

Fiesta Tournament Rules- Over 48

- All players must be born on or before 1962 and show picture ID to get a wrist band
- Two (2) underage players allowed per team. Underage players can be up to two (2) years younger than the division allows.
- Manager must report to the "Tournament Registration Table" with completed rosters before playing in the first game
- Roster size can be up to but not to exceed 20 players
- Player may be added to the roster after the first game only if they have not played for another team in the tournament and the team has not exceeded their 20 person roster limit.
- All players must check in to get a wrist band
- Wristbands will be checked before each game by the referee--to replace a wristband the cost will be \$2 dollars

Playing Rules

- FIFA Rules are in affect except:
- 35 minute halves
- Unlimited substitutions
- In play-offs....if teams are tied after regulation they will go straight to PK's with all players on roster eligible to shoot.
- All red-carded players will have their wrist band removed and must sit out the next scheduled game
- Fighting or Violent Conduct red-cards may result in the player being disallowed from the remainder of the tournament.

Format

- Pool Play
- 3 game guarantee
- Scoring System
 1. 6 points for a win.
 2. 3 points for a tie.
 3. 0 points for a loss.
 4. 1 point for a shutout.
 5. 1 point for each goal up to 3 whether you win, draw, or lose.
 6. 2 point deduction from game total per red card.
 7. Maximum number of points per game is 10; 10 are the points given if a forfeit occurs.

Play-offs

- Specific structure of tournament will be determined based on the number of accepted team registrations; it will be posted with the game schedule 3 weeks before the tournament.
- 12 teams broken into 3 pools of 4.
- Pool winners plus 1 second place finisher were seeded 1-4 for Championship play.
- Winners received Trophies and Shirts and Runner-ups receive Trophies.

***PLEASE NOTE- Each player is only allowed to sign up and play for ONE teams roster.**