

Warminster Soccer Club

P.O. Box 2155 , Warminster, PA

INTRAMURAL TOURNAMENT RULES

Each team will play other teams in their division to determine the first and second place teams, based on a point system. Points will be tabulated for each win and/or tie on the basis of three (3) points for each win and one (1) point for each tie game. Zero (0) points are awarded for a loss.

All normal WSC rules will apply to preliminary round games, such as minimum/maximum number of players permitted, even playing time for all members of the team, penalties, throw-ins, etc...

The exceptions to normal rules are as follows:

1. **Game length** is as follows:

Under 9 Division	(2) 12 minute halves	5 minute half-time
Under 13 Division	(2) 18 minute halves	5 minute half-time
Senior Division	(2) 20 minute halves	5 minute half-time

2. **Substitutions are allowed once per half.** If a coach elects to make a substitution during the game, any number of players may be substituted at the same time, but only at the normally allowed substitution times of throw-ins(PIAA), goal kicks(either team), corner kicks, and after a score (either team). Of course, substitutions will be allowed at any time for an injured player, but only the injured player may be substituted. Also, there is no restriction on player changes during half-time. If a coach does not use his or her one substitution allowed during the first half, it **may not** be retained for use during the second half. (Use it or lose it.)

3. **You do not have to pull a player if you are ahead by three (3) goals.** Normally, you are required to play down one (1) if you are ahead by three (3) goals, and play down two (2) if you are ahead by five (5) goals. This does not mean you are allowed to run the score up on a team that you are clearly superior to. Please remember that there are things you can do, such as moving players around, which will allow you to keep the advantage in stopping goals by the other team, without having your team continue to score goals.

Remember, as in any game, the position of the players on the field may be changed during the game ***without*** any stoppage of play.

It is extremely important that all teams (coaches & players) be ready to play at the appointed starting time(s) and at the fields designated by the division director. **Substitutions, if made, must be made quickly!** Referees will be instructed to issue a caution (yellow card) to anyone deemed to be intentionally causing a delay of game. Teams are to be at the field area at

least five (5) minutes before each game. Please be sure that all of your coaches, players and fans remain on *your* side of the field throughout the game.

The team with the most points will automatically be awarded the gold medal, and the second place team will automatically be awarded the silver medal. The maximum points any team may accumulate is twelve (12). It is possible for two teams to be *tied*, in which case the tie-breaker method will be used to determine the first and second place teams.

In the event of a tie, use the following method(s) to break the tie:

- 1) If the tied teams played each other in the preliminary rounds and there was a winner of that round, the winner of the head to head competition shall be ranked higher.
- 2) If a tie still exists, the winner shall be determined by the team allowing the fewest goals scored *against itself* during the tournament (most goals scored is not a factor).
- 3) If a tie still exists, the winner shall be determined by the team with the most shutout victories, on the basis of one (1) bonus point per shutout victory.
- 4) If a tie still exists, the winner shall be determined by *goals scored*, with a **maximum of three (3)** per game counted.
- 5) If a tie still exists, a five (5) minute “sudden victory” mini-game will be played. (“Shoot Outs” are not permitted in any division of WSC.). The first team to score a goal wins. The game is begun by a **dropped ball** at the center circle. If after five minutes there is no winner, the referees shall direct that the goalies leave the field. The goalie may assume another position on the field provided an alternate player is quickly removed. Play is immediately resumed by a **dropped ball** at the center circle. If no score occurs after five (5) more minutes of play, another player is to be removed. The process of removing players will be repeated after every five (5) minutes until a goal is scored and a winner is determined. There are no substitutions **or stoppage of play (rest periods)** allowed during the sudden victory game.

PLEASE REMEMBER THAT ALCOHOLIC BEVERAGES, IMPROPER LANGUAGE AND/OR IMPROPER BEHAVIOR ARE PROHIBITED AT ALL WSC FIELDS. COACHES SHALL SEE TO THE ENFORCEMENT OF THIS POLICY.