

AROUND THE CLOCK ATHLETICS

ANY SPORT, ANY TIME, ANY PLACE
WWW.AROUNDTHECLOCKATHLETICS.COM

2008 SPRING SLAM RULES & ADVANCEMENT PROCEDURES

Laws of the Game

The tournament will be played in accordance with FIFA Laws of the Game, except as modified by these rules.

- Casts, splints, or body braces made of a hard substance must be covered on all exterior surfaces with no less than 1/2 inch thick, high density polyurethane, or an alternate material of the same thickness and similar physical properties to protect the injury. Referee or Tournament Director must grant permission.

Duration of the Game

26.30 halves separated with a 2 minute half time

Game Clock

The game clock will not be stopped because of an injury to any player. Due to the time allowed for completion of all games, the clock runs continuously. There is no additional extra time added to any period.

Start of Play

No coin-toss. The home team (team listed 1st on the schedule or listed on top of bracket) will choose the side of the field they wish to defend. The away team will get the kick-off to start the game.

Substitutions

- After a goal by either team
- Before a goal kick for either team
- Before a throw-in in your favor, or if both teams are substituting, on either teams' throw in.
- At beginning of any period of play
- In case of injury for the injured player
- On yellow card (to replace a cautioned player, 1 for 1)

Forfeits

A maximum 2 minute grace period will be allowed after scheduled kick-off time before the game is awarded to an opponent. A forfeit will be recorded as a 5-0 score. A team that is responsible for a forfeit may not advance in the tournament.

Yellow/ Red Card Policy and Ejections

Players/Coaches/Managers, etc. are expected to conduct themselves within the spirit of the Laws of the Game.

2 yellow cards equal 1 red card

- A player/coach/manager who is ejected from a game will be ineligible to participate in the next scheduled game.
- An ejected player may not be replaced, therefore, the team will play short. If the ejection causes the team to play with less than the minimum required, the game will be stopped and the score will stand at that time.

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Points earned

The teams will be ranked in order of points earned for wins and ties.

- 3 points for a win
- 1 points for a tie
- 0 points for a loss

Tie-Breaker

Among teams with the same number of points, final placing will be determined by the following tie breaker rules which will be applied in the following order:

1. Bonus Points

* Bonus points examples: maximum 5 bonus points per game

- If team A beats team B by a score of 5-0, team A receives 5 bonus points.
- If team C beats team D by a score of 5-2, team C receives 3 bonus point.
- If team E beats team F by a score of 6-5, team E receives 0 bonus points.

2. Least goals against

3. Head to Head

4. Shoot out 3 players, if still tied golden goal shoot out one player at a time

5. When all else fails double elimination coin toss

Protests & Disputes

There will be no protests. All officiating decisions are final.

Disputes – all disputes for non-referee decisions (e.g. Player eligibility issues, or disputes over tournament rules) will be handled by the Tournament Director or their designated representative(s). All decisions are final and no appeals will be allowed.

Behavior

The Oakland Yard Athletics reserves the right to remove any person who intentionally disavows OYA conduct rules. These include verbal or physical abuse of referees, OYA volunteers, and/or spectators.