

SLJIVO CUP - 6v6 TOURNAMENT
RULES & REGULATIONS

TEAM REGISTRATION:

- A) To register your team, please visit CroatianEagles.com/adult6v6 then Click the “Click Here to Register” Tab. Complete the online process and await confirmation code. Sljivo Cup Tournament Directors will follow up with a Confirmation Email for your team with additional notes about the tournament.
- B) All Teams MUST register through the Croatian Eagles website.
- C) Tournament Registration will close 2-Weeks Prior to the Tournament Date to coordinate Tournament Schedules in a timely manner.
- D) Tournament Rosters and Liability Waivers can be found on the website as well. We strongly encourage all teams to have their proper paperwork filled out prior to the start of the Tournament.
- E) All Registered Teams are guaranteed (3) games, Teams will be awarded additional games if they should advance to the Knockout Round or Finals.
- F) Tournament Rosters (Maximum # of Players per Division)
 - a) MEN’S OPEN: Roster Limit (12 Players) - Must be 18 or older by day of event
 - b) OVER 30’s: Roster Limit (12 Players) - Must be 30 or older by day of event
 - c) OVER 40’s: Roster Limit (14 Players) - Must be 40 or older by day of event
 - d) OVER 48’s: Roster Limit (14 Players) - Must be 48 or older by day of event

TOURNAMENT RULES:

- A) Team Rosters MUST be submitted to Tournament Headquarters before the start of your scheduled first game. Your Team will NOT be allowed to play until your Team Roster has been submitted.
- B) Teams are required to bring a Home & Away jersey in the event of conflicting jersey colors.
- C) All Teams Listed First on Tournament Schedule, will be the Home Team and in the event of a jersey conflict, the Home Team will be required to change jersey colors.
- D) All Games will be 2x20 minute halves. A quick halftime to switch sides and resume play.
- E) A Tournament Win is (3) Points, Draw will be (1) Point, and a Loss will be (0) points. Accumulation of points to determine who will move onto the Knockout Round or Finals.
 - a) If one group, the top (2) teams with the most points will play in the Final.
 - b) If two groups, the top team from each group will advance to the Final.
 - c) If three or more groups, we will have Semi-Finals and Finals. Please check with Tournament Directors on Knockout Stages breakdown.
- F) Proper Soccer Equipment is required. Proper Shoes and Shin Guards are required. The Referee has the right to refuse players to play if they are not properly equipped.
- G) NO SLIDE TACKLING
- H) NO OFFSIDE RULE
- I) NO THROW-IN’S, All restarts must be taken from the ground.
- J) All Free Kicks will be In-Direct, unless a penalty kick is awarded.

- a) Penalty kicks are to be taken 11 Yards away.
- K) All Group Games will end in either a Win/Draw/Loss. No additional time will be added during Group Games or Knockout/Finals. If tied at the end of Regulation in a Knockout Stage or Final, we will go straight to Penalty Kicks.
- L) All Goal Kicks must be taken from within the respective Goal Box.
- M) Goalkeepers have 6 Seconds to distribute the ball when in their possession of their hands.
- N) Goalkeepers can NOT throw the ball the length of the field to score a goal, however they can kick the ball to score a goal.
- O) In the event of a Forfeit, the winning team will be awarded a 4-0 win.
- P) DISCIPLINE: If a player on your team should receive the following:
 - a) (1) Yellow Card - Discipline player MUST sub off until next opportunity
 - b) (2) Yellow Card in (1) Game - Will Result in a Red Card Suspension for the remainder of that game and the following
 - c) (1) Straight Red Card - Please pack your bags and kindly leave Croatian Park immediately. No place for Straight Red Cards at Sljivo Cup!
- Q) ALL REFEREE DECISIONS ARE FINAL!!!**

TOURNAMENT TIE-BREAKERS:

- A) In the event of a Group Stage Tie, follow these Tie-Breakers in proper order to determine the winner or who'll move onto the Knockout Stage or Finals
 - a) Head to Head Competition
 - b) Total Goals Scored
 - c) Total Goals Conceded
 - d) Coin Flip (In the event this Tie-Breaker comes into play, the Referee has the final coin flip)