



## WAGS TOURNAMENT LEGACY DIVISION RULES

### Format/ Cost:

- 8v8 (Including GK)
- Over 40 Division/Flight - \$550/team, includes Ref fees
- Over 50 Division/Flight - \$550/team, includes Ref fees
- Over 60 Division/Flight - \$550/team, includes Ref fees
- Over 70 Division/Flight - \$550/team, includes Ref fees

### Duration of Game:

- Two 30-minute halves
- 5-minute Half-Time

### Number of Players:

- Team roster limited to 15 players, all of whom are eligible to suite-up for each match.
  - Ball: Each team will be supplied with two size 5 game balls which should be used for all matches.
  - Field Dimensions: 70x55 Yards
  - Goal Size: 7x21
  - Throw-ins: Yes

### Team Areas:

- Player & Coach Sideline
- ONLY rostered players and officials allowed

### Substitutions:

- Can be made on any stoppage with the referees permission

### Player Equipment:

- Uniforms:
  - Players should have the same jersey color with numbers on back
  - Home Team will change if there is a conflict in jersey color with away team
- Shin Guards:



- Players must wear shin guards covered by long socks.
- Offside:
  - No Offside Rule will apply

### **Check In Requirements**

- Information will be sent out regarding WAGS Legacy Rosters to all accepted teams closer to the Application deadline.

### **Fouls & Misconduct:**

- Goalkeeper may punt in own half. If the goalkeeper punts (volley or 1/2 volleys the ball from hands) into the opposing half, the other team shall be awarded an indirect free kick on the center spot (halfway line). Restart with indirect free kick.
- Slide tackling: Is allowed - IF BOTH teams determine no slide tackling prior to the start of the game, the ref will enforce the no slide tackling rule. If a slide tackle happens and the ref calls the foul, the opposing team will be rewarded an indirect free kick at the spot of the foul.
- Free kick
  - Indirect & direct free kicks to be given in accordance with the laws of the game.
  - Opponents must be 8 yards from ball.
- Penalty Kick:
  - Taken from 8 yards out
  - Goalkeeper must keep one foot on goal line

### **Point System:**

- Competition shall be based on a ten (10) point system
  - 6 points for a win
  - 3 points for a tie
  - 1 point for a shutout
  - 1 point for each goal up to a total of 3 win or lose.
- The maximum possible points per game is 10 points. Forfeits shall be scored as 1-0 with 8 points awarded.

### **Tie Breaks:**



- The following sequence shall be used to break ties in the standings. For a three or more-way tie; after the first tie is broken the tiebreaker shall start at the beginning to break the next tie.
  1. Head-to-head
  2. Goals Against
  3. Goals for
  4. Goal Differential
  5. Toss of a coin

#### **Overtime/Extra Time:**

- In the event a semifinal or final round match is tied at the end of regulation periods the winner will be determined according to the FIFA method of obtaining a result in knock-out competition in effect at the time of the competition. In the event of a playoff game being tied at the end of the regulation periods, a ten (10) minute overtime period, which is divided into two (2) periods of five (5) minutes, shall be played. Tied playoff games after overtime will be decided by penalty kicks.

#### **Team & Player Eligibility:**

- Competition all players must meet the eligibility criteria relating to age and registration status.
- Players must achieve the required age for participation in the competition any time during the calendar year the competition occurs.
- Players must submit proof of age at the fields prior to each game.
- Each player must be rostered with a team or teams by the check in deadline (date TBA).
- A player shall not play for more than 1 team in the same division. A player is not allowed to play more than on 2 separate teams across all eligible age divisions.

#### **Player & Manager Discipline:**

- Players or managers who are sent off for two (2) subsequent cautions shall be suspended for a minimum of one (1) following competition game.
- Players or managers sent off for any other reason shall be suspended for a minimum of one (1) game and any additional competition games or the entire tournament at the discretion of the competition commissioner.
- A player or manager that is suspended will serve their suspension in the following game in the competition. For players on multiple teams the suspension could be served in a different division.



- Players or manager sent off a game are required to leave the premises immediately. Failure to do so may result in a game forfeit for the team.

**Forfeits:**

- A team using an ineligible player shall forfeit the game to the opposing team and shall be expelled from the competition
- A team that causes a game to be forfeited or abandoned shall not advance in the competition beyond the group stage. This might be overturned by the competition commissioner.
- If a player is included on team roster for more than one (1) division and one of the teams with which that player is rostered causes a game to be abandoned in the competition, such player shall not be allowed to participate further on the second team for which they are rostered.
- Teams that choose to not complete any assigned game in the competition, including the championship game (Final), shall not advance or will not be awarded the title or finishing place in the competition. A completed game consists of two (2) equal & fully completed periods as assigned to that specific game. The competition commissioner assigns duration of games.
- Teams are responsible for finishing all games. Teams that cannot finish a game due to lack of eligible players on their roster or not enough players available for that competition game whether due to disciplinary action or any other absence will be considered as causing the abandonment, termination, or forfeiture of a game. In such case all sanctions apply as outlined above.

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