

Golden Boot 1v1 Tournament Rules

RULE 1 - GAME DURATION

The game shall consist of a ten (10) minute game. A coin toss will determine the possession before the start of the game. Games tied after regulation play shall end in a tie, except in the playoffs. There are no timeouts and the game clock does not stop in 1v1 games.

RULE 2 – FIELD DIMENSIONS

The playing field is 15 yards long by 10 yards wide. The goals are 2.5 feet high and 4 feet wide.

RULE 3 – FREE ZONE

The free zone is an extension of the playing field opposite of the goal. The free zone dimension is 3 yards by 10 yards. Players only have 5 seconds inside the free zone. Players cannot re-enter the free zone once they enter the field.

RULE 4 – GOAL BOX

The goal box is 6 feet wide by 4 foot long located directly in front of the goal. There is no ball contact allowed within the goal box, however, players may pass through the goal box as long as they do not touch the ball while in the box. If the ball comes to a rest in or on the goal box line, a goal kick is awarded regardless of who touched the ball last. Any part of the ball or player's body on the line or inside the plane of the box is considered in the goal box and an extension of such. If a defensive player touches the ball after it has entered the plane, a goal will be awarded to the offensive team. If an offensive player touches the ball after it has entered the plane, a goal kick will be awarded to the defensive team. The plane of the goal box extends upward infinitely.

RULE 5 – KICK OFF

Play begins inside the free zone. You cannot score directly from a kick off (ball must be 100% over the free zone to be considered in the field). The kick off is an indirect kick.

RULE 6 – KICK INS

ALL kick ins will be played from the free zone. The ball is considered in play once the ball has entered into the playing field.

RULE 7 – CHANGE OF POSSESSION

Once the defensive player steals the ball they must first enter into the free zone before attempting to score a goal.

RULE 8 – GOAL KICKS

There are no goal kicks. If the attacking player plays the ball over the end line, the defensive player will take over possession of the ball in the free zone.

RULE 9 – PENALTY KICKS

Shall be awarded on every 6 fouls, or in the field marshals opinion, a scoring opportunity was nullified by an infraction (the infraction does not automatically result in a red card). Penalty kicks are DIRECT kicks taken from the 3 yard line from the safe zone. Penalty kicks are dead ball infractions. If a goal is not scored, the defense obtains possession in the free zone.

RULE 10 – GOAL SCORING

A goal may only be scored from a touch (offensive or defensive) within the playing field. The ball must be completely in the playing field, and cannot be touching the free zone. If the defensive player steals the ball they

must enter into the free zone before attacking the goal. A goal cannot be scored from an indirect kick, such as a kick-in from out-of-bounds.

RULE 11 – THREE-YARD RULE

In all dead-ball situations, defending players must stand at least three yards away from the ball.

RULE 12: GOALKEEPERS

There are no Goalkeepers in the Golden Boot 1v1 soccer tournament.

RULE 13 – OFF SIDES

There are no offsides in the Golden Boot 1v1 soccer tournament.

RULE 14 – SLIDE TACKLING

There is no slide tackling! If a player is sliding for the ball, contact with any player(s) from the other team is NOT ALLOWED. If a player slides and contact is initiated, a foul shall be awarded. This does not prevent players from sliding to stop/intercept a ball where contact is not initiated during the slide. Example: a player may slide to save a ball from going out-of-bounds.

RULE 15 – HAND BALL CLARIFICATION

Deliberate handling of the ball that denies a player of an obvious goal-scoring opportunity will result in the following: (1) A penalty-kick (at the discretion of the field marshal) (2) A yellow or red card given to the player committing the hand ball (at the discretion of the field marshal).

RULE 16 – PROTESTS OF RULES

There will be no protests.

RULE 17 – GAME BALL / SIZE

Teams are responsible for providing game balls. Here are the following sizes for each group: U5/6 & U7/8 = Size 3; U9-U12 = Size 4; and U13 & up = Size 5.

RULE 18 – PLAYERS UNIFORM

All players must wear shin guards. In the playoffs, the higher seed will have the option of wearing alternative shirts. Players wearing protective casts must receive approval from the tournament director and will be required to check in prior to each game with the field marshal to be permitted to play. If the field marshal on the field of play deems a player's protective cast is unsafe in any way, the player will not be allowed to play until the tournament director and athletic trainer re-approves the wearing of the protective cast.

RULE 19 – DELAY OF GAME

The head field marshal has the official time. Any player may be cautioned with a yellow card if it is deemed by the field marshal that the player is intentionally wasting time, such as if a player intentionally kicks the ball long distances away from the playing field in order to waste time.

RULE 20 – FORFEITS

Players are given five minutes from scheduled game time, or from delayed start time due to unforeseen circumstances, before the field marshal issues a forfeit. Any player forfeiting one game during the playoffs may be removed from the tournament.

RULE 21 – PLAYOFF OVERTIME

Qualifying games shall end in a tie. Only Playoff Games shall play into overtime.

Golden Goal Overtime Period: Playoff Overtime shall consist of one 3-minute “golden goal” overtime period with a coin toss to decide kick-off/direction. The first player to score in overtime is the winner.

Shootout: If no player has scored in the 3-minute overtime, the winner shall be decided in a shootout with a coin toss to decide player-kicking order. The first round of shootouts will consist of each player kicking three shots from the three yard line (12 yards out) in front of the safe zone. The player with the most goals after the first round will be considered the winner. If the score remains tied after the first round of penalty kicks, the players will alternate in the same order from the front line of the safe zone (15 yards out) in a sudden death penalty kick format.

RULE 22 – SPORTSMANSHIP

Players will be held responsible for the good sportsmanship!

RULE 23 – YELLOW CARD

Players that receive two yellow cards in one game will result in a red card. (Please see red card rule). Any player accumulating three yellow cards during a tournament will forfeit their next game (no exceptions).

RULE 24 – RED CARD

Field Marshals have the right to eject a player or coach from the game for continual disobedience or as a result of an incident that warrants sending off. The player receiving the red card will automatically be suspended for their next game (no exceptions). Players or coaches that are red carded must leave the immediate playing area, including the fan and team areas. If the player delays or refuses to leave, the game will be forfeited in favor of opposing team (regardless of the score at the time of the incident).

**If player(s) is (are) issued red card(s) for fighting, player(s) will be ejected from the tournament and are subject to removal from the facility for the duration of the event.

RULE 25 – COACH/PARENT EJECTION

Field Marshals have the right to eject a coach or parent from any game for continual disobedience or as a result of an incident that warrants ejection. Coaches or parents whom are ejected by the referee or tournament official must leave the field and area around the field before play will continue. If a coach or parent refuses to leave, the game will be forfeited in favor of the opposing team.

RULE 26 – WEATHER RELATED ISSUES

The tournament director reserves the right to modify, reschedule, or cancel the tournament due to inclement weather. The tournament director has the right to move or reschedule games, as well as the right to shorten game lengths. Team entry fees are non-refundable.

RULE 27 – SCORING IN QUALIFYING PLAY

Scoring in Qualifying Play – Games will be scored according to the following:

- 3 points for a win
- 1 point for a tie
- 0 points for a loss.

Tiebreakers – Ties in standings between two players will be broken by:

- 1) Head to head results between tied players
- 2) Goal difference in qualifying play
- 3) Goals scored in qualifying play
- 4) Least goals allowed
- 5) Shootout.

Ties between three or more players will be broken by:

- 1) Goal difference in qualifying play
- 2) Goals scored in qualifying play
- 3) Least goals allowed
- 4) Shootout with 1 player receiving a first round draw by random draw.

A forfeit will count as a score of 6-0. Shoot out is shot from half line.

RULE 28 – PLAYOFFS & AWARDS

Four players advance to the semi-final round based on results from qualifying games. Awards will be awarded to the top players in each age group. ****Subject to change****

**** The Golden Boot 1v1 Tournament Director will have final say on all disputes and interpretations of Tournament Rules. ****