

Hot Cocoa Cup 5 Aside Rules

Number of Players

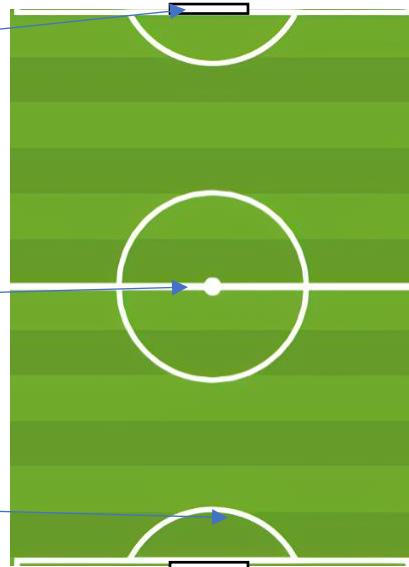
- Each team may play with 5 players on the field (1 GK and 4 field players).
- Adult co-ed teams must always have 1 female on the field.
- Each team is allowed a maximum of 5 subs (10 players per roster)
- Adult co-ed team must have a minimum of 2 females on the roster and players must be 18 years or older to play on an adult team.
- In the event a team is winning by a margin of 6 goals or more the losing team may add a 6th player to the field if they choose. The team can continue with 6 players until the deficit is 4 goals but then must return to 5.

Field of Play

Goal

Kickoff

PK/GK area



Game Length

- Each game will be 25 minutes long
- All games will start and end with an air horn/referee whistle.
- The clock will begin at the ko time regardless of if teams are ready and, on the field, or not.
- If one team is on the field and the other is not when the horn/whistle is blown, the team on the field may attack/score on the empty goal.

Tournament Format

- Each team will play a minimum of 3 games.
- The top 2 teams will play in the final for the championship.

- Teams will score 3 points for a win, 1 point for a tie.
- In a 5 team brackets, 1 team will play a 4th game of which points will only count for opponent.
- In a 6 team brackets, teams will play crossover.

Tie Breakers

If 2 or more teams are tied at the end of group play, final standing will be decided in the following order.

1. Head-to-head
2. Most wins
3. Goal Differential
4. Fewest goals conceded
5. Coin toss
6. In the event that 2 or more teams are tied on points but have not played vs one another, advancement for teams 2nd, 3rd etc. will be decided by PK shoot out.

Clothing/Attire

- Suitable footwear must be always worn. Shin guards must be always worn. Players are not permitted to wear jewelry, this includes watches.
- Layers are encouraged to dress up for this event, but their team should be in the same colors and or be able to be clearly distinguished from the opposing team. For example, you may call your team Snowman FC and the whole team may dress up as snowmen or the team could be Santa's Elves United and all dressed as Santa's elves.
- It is not mandatory to dress up. Teams may choose to wear standard soccer uniforms. There will be a prize for the best dressed teams in each age group. (See prizes and wards)

Coach/Manager

- Teams will need to list a primary team contact when submitting their application. This person will be used for all communication.
- Teams do not need to have a coach and may manage themselves or designate a captain to run the team. However, all teams U14 and younger must have an adult present at games. This could be a coach/manager or parent.

Kick-off

- **All kickoffs will be started with a drop ball from the center spot.**
- Only 1 player from each team can contest the drop ball and all other players must be at least 5 yards away and in their own half of the field. This includes start of game and restarts from any goal scored.

- The ball must bounce once before either player can make contact. If a player touches the ball before the bounce the referee will indicate a retake.

Goalkeeper

- The goalkeeper is the only player on the field permitted to handle the ball and may do so, only within the area.
- The goalkeeper is not permitted to leave the area and, if found doing so in order to gain an advantage, a penalty kick will be awarded to the opposition.
- Goalkeepers are not permitted to kick the ball, except when making a save or from a pass back (see pass back rules). Any infringements of this condition will result in an indirect free-kick 5 yards outside of the GK area.
- When distributing the ball, it must be done with the hands, in an underarm bowling motion. Use of an incorrect action, or the ball going over head height even if a correct action is used, will result in an indirect free-kick being awarded to the opposition 5 yards outside of the area.

Pass Backs

- Players may pass back to the keeper however the keeper cannot pick up the ball and must pass the ball back into play within 5 seconds.
- A player who has received the ball from the goalkeeper cannot pass it straight back to the GK. The ball must touch another player (which may be an opponent) before being passed back. Breach of this rule will result in an indirect free kick being awarded to the attacking team from the point the ball was played.

Penalties

- In absence of there being a penalty spot, penalty kicks will be taken in the center of the pitch, 5 yards back from the edge of the area.
- The goalkeeper must be standing on the line when a penalty is taken.
- The penalty taker must be identified to the referee before the penalty is taken.
- The penalty taker is allowed one step before striking the ball.
- Where either side has breached these rules to their advantage, the penalty will be re-taken.

Penalty/GK Area

- Outfield players are not allowed to enter either teams' penalty area.
- If an attacking player enters the opponent's area, seeking to gain an advantage, the referee will stop the game and restart play with the goalkeeper's hand.

- When shooting, the kick must start and finish outside area; if the player's momentum, then takes them forward into the area this will not be penalized unless the player is found to be interfering with the play from a position inside the area.
- If a defending player enters their own area, seeking to gain an advantage, a penalty-kick will be awarded to the opposition team.
- The goalkeeper is not permitted to leave the area and, if found doing so to gain an advantage, a penalty kick will be awarded to the opposition.

Substitutions

- The referee must be notified whenever there is a substitution of an outfield player. Substitutions require the consent of the referee who will allow the substitution to take place at an appropriate stoppage in the game.
- The oncoming player must not enter the field until the other player has left.
- Teams have unlimited substitutions

Head Height Rule

- The ball may not go over head height. Head height will be deemed to be the height of the crossbar or the tallest player on the pitch as set by the tournament officials but shall be subject to the judgement of the referee in all cases.
- Where the ball goes over head height, an indirect free-kick will be awarded against the player who last made contact with the ball, from the position that they made contact.
- As an exception, play will continue if the ball goes over head height as a result of making contact with a goalpost or by the goalkeeper making a save.
- Headers are not allowed and will result in an indirect free kick to the opposing team.

Ball Out of Play

- Kickoff- Drop ball (see kick off rules)
- Goal kick- To be taken from the keeper's hands (See Goalkeeper distribution)
- Corner kicks- Will be taken from the corner spot. Opposition players must be 5 yards away. Kick must stay below head height.
- Throw ins- must be taken with the hands, in an underarm bowling motion. Use of an incorrect action, or the ball going over head height even if a correct action is used, will result in an indirect free-kick being awarded to the opposition 2 yards from incident.

Fair Play

- For the safety of all players, slide tackles are not allowed.
- Violent and aggressive play; unsporting behavior; and foul and abusive language will not be tolerated. Players exhibiting such behavior will be penalized by the referee.
- The referee may punish infringements with a yellow or red card.

- A yellow card will result in the player being sin-binned for two minutes; in which time they may not be replaced by another player. The sin-binned player may only reenter the field of play when the referee indicates they may do so.
- Where a player is given a red card, they must leave the field immediately and may play no further part in the game. They may not be replaced by another player.
- In the event of persistent or extreme abuse or bad behavior, the referee has the power to abandon the game which may result in the disqualification of one or both teams from the competition.

Free Kicks

- Players must retreat at least 5 yards away from where the ball is kicked, for any free kick.
- If a free kick is awarded within 5 yards of the edge of the area, it should be moved back so that it is 5 yards from the edge of the area, allowing a defensive wall to form in front.
- All free kicks are in-direct, except in the event of a penalty awarded for GK box (keeper leaving or defender entering to gain advantage)