



# COMMUNITY TOURNAMENT HANDBOOK



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## INTRODUCTION

### **SPORT RULES**

Rules and regulations are designed for the safety and protection of participants. It should be understood that by participating in Intramural contests, each individual has agreed to abide by all rules and regulations and is responsible for their behavior.

- See Individual Sport Rules. Pages 3 – 11.

### **SCHEDULING**

Two Options for Activity Scheduling:

- 1) Weekly Schedule:
  - Schedule a couple of days per week for games/activities
  - Schedule a different sport for three to four weeks.
  - See Mock Schedule attached
- 2) Tournament Style:
  - Schedule every second Saturday for a tournament day for a specific sport.
  - Ex) Saturday November 12 – Floor Hockey Tournament

### **TEAM ROSTERS**

Three Options for selecting Teams:

- 1) Select teams for the whole year. Each team you make will play together for every league / tournament.
- 2) Select teams for a specific sport and then re-select teams when sports change.
- 3) Make different teams everyday. Select teams from who shows up that day.



## FUTSAL / SOCCER

### **1) Number of Players**

- Minimum of four (4) players and a maximum of six (6) players from each team must be on the pitch.
- Decide the number by the size of the gym / pitch

### **2) Start of Match**

- The match is officially started with a kickoff at center.
- The kickoff goes backwards and the kicker may not touch the ball a second time until it has touched another player.

### **3) Substitutions**

- All player substitutions (outdoor and indoor) may be completed on the fly.

### **4) Goal Keeper Play**

- Goalkeepers must roll or throw the ball out.
- Punting is permitted outdoors. Punting is not permitted indoors.
- In indoor soccer, the keeper may not throw the ball past center court.

### **5) Offsides**

- There are NO offsides.

### **6) Fouls**

- NO Slide Tackling
- Balls deemed to be 50/50 between a goalkeeper and an attacker are considered the goalkeeper's ball.

### **7) Indirect Free Kick**

- a) An indirect free kick is awarded to the opposing team for the following actions:
  - i. Time violations
  - ii. Goalkeeper touching the ball with his or her hands when it has been kicked by a teammate
  - iii. Deliberate impeding of the progress of an opponent when the ball is not being played



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- iv. Preventing the Goalkeeper from releasing the ball from his hands

## **8) Direct Free Kick**

a) A direct free kick is awarded to the opposing team for the following actions

- i. Handballs
- ii. Kicking or attempting to kick an opponent
- iii. Tripping or attempting to trip an opponent
- iv. Slide Tackling
- v. Jumping at an opponent
- vi. Pushing an opponent
- vii. Striking or attempting to strike an opponent
- viii. Charging an opponent (with the shoulder)
- ix. Holding an opponent

b) The defending team must be at least 7 yards from the spot the free kick is being taken.

## **9) Penalty Kick**

a) A penalty kick is awarded if a player commits any of the aforementioned offences inside his or her own penalty area, irrespective of the position of the ball but provided that it is in play.

## **10) Shoot Out**

- a) In the event of a tie at the end of a semi final or final game, teams will participate in a shootout.
- b) Teams will nominate five players and one keeper to participate.  
Teams will alternate turns shooting until one team is the clear winner.

## **11) Out of Bounds**

- a) Outs are considered when the ball crosses the out of bounds line.
- b) A two-hand overhead throw in for the opposing team restarts the game.\*

### **\*In Futsal:**

- Outs are when the ball crossed the line of the basketball court. If a player touches the curtain while touching the ball, the ball is considered out of bounds.
- During indoor soccer, if the ball is out on the offensive side of the court, the play is resumed by touching the ball and kicking it in. Defenders must stay back 5 feet.
- If the ball is out on the defensive side of the court, the play is resumed by a kick in.
- No hand touch is necessary. Defenders must stay back 5 feet.



## 3 ON 3 BASKETBALL

### 1) Number of Players

- Each team must have a minimum of 3 players and a maximum of 5 on its roster.

### 2) Start of Game

- A coin flip prior to the start of the game will determine which team has the initial possession.

### 3) Starting Play/Throw-In

- The ball must be checked at top of three-point line to start the game.

### 4) Game Play

#### a) Length of Games:

- Two 6 minute halves (2 minute halftime)
- If game is tied for an elimination game, an overtime will be played.
- Overtime will be 2 minutes in length.

#### b) The ball changes possession after each scored basket.

### 6) Jump Balls:

- **NO** Jump Balls - All jump balls become the possession of the defensive team.

### 7) Time Outs:

- Each team is allowed one 30-second timeout per game.

### 8) Ball Clearance:

#### a) When in play, the ball must be “cleared” on each change of possession.

- “Cleared” means both feet must be behind the three-point arc. Failure to clear the basketball is a violation.

## **9) No Parking Zone:**

- a) There is no 3 second rule. However, the expectation is that players do not park in the key.
- First Violation is a warning from the official
  - Subsequent Violations will result in a change of possession.

## **10) Scoring:**

- a) Baskets made from inside the arc count as two points.
- b) Baskets made when the shooter has both feet behind the arc count as three points.

## **11) Fouls:**

- a) Two Options:
- Players call their own fouls.
  - Official calls fouls
- b) If a foul is called, the ball will be taken out above the top of the three-point line.
- c) Fouls follow normal basketball (5 on 5)

## **12) Substitutions**

- a) Substitutions can be done by any team when the ball becomes dead, prior to the check-ball.
- b) Substitutions can only take place behind the end line opposite the basket and substitutions require no action from the referees or table officials.





# FLOOR HOCKEY

### **1) Number of Players**

- Minimum of 3 (three) and a maximum of 5 (five) players on at a time, including goalie.
- Determine as to the size of the space.

### **2) Game Play**

- Each match will consist of two equal periods of 20 minutes.
- Clock will be “continuous”
- Half-time Interval: 5 minutes
- Each team is allowed 1 timeout per half.

### **3) Equipment**

- Mouthguards should be worn.
- Helmets are not necessary but are highly recommended for players; but are required for goalies.
- Gloves are not necessary but highly recommended.
- Goalie equipment is highly recommended

### **4) Substitutions**

- Substitutions can occur at any time during gameplay. Changing on the fly is permitted.

### **5) Boundaries**

- Walls are in play in a gymnasium.
- Make sure to block off any void spaces on the wall.

### **6) Offsides**

- There are no offsides in Floor Hockey

### **7) Tie Breakers**

- a. For regular season, the game will end in a tie.
- b. For playoffs, the game will proceed to a 5-minute sudden-death overtime.
- c. If game is still tied, the game will proceed to a shootout.
- d. Three (3) penalty shots will be taken by each team, followed by sudden-death penalty shots.
- e. All players must take a penalty shot before any player can take a second shot.

## **8) KEY RULES AND MODIFICATIONS**

- Goalies are held to the same expectations as well as players in regard to penalties
- Designate a crease for goalies; no players other than goalies are allowed in the crease.
- A goal is disallowed if the player who scored was in the goalie's crease at the time of the goal.

## **9) Penalties**

- All Penalties will result in a 2-minute “time penalty” during which they will play short-handed
  - i. Slashing, tripping, slapshots, or high-sticking, etc.
  - ii. Unsportsmanlike conduct, such as heckling towards players or game officials.





# VOLLEYBALL

### 1) Number of players

- Volleyball can be played 3 vs 3; 4 vs 4 or 6 vs 6

### 2) Scoring

- All games are rally point to 25 points (win by two; cap at 27)

### 3) Out of Play

- The ball is 'out' when:
  - i. The part of the ball which contacts the floor is completely outside the boundary lines
  - ii. It touches an object outside the court, the ceiling or a person out of play
  - iii. It touches the antennae, ropes, posts or the net itself outside the side bands
  - iv. It crosses completely the lower space under the net

### 4) Playing the Ball

- The ball may be played with any part of the body.
- The ball must be hit, not caught and/or thrown.
- Multiple contact hits (double hits) are allowed on the first contact provided the contacts occur simultaneously.
- Each team has three hits with which to return the ball, not including a block.

### 5) Ball in the Net

- A ball driven into the net may be recovered within the limits of the three team hits.
- A served ball may touch the net.

### 6) Contact with the Net

- Contact with the net by a player is an automatic fault

### 7) Service

- The ball shall be hit with one hand or any part of the arm after being tossed or released from the hands.
- Only one toss or release of the ball is allowed. Server is allowed 8 seconds to serve ball.
- The server may serve from anywhere on the end line.
- A served ball may not be blocked or spiked.



## DODGEBALL

### **1) Number of Players**

- Teams will have a maximum of six (6) players on the court to start a game.
- Co-ed Teams are encouraged

### **2) Dropsies:**

- Any ball mishandled that is allowed to touch the ground prior to an attempt causes the player to be called OUT.
- An attempt to catch a ball (with another ball in hand) that results in a ball being dropped will cause the player to be called OUT.

### **3) 10 (ten) Seconds:**

- a call by an official made to one team that has had possession of a ball in the playing area for more than ten (10) seconds prior to making an attempt.
- A player may pass the ball to another teammate but an attempt must be made within ten (10) seconds of the team first taking possession inside the playing area.
- The official may call a deadball if the team does not comply. That ball must then be rolled to the opposing team.

### **4) Head Shot:**

- A headshot will result in the thrower being called OUT

### **5) Kick or Foot Contact:**

- Any intentional contact of the ball with the leg or foot of a player. Kicking is illegal and results in a deadball and must roll the ball to the opposing team.

### **6) Returnies:**

- Players are allowed to return to the field of play after being put OUT when a member of the same team catches an attempt of the other team before the attempt has struck the ground.
- A returning player is not part of the play until he/she touches the back wall.
- Any attempt to interfere with a thrown ball while returning to play will result in the returnie being OUT once again.



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- A player must start the game to be eligible to return after a caught ball.

## **7) The Game**

- Play is continuous as each team makes attempts at throwing the other team's players out until there are no players left on the team.
- No player may leave the court of the play to avoid being struck by an attempt. Any player doing so will be called out by the official.

## **8) Centerline**

- NO players may step over the centerline or they will be considered out.
- The official may allow the opposing team to retrieve a ball(s) if the opponent is not retrieving the balls.

## **9) Match Play**

- Matches are best of 5 (winning team must win 3 games).
- Officials may put a time limit on each game is so desired to speed up tournament play.
- If there are timed games, then at the end of the game the team with the most players still on the floor will win that game.



## LEAGUE PLAY EXAMPLE

### November 2022

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
30	31	1	2	3	4	5
6	7 5:00pm Team 1 vs Team 2 5:45pm Team 3 vs Team 4	8	9 5:00pm Team 2 vs Team 3 5:45pm Team 1 vs Team 4	10	11	12
13	14 5:00pm Team 2 vs Team 4 5:45pm Team 1 vs Team 3	15	16 5:00pm Team 1 vs Team 2 5:45pm Team 3 vs Team 4	17	18	19
20	21 5:00pm Team 1 vs Team 2 5:45pm Team 3 vs Team 4	22	23 5:00pm 1st vs 4th 5:45pm 2nd vs 3rd	24	25	26
27	28 5:00pm Bronze 5:45pm Gold	29	30			

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# TOURNAMENT PLAY EXAMPLE

Floor Hockey
Team 1
Team 2
Team 3
Team 4

Time	Schedule
900am	Team 1 vs Team 2
945am	Team 3 vs Team 4
1030am	Team 1 vs Team 3
1115am	Team 2 vs Team 4
1200pm	Lunch
100pm	Team 2 vs Team 3
145pm	Team 1 vs Team 4
230pm	1 <sup>st</sup> vs 4 <sup>th</sup>
315pm	2 <sup>nd</sup> vs 3 <sup>rd</sup>
400pm	Bronze
445pm	Gold



# ROUND ROBIN FORMATS

## 3 TEAMS:

Round 1	Round 2	Round 3
1 vs 2	2 vs 3	3 vs 1
3 Bye	1 Bye	2 Bye

## 4 TEAMS:

Round 1	Round 2	Round 3
2 vs 1	4 vs 2	4 vs 1
3 vs 4	1 vs 3	2 vs 3

## 5 TEAMS:

Round 1	Round 2	Round 3	Round 4	Round 5
1 vs 4	3 vs 1	5 vs 3	2 vs 5	4 vs 2
2 vs 3	4 vs 5	1 vs 2	3 vs 4	5 vs 1
5-Bye	2-Bye	4-Bye	1-Bye	3-Bye



## 6 TEAMS:

Round 1	Round 2	Round 3	Round 4	Round 5
2 vs 1	3 vs 4	6 vs 4	4 vs 1	5 vs 6
3 vs 6	6 vs 1	2 vs 3	5 vs 3	1 vs 3
4 vs 5	2 vs 5	1 vs 5	6 vs 2	4 vs 2

## 7 TEAMS:

Round 1	Round 2	Round 3	Round 4	Round 5	Round 6	Round 7
1 vs 6	4 vs 2	2 vs 7	5 vs 3	3 vs 1	6 vs 4	7 vs 5
2 vs 5	5 vs 1	3 vs 6	6 vs 2	4 vs 7	7 vs 3	1 vs 4
3 vs 4	6 vs 7	4 vs 5	7 vs 1	5 vs 6	1 vs 2	2 vs 3
7-Bye	3-Bye	1-Bye	4-Bye	2-Bye	5-Bye	6-Bye

## 8 TEAMS:

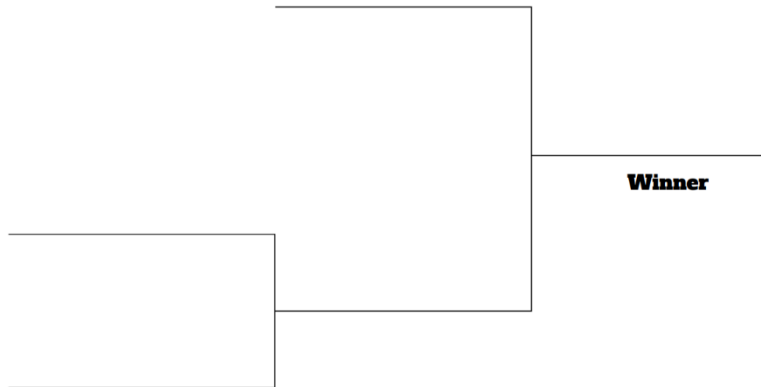
Round 1	Round 2	Round 3	Round 4	Round 5	Round 6	Round 7
2 vs 1	3 vs 4	6 vs 2	7 vs 5	1 vs 3	4 vs 5	7 vs 3
3 vs 8	1 vs 7	7 vs 8	8 vs 4	4 vs 2	8 vs 1	8 vs 2
4 vs 7	8 vs 6	4 vs 1	2 vs 3	5 vs 8	2 vs 7	1 vs 5
5 vs 6	2 vs 5	5 vs 3	6 vs 1	6 vs 7	3 vs 6	6 vs 4



## SINGLE KNOCKOUT BRACKETS

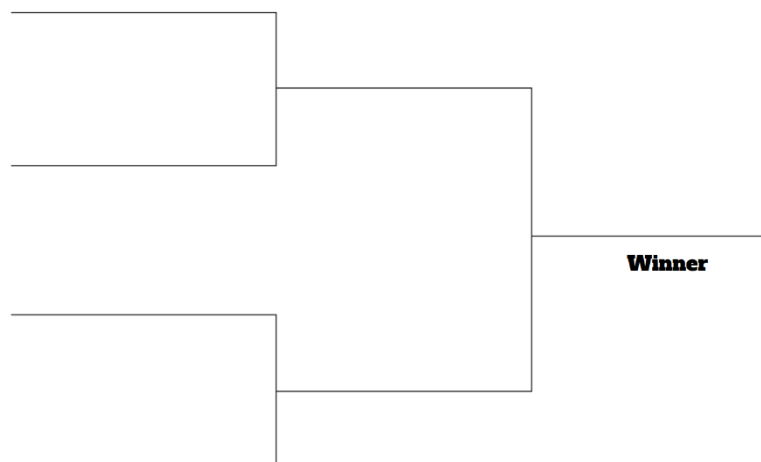
### 3 TEAMS:

#### **3 Team Single Elimination**



### 4 TEAMS:

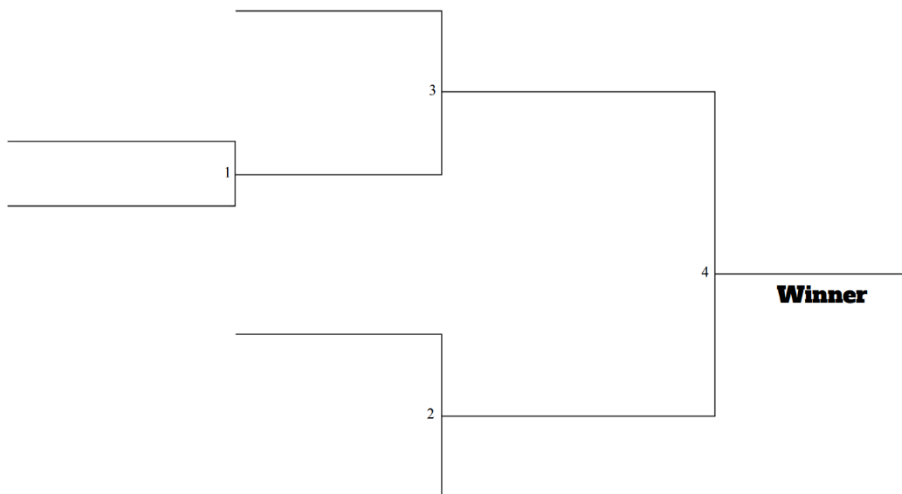
#### **4 Team Single Elimination**





## 5 TEAMS:

### 5 Team Single Elimination



## 6 TEAMS:

### 6 Team Single Elimination

