

28th ANNUAL
EAST ALLEGHENY BASHER BOARDS

EAST ALLEGHENY BASHERBOARD CLASSIC
MARCH 12th AND 13th 2011
OFFICIAL TOURNAMENT RULES

1. There will be no ball kicking permitted in any of the halls within the high school and no pregame practice on the floor before each game.
2. Each team may roster up to 12 players. Only 12 awards will be given to the winning teams. U8's, U10's, U12's and the girls divisions (if applicable) will play 5 and a goalie.
3. Proof of age and/or club registration required if contested. This tournament is for club or local teams. No guest players are permitted. PA West travel teams can show proof of club status for players by bringing their travel rosters. Others, not on a travel team, must produce some documentation that the player lives in the town that the team is from. Any clubs violating this rule will automatically FOREFEIT all games and awards. Players may only be on the roster for 1 team per age group.
4. Players must wear tennis shoes or indoor soccer shoes that are designated as non-marking shoes. Shin guards must also be worn.
5. Each game is 17 minutes long with a running clock. The clock stops only at the discretion of the officials (not on all injuries).
6. The team designated as the home team (listed first) will have the kick-off. In case of a shirt color conflict, if possible, the visiting team will change.
7. Substitutions are made on the fly. The official can call a 2-minute penalty if a team has gained an advantage by having a player leave the bench too early.

8. 3-line violation is in effect. The penalty is an indirect kick from the 3rd line. No 3-line call will be made if the ball is on the line.
9. No sliding except for the goalie inside the goalie area.
10. You are allowed to play the ball back to the keeper and have the keeper use his hands. Unless otherwise specified, all other rules of soccer apply.
11. All walls in the blue area are in play. Above the blue area is out of play. An indirect kick-in will be given to the opposing team.
12. Any ball striking the basketball hoops will result in an indirect kick directly below the spot the ball hit.
13. A 10-foot free area will be given on all direct or indirect kicks.
14. Kickoffs are indirect and can travel in any direction.
15. **All calls by the officials are final. There will be no protests considered.**
16. Cards. Any infractions resulting in a Yellow card will cause a 2-minute penalty, where the team must play shorthanded for 2 minutes or until a goal is scored. Any infraction resulting in a Red card will cause a 5-minute penalty. The team will play shorthanded the entire 5 minutes or until the game is completed. The player will be ejected from that game and will be ineligible for the next game. Two yellow cards from the same player in one game will turn into a red card and the team will play short handed for 5 minutes. The player will be ejected from that game and be ineligible for the next game. If a player receives a Yellow card in 2 different games, he/she can continue playing in the game where he/she gets the second yellow card, but must sit out the following game.

- 17.** If a bracket is not filled out, or if a team must forfeit for any reason, the score of the game is considered 3-0.
- 18.** SCORING- To determine playoff seeding:
- a. Points: 3 points for a win, 1 point for a tie.
 - b. Head to Head
 - c. Tie breaker points- Points given for Wins or Ties plus one bonus point for every goal scored up to 3 bonus points. No points awarded to the losing team.
 - d. Least goals given up.
 - e. Most goals scored.
 - f. Coin toss if it is for playoff seeding. If it is to determine who makes the playoffs, a 3-man shootout (penalty kicks).
- 19.** If a playoff game is tied at the end of regulation, one 5-minute sudden death period will be played. If still tied at the end of the first overtime period, each team will remove 1 player from the field for a 1-minute period; another player will be removed, and so on until there is 1 field player and a goalie for each team.
- 20.** The final game is two 10-minute periods.
- 21.** The tournament director has final authority on all rules covered or not covered above.