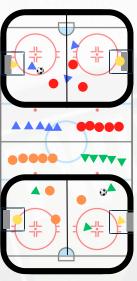


4th and 6th Grade Divisions = 4v4, incl. Goalkeeper, max of 10 players
8th Grade and HS Division = 6v6, incl. Goalkeeper, max of 12 players
Start Times: 4th Grade=8:00am, 6th Grade=11:20am, 8th Grade=2:40pm
High School Division, 6:00pm

Twin Tiers Winter Classic: 64 and 66 Format



- Players: 4v4 cross-court, including goalkeepers.
- Ball: Games are played with a futsal ball.
- Game Duration: 17-minute games, running clock, no halftime.
- Substitutions: On-the-fly substitutions are allowed.
- Restarts: Indirect pass-ins from the sideline when the ball goes out of bounds.
- Walls: Walls are in play, but if it hits the glass, it will result in an indirect free kick
- · Goals: Games are played with futsal-sized goals.
- Scoring System: Win: 3 points, Tie: 1 point, Loss: 0 points. 1 additional point for a shutout, and up to 3 additional points per goal scored, resulting in a maximum of 7 potential points per game.
- Team Roster Size: Each team may have a maximum of 10 players on the roster.
- Uniform Clash: Pinnies will be provided in case of color conflicts.
- Tie-Breaker Rules (for standings): 1. H2H result, 2. Goal differential, 3. Total goals scored
- Timeliness: Teams must be ready to start at the scheduled time, otherwise the clock will begin.
- Foul and Free Kick Rules: All free kicks are indirect. No slide tackles are allowed.
- Behavior Expectations: Sportsmanship is expected from all players, coaches, and spectators. Any unsportsmanlike conduct may result in a warning or ejection.
- Equipment: Shin guards are mandatory and indoor footwear are mandatory.
- Referees: Each game will have one referee assigned by the tournament staff.
- Penalty Kick: A penalty kick will be awarded for a foul occuring inside the taped penalty area.

Twin Tiers Winter Classic: 63 and US Format



- Players: 6v6, including goalkeeper
- Ball: Games are played with a futsal ball.
- Game Duration: 17-minute games, running clock, no halftime.
- Substitutions: On-the-fly substitutions are allowed.
- Restarts: Direct or indirect free kicks from the spot of the foul. If the ball crosses the end line, a goal kick or corner kick will be given. Penalty kicks given for fouls inside an own team's penalty area.
- Walls: Side walls are in play, only below the glass. An indirect free kick will be given if the ball touches the glass or higher.
- **Goals:** Games are played with indoor-soccer sized goals.
- Scoring System: Win: 3 points, Tie: 1 point, Loss: 0 points. 1 additional point for a shutout, and up to 3 additional points per goal scored, resulting in a maximum of 7 potential points per game.
- Team Roster Size: Each team may have a maximum of 12 players on the roster.
- Uniform Clash: Pinnies will be provided in case of color conflicts.
- Tie-Breaker Rules (for standings): 1. H2H result, 2. Goal differential, 3. Total goals
- Timeliness: Teams must be ready to start at the scheduled time, otherwise the clock will begin.
- Behavior Expectations: Sportsmanship is expected from all players, coaches, and spectators. Any unsportsmanlike conduct may result in a warning or ejection.
- Equipment: Shin guards are mandatory and indoor footwear are mandatory.
- Referees: Each game will have one referee assigned by the tournament staff.