

GOBBLER CUP RULES

- 4v4 - No Goalies
- PUGG Goals
- 25min Games

RULES

All set pieces including free kicks, kick ins, kick offs, goal kicks and corner kicks are direct and can be scored directly in the goal.

Running clock for 25 minutes on electronic scoreboard. If within the last two minutes, there is an injury Referee will inform that the electronic clock is not the official clock and referee will utilize their own timing device and restart when the injury is over and play is restarted.

Players have 5 seconds to restart play, or the ball will be turned over to the opposition.

Cannot touch the ball in the crease. Ball must entirely cross the crease line for any player NOT to touch it. Balls on the crease line can be played by any player.

If a ball is touched when in the crease by an offensive player, this would be Offensive Encroachment is a no goal.

If a ball is touched when in the crease by a defensive player, this would be Defensive encroachment is a penalty shot for the attacking team from the halfway point.

If the penalty is missed, then defensive team starts with a goal kick. All players must be behind the shooter.

Ball out of play on the sidelines is a kick in (no throw ins).

Ball out of play on the end line touched by defender is a corner kick.

Ball out of play on the end line touched by attacker is a goal kick.

Penalty shot is from center spot of field. No defenders or Goalies.

Defensive players need to be 10 feet from the ball on all set pieces unless the ball is within 10 feet of the goal then defender (s) may be next to the crease.

DIVISIONS

Division 6: Two groups of three teams. Each team will play two games within the group and one seeded cross-over game with the other group which is Semi #1a vs #2b & #2a vs #1b and consolation #3a vs #3b. Semi winners advance to the Championship.

Division of 5: One group of five teams. Each team will play a four-game round robin schedule. Best team after the four games is the champion.

Division of 4: One group of four teams. Each team will play a three-game round robin schedule. The first and second place teams will play for the division championship.

Division of 3: A vs B, C vs A, B vs C then seed #1 - #3. #1 goes to the Championship. #2 plays #3 in a Semi Final with the winner advancing.

TIE BREAKERS

Regular games can finish in a tie. Only semifinals and finals go directly to a shootout.

In cases of determining division seeding the following apply

First Tiebreaker

Head-to-head competition. Not applicable if tie involves more than 2 teams.

Second Tiebreaker

Highest cumulative goal spread (goals scored minus goals allowed) with a maximum of 4 goal spread per game. Examples: A 2-0 win is +2. A 4-1 win is +3. A 8-1 win is +4. A 4-0 win is +4.

Third Tiebreaker

In cases where the above goal spread does not differentiate between teams, goals against each team will be totaled for the preliminary round games. The team having the fewest goals against them will be determined as having the better record.

Fourth Tiebreaker

Penalty kicks. The Tournament Director will determine time and Field location. 5 shooters to determine winner. If tied then penalty spot is backed up 5 yards and sudden death.

Kingdom Management can modify and interpret all rules and of their decisions are final.