Players will switch sides of the field at the 12-minute mark. Time *will not* stop on injury unless absolutely necessary. Teams must be ready to play 10 minutes before game time. Any team not able to put 5 players on the field by 5 minutes after game time may at the discretion of the Tournament Director forfeit the game.
2. Substitutions can be made at any time on the fly. Players must be off the field at the half way line before the substitute can enter the game.
3. On free kicks, all opponents must be at least 5 yards from the ball.
4. **Goals cannot be scored directly off of kick-offs; either at the start of the game or after a goal has been scored. Ball must be touched twice.**
5. There will be no offside rule.
6. Any player involved in fighting or other violent play will result in the player being ejected. Ejection results in the following:
 - a. Player will sit out the remainder of the game.
 - b. His/her team will play a player short for the remainder of the game.
 - c. The player ejected will sit out the next game.
7. The Tournament Director will settle all disputes. **No protests will be allowed.**
8. Fields will be approximately 60 yards x 45 yards.
9. Full sized goals will be used whenever possible except possibly in U9 & U10 games.

Scoring Information

1. Preliminary games ending in a tie will remain a tie.
2. Teams will receive 3 points for a win, 1 point for a tie.
3. In the case of a tie in determining a Division Winner, Group Winner or Wild Cards the following tie breakers will apply in the following order:
 - a. Head to head (go to next criteria if more than 2 teams)
 - b. Goal differential up to 7 per game
 - c. Most goals scored up to seven per game
 - d. Least goals allowed
 - e. Most wins in preliminary games
 - f. Penalty kicks

4. If a tie exists at the end of regulation time in a semi-final or final, one five-minute "golden-goal" overtime period will be played. If there is no winner after overtime penalty kicks will ensue. Each team will take 3 kicks. If it is still tied after this there will be sudden death penalty kicks.