

# BOWS Scramble Tournament

Sunday, November 13, 2011

WIN = 3 POINTS

TIE = 2 POINTS

LOSS = 1 POINT

## Scramble Rules

1. Registered players for the Fall League may play in Scramble. Alumni may play with team of their choice (waiver signed). "New" players, registered officially or not, may play with a signed waiver. Any questions regarding a qualified player must be disputed prior to game starting.

### **Coed games a Woman's goal counts as 2 (two)!!**

3. Coed teams are 5 men maximum on the field; goalkeeper does not count- **playing on Fields 1-2 and 3.**
4. **Games played on Fields 4 and 5 are 7-a-side**, Coed-3 men maximum on the field, goalkeeper does not count.
5. All games will be 20-minute halves, no half-time break, switch sides and go. (Total 40-45" game)
6. Referees will decide team to kick-off and side of field for each team.
7. Referees will maintain team scorecards and report to Coordinator. Each manager will complete one team card before the first game. Same card will be used for all games.
8. NO SLIDE TACKLING - yellow card will be issued - second yellow = red card - out the remainder of that game and the following game - TEAM LOSES 1 POINT
9. Prior to the start of each game, each team may designate one "no-scoring" opponent. Same player may only be designated once during tournament.
10. Offside occurs only at the 18-yard line, referee will make judgment call.
11. All fouls on the field will result in an in-direct free kick.
12. All fouls in the penalty box will result in a penalty kick.  
**Offense at 35-yard mark, 7 seconds to score, goalkeeper may challenge the player.**
13. No throw-ins, ball over the touchline will be an in-direct free kick at the touchline.
14. Open substitution = substitution at any time, play does not stop.
15. Winning teams will be decided by total points after all games. If there is a tie by points for 1st, 2nd, 3rd and/or 4th, tie breaker will be "sudden victory" format = if one team kicker scores and the other does not - it is over!!
  - a) Each team will choose their own kicker; each player may kick only once.
  - b) Kicker will start at the 35-yard mark, allowed 7 seconds to score, one-on-one with the goalkeeper who may challenge the offensive player at any time.
  - c) If tied, after each team takes their first kick, then each team will choose one more kicker.
  - d) If tie remains after maximum of three, coin toss will decide winner.