

ASSEMBLY SOCCER TOURNAMENT SUMMARY

TEAMS

6 man teams. (No goal keeper)

GOALS

4' tall x 8' wide

PENALTY BOX

17' x 8' box will be in front of each goal

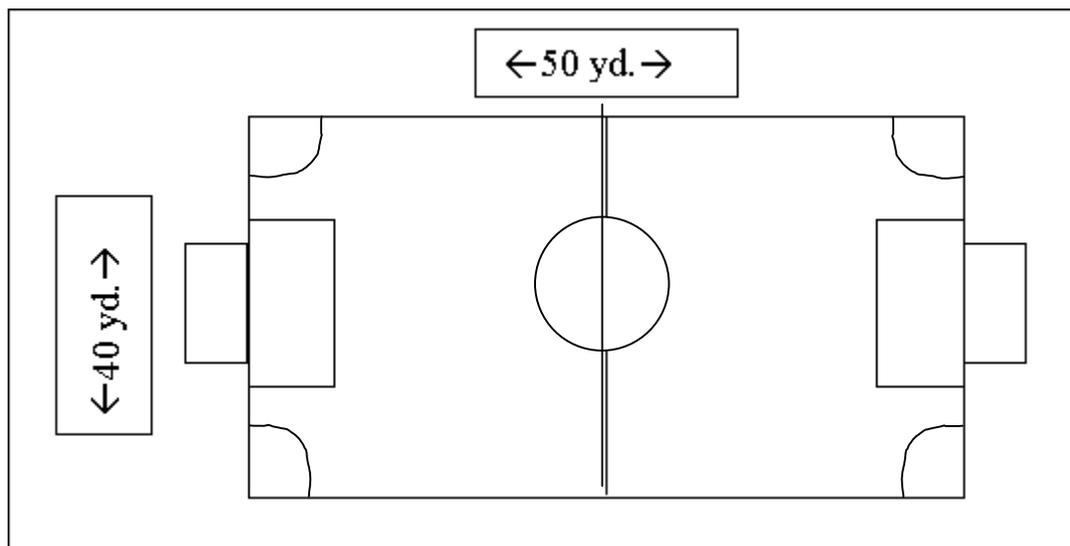
FIELD

A shortened field 50 yd x 40 yd field (see diagram)

ELIGIBILITY

This is an inter-assembly event. See guidelines below.

FORMAT: There is NO team elimination. This is a "round-robin" tournament (Swiss or Complementary). All teams play about the same number of games and the ranking is decided by a computer scoring program that includes wins-losses, point difference, goals for, goals against, etc. A final playoff or exhibition game is optional. The goal is FELLOWSHIP not VICTORY.



RULES

TEAM ELIGIBILITY

Teams must represent a local assembly that follows New Testament principles of leadership, practice, and worship that are consistent with voting representatives on the Board of Directors of Camp Horizon. This is a Camp Horizon sponsored, inter-assembly event.

Chapels may combine teams if neither of the participating chapels are able to field a team alone, or to accommodate a surplus of eligible players.

TEAM MEMBER ELIGIBILITY / GUIDELINES

The following guidelines have been established to help captains determine who is eligible to play.

Team members must REGULARLY attend the local assembly sponsoring the team, or attend an assembly that does not have a team, or have served on Camp Horizon summer staff THIS YEAR, but does not attend an assembly.

Someone who goes away to college, and regularly fellowships with their chapel while home on break, is eligible to play with their chapel.

REGULAR ATTENDANCE

For the purposes of this tournament, regular attendance is defined as at least 3 out of 4 Sundays a month (or regular attendance at youth group) for at least the past 3 months or since youth group resumed for the school year. **EXCEPTION:** Unsaved friends must have been to youth group at least three times this season.

STATEMENT OF INTENT – EXCEPTIONS

The intent of this rule is to make this an assembly fellowship event and to avoid a problem that occurred years ago when teams would bring a “friend” that had the skills to give their team a winning edge. If you want to bring some unsaved friends, get them to go to youth group first, then bring them to the tournament (NOTE THE RULE CHANGE UNDER REGULAR ATTENDANCE). Any exceptions to these guidelines must be approved by all coaches present at the morning coaches meeting.

THE RULES

The normal FIFA rules shall apply except where modified below. (Some FIFA rules have been included below for further clarification. For a complete list of Official FIFA rules, see www.planet-soccer.com.)

Keep in mind that rules listed in this document supersedes those listed by FIFA)

**** Field of Play ****

Dimensions. The field of play shall be rectangular, its length being about 50 yards and breadth about 40 yards.

Marking

The field of play shall be marked with distinctive lines, not more than 5 inches in width in accordance with the plan, the longer boundary lines being called the touch-lines and the shorter the goal-lines. A flag on a post not less than 5 ft. high and having a non-pointed top or a cone shall be placed at each corner. A halfway-line shall be marked out across the field of play. The center of the field of play shall be indicated by a suitable mark and a circle with a 2 yards radius shall be marked round it.

The Penalty-Area

At each end of the field of play two lines shall be drawn (or cords attached to the ground) at right-angles to the goal-line, 1.5 yards from each goalpost. These shall extend into the field of play for a distance of 8 feet and shall be joined by a line drawn parallel with the goal-line. Each of the spaces enclosed by these lines and the goal-line shall be called a penalty-area.

The Penalty-Spot

Penalty kicks will be taken from the halfway mark (25 Yards).

The Corner-Area. From each corner-flag post a quarter circle, having a radius of 1 yard, shall be drawn inside the field of play.

The Goals

The goals shall be placed on the center of each goal-line and shall consist of two upright posts, equidistant from the corner-flags and 8feet apart (inside measurement), joined by a horizontal crossbar the lower edge of which shall be ABOUT 4ft. from the ground. Nets may be attached to the posts, crossbars and ground behind the goals. They should be appropriately supported and be so placed as to keep them from blowing inward into the field of play.

**** The Ball ****

A size 5 ball shall be used for all games. Teams may bring their favorite ball – both teams must agree on which ball is used.

**** Number of Players ****

The Roster

A team roster shall consist of at least 5 players but no more than 11 players. (If you have twelve players, you must split into two teams). The match shall be played by two teams, each consisting of no more than 6 players and no less than 5 players. There shall be no goalkeeper for either team.

Substitutes may be made during any game stoppage, provided the referee is informed and has signaled the substitute. There will be no limit on the number of substitutions made during a game.

If a substitute enters the field of play without the authority of the referee, play shall be stopped. The substitute shall be cautioned and removed from the field or sent off according to the circumstances. The game shall be restarted by drop ball.

**** Duration of the Game ****

Game length may be adjusted according to the number of teams in the tournament.

The clock does not stop during play

2007: 15 minute games + 5 minutes between games except the final round which was two 10-minute halves with a 1 minute break.

**** Kickoff ****

A goal can not be scored direct from a kickoff.

The ball must travel one full rotation into the opponent's half of the field of play.

All players must begin in their own half of the field.

The opposing team must remain no less than 5 yards from the ball until it is kicked.

The kicker may not play the ball a second time until it has been touched by another player.

For any infraction of the kickoff rules, the kickoff will be retaken, except in the case of the kicker playing the ball a second time; for this offense an indirect free kick will be taken by a player of the opposing team from the place of the infringement.

**** Slide Tackling ****

Absolutely no slide tackling is permitted. Sliding is permitted during the game when it is not in an attempt to strip a player of the ball or is not made in the direction of a nearby player.

**** Throw Ins ****

A goal can not be scored directly from a throw in. As of 2002, the throw-in has been replaced by an indirect kick with the ball placed on the touch-line or within 1 yard outside the line.

**** The Penalty Area ****

The ball may not be touched by either team once it has wholly crossed the plane of the penalty area.

Should an offensive team member touch the ball once it has wholly crossed the plane of the penalty area of the opposing team, a penalty is assessed and a goal kick is given to the defensive team.

Should a defensive team member touch the ball once it has wholly crossed the plane of their own penalty area, it shall be considered an automatic goal. Play resumes accordingly.

Should a ball at any time come to rest inside the penalty area, or at a point at which it is has wholly crossed the plane of the box, and therefore considered "untouchable", then the referee shall award a goal kick to the team in whose penalty area the ball has come to rest.

**** Goal Kicks ****

All goal kicks shall be taken from within the penalty area.

**** Penalty Kicks ****

Penalty kicks will be taken from the penalty kick mark as defined in the above section (Field of Play - Markings)

Time shall be extended to permit a penalty-kick being taken at or after the expiration of the normal period in either half.

During the penalty kick, the team to whom the penalty kick has been awarded will select one player to take the kick. All other players of both teams must stand behind at least 3 yards behind the kicker and may not approach the goal until the ball has been touched by the kicker.

The ball is deemed to be in play directly when it is kicked.

The player kicking the ball must kick the ball forward and may not touch the ball again until the ball has been touched by another player. Should the kicker play the ball a second time before it has been touched by another player, the referee shall award an indirect free kick to the opposing team from the point of the infraction.

**** Offsides ****

No offsides rule will be enforced.

**** Scoring ****

A goal shall be awarded when the WHOLE of the ball has crossed over the goal-line within the frame of the goal.

**** Carding System ****

Any player receiving a yellow card shall carry that mark during the duration of that game and into the next one game in which his team plays.

Any player receiving a second yellow card during a game or a single yellow card in a game in which the player already carries a mark will be given a red card.

Any player receiving a red card during a game will be immediately expelled from the game and will not be allowed to play in the next one game in which his team plays.

No substitution may be made for the expelled player during the current game, the penalized team must continue to play shorthanded.

**** Free Kicks ****

When a player breaks any rule (and no other special rules apply) the referee will award a free kick to the opposing team at the place where the infraction occurred.

All free kicks will be indirect; hence, the ball must touch or be played by at least one other player after the kicker has kicked the ball before a goal may be awarded.

All defending players must stand at least 5 yards away from the ball.

However, defenders are not allowed within the penalty area. Therefore, if a free kick is awarded within 5 yards of the penalty area, defenders may stand on the edge of the penalty area within the 5 yard range and the kicker will be given the option of moving the ball straight back to a distance of 5 yards.

REVISED 2007

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LEESBURG FL