

2019 Freedom Fall Classic Information

Date: September 21, 2019 (Rain date September 22, 2019)

Location: VFW Memorial Park, Freedom WI

Grades: 5 & 6 grade group and 7 & 8 grade group

Games: Guaranteed 3 games, (pool vs bracket will vary depending on number of teams)

Duration: 25 minute halves and 5 minute half (If the weather is too warm there will be 22 minute periods with a 5 minute water break at about half way through the period)

Players: Max 22 kids per team, play will be 11 vs 11

Cost: \$110 per team

Fields: Full size fields

Referees: 2 certified refs

Awards: Less than 6 teams will have a 1st and 2nd place trophies. 6 or more teams will have 1st, 2nd, 3rd, and 4th place team trophies for each age group

Girls: You MUST play with at least 3 girls on the field at all times. If you only have 2 girls on your team, you MUST play one person short and have your two girls play the entire game. If you only have one girl on the team, you MUST play two players short (9 people on the field) and that one girl MUST play the entire game.

Pool play scoring: max of 9 points

- 6 Points for a Win
- 3 Points for each team for a tie
- 1 Point for each goal (Up to 3 points)

Pool play tie breakers:

1. Head to Head
2. Most Wins
3. Fewest Goals Allowed
4. Total Goal Differential
5. Shootout - see Shootout rules

Bracket tie breakers:

Shootout - see Shootout rules

1st, 3rd place games tie breakers:

At the completion of the game there will be a 5 minute break. Then there will be a 10 minute period. If the game is still tied then follow the rules for "Bracket tie breakers"

Shootout rules

1. The team to take the first kick will be decided by a coin toss and the referee will choose the goal at which the kicks will be taken.
2. All kicks will be taken at one goal
3. All players other than the kicker and the goalkeepers must remain in the center circle
4. Each kick will be taken in the general manner of a penalty kick. Each kick will be taken from the **penalty mark**, which is 12 yards (11 m) from the goal line and equidistant from each touch line, with the goal defended only by the opposing goalkeeper. The goalkeeper must remain between the goal posts on his goal line until the ball has been kicked, although he can jump in place, wave his arms, move side to side along the goal line or otherwise try to distract the shooter.
5. Each kicker can kick the ball only once per attempt. Once kicked, the kicker may not play the ball again.
6. A kick will be successful if, having been touched once by the kicker, the ball crosses the goal line between the goalposts and under the crossbar, without touching any player, official, or outside agent other than the defending goalkeeper.
7. Teams must take turns to kick from the penalty mark in an attempt to put the ball into the net, until each has taken five kicks. However, if one side has scored more successful kicks than the other could possibly reach with all of its remaining kicks, the shootout will end regardless of the number of kicks remaining; this basis is called "best of five kicks".
8. If at the end of these five rounds of kicks the teams have scored an equal number of successful kicks, extra rounds of one kick each will be used until the tie is broken
9. The team that scores the most successful kicks at the end of the shootout will be winner of the match.
10. Only players who were on the field at the end of play will be allowed to participate in the shootout.
11. A team may replace a goalkeeper who becomes injured during the shoot-out with a substitute
12. Any player remaining on the pitch may act as goalkeeper, and it will *not* required that the same player act as goalkeeper throughout the shoot-out
13. No player will be allowed to take any extra kicks from the penalty mark until all other eligible players have taken a first kick, including the goalkeeper.
14. If it becomes necessary for players to take an extra kick (because the score has remained equal after all eligible players have taken their first kick), teams will *not* be required to follow the same order of kickers as was used for the first kick