



# WAGS Legacy Division Tournament Rules

## Format/ Cost:

- 8v8 (Including GK)
  - Over 40 Division/Flight - \$550/team (*includes referee fees*)
  - Over 50 Division/Flight - \$550/team (*includes referee fees*)
  - Over 60 Division/Flight - \$550/team (*includes referee fees*)
- The tournament will be Championship format, where the first and second place team of each bracket will receive an award.

## Duration of Game:

AGE GROUP	HALF LENGTH	HALF TIME LENGTH
Over 40	30 Min.	5 Min.
Over 50	30 Min.	5 Min.
Over 60	30 Min.	5 Min.

## Player Information & Eligibility:

- Team rosters are limited to 15 players, all of whom are eligible to suit-up for each match.
  - Players can only be rostered and play for ONE team throughout the tournament. NO DUEL ROSTERING.
  - To be eligible to play in each age group, players must be turning 40, 50, or 60 in the same calendar year as the tournament.
- Players must submit proof of age at the fields prior to each game.
- Each player must be rostered with their team by the check-in deadline.

## Equipment:

- Uniforms
  - Players are to wear the jersey color with numbers on the back.
  - Home Team will change if there is a conflict in jersey color with the Away Team.
- Shin Guards
  - Players are required to wear shin guards covered by long socks.
- Balls
  - Each team will be supplied with two size 5 game balls by the tournament, which are to be used for all matches.

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## Check-In Requirements:

- Information will be sent out regarding all check-in information to all accepted teams closer to the event.
- All documents and check-in information can be found on the WAGS Tournament website under the Legacy Division tab.

## Fields:

- Field Dimensions: 70 yd. x 55 yd.
- Goal Size: 7 ft. x 21 ft.
- Team Areas:
  - There will be a Player & Coach Sideline
  - ONLY rostered players and officials can be on this sideline.

## Regulations & Misconduct:

- Throw Ins
  - Yes, there will be throw ins used.
- Substitutions
  - Can be made on any stoppage with the referee's permission.
- Offsides
  - No offside rule will apply.
- Goalkeepers may punt in their 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*).
- 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 with an indirect free kick at the spot of the foul.
- Free Kicks
  - Indirect & direct free kicks are to be given in accordance with the laws of the game.
  - Opponents must be 8 yards from the ball.
- Penalty Kicks
  - Will be taken from 8 yds out.
  - Goalkeepers must keep one foot on the goal line.

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## 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 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 Breakers:

- 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. Coin Toss

## Overtime/Extra Time:

- In the event that a semi-final or final match is tied at the end of regulation 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.



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## Player & Manager Discipline:

- Players or managers who are sent off for two (2) subsequent cautions shall be suspended for the next game of competition.
- 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.
- Players or managers who are sent off during 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 may be overturned by the competition commissioner.*
- 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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