



# SPORTING COLUMBUS

## RULES:

1. **LAWS OF THE GAME:** International Rules (FIFA/USSF) apply, except as hereafter noted.
  - a. **SUBSTITUTIONS:**
    - i. Unlimited
    - ii. At any stoppage time (i.e. out of bounds, free-kick, goal, injury)
  - b. **OFF-SIDES:** There shall be no off-sides.
  - c. **OUT OF BOUNDS/RESTARTS:** All balls out of bounds shall be restarted with a kick. All restarts for **ANY** infraction shall be **INDIRECT**.
  - d. **HEADING:** There shall be no heading in any games. In the event a player deliberately heads the ball, an indirect free kick should be awarded to the opposing team from the spot of the offense. If the deliberate header occurs within the goal area, the indirect free kick should be taken on the goal area line parallel to the goal line at the point nearest to where the infringement occurred.
  - e. **FORMAT:**
    - i. 5 v 5
    - ii. ALL games shall be one 25 minute period. The game clock will not be stopped because of injury to any player. Due to the time allowed for the completion of all games, the clock should run continuously and be kept by the tournament officials.
    - iii. Ball size 4
2. **CODE OF CONDUCT:** Any parent, player or coach ordered off the field by Sporting Columbus staff for misconduct shall be suspended from at least the next game, as determined by Sporting Columbus staff. Sporting Columbus staff shall review each incident based on the report of the coaches. Sporting Columbus staff decisions with respect to any suspension shall not be subject to review or appeal.
3. **INCLEMENT WEATHER:** At first seeing or hearing of lightning or thunder, Sporting Columbus Staff shall advise teams to seek shelter. Play will not be resumed before 30 minutes from the last of seeing or hearing of lightning or thunder. Players must go to their cars or take shelter during any weather delay. Fields shall remain closed until further notification. Any weather-related game delay after the first ten minutes of play is completed will result in termination of the game. In the event that a final cannot be played or finished and the game has reached half time, then that score will stand and a winner declared. If less than one half of the game has been played or the game is tied after one half has been played, then co-champs are declared; however, which awards received shall be determined by a coin toss.
4. **STANDINGS AND TIE BREAKS:**
  - a. **Game Points:** Points will be awarded for each game in accordance with the following schedule:
    - i. Six points for a WIN
    - ii. Three points for a TIE
    - iii. Zero points for a LOSS
    - iv. One point for a SHUT-OUT (including 0-0 game)
    - v. One point for each goal scored, up to four maximum, regardless of win or loss.



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- b. Tie Breaking: In the event of a points tie, places will be determined as follows:
    - i. Head to head.
    - ii. Wins
    - iii. Goal differential (maximum of a four goal difference per game).
    - iv. Least goals allowed.
    - v. Most goals scored (maximum of four goals per game).
    - vi. Shutout points (0-0 shut-out will count)
    - vii. Penalty kicks.
  - c. NET GOAL DIFFERENTIAL: To determine the "net goal differential" between two or more tied teams, all preliminary games will be counted. Net goal differential shall not exceed four (4) per game.
5. **PROTESTS: THERE WILL BE NO PROTESTS.** ALL DECISIONS OF SPORTING COLUMBUS STAFF ARE FINAL.
6. **PLAYER UNIFORMS AND EQUIPMENT:** All players of a team will wear the same color shirts, shorts, and socks. Every player must then be dressed alike. The uniforms must be worn with the shirts tucked into the shorts and the socks must be pulled up to cover the shin guards. **All home teams shall wear gray jerseys and all away teams shall wear black jerseys.**
7. **REFEREES:** There shall be no referees. Coaches shall call the game from the sidelines.