

**S.L.O.W.S. REDEMPTION SCHEDULE****Sunday, May 22, 2016**

Game Time	Round	Visitor	Home	Location
9:00 AM	1	Vultures	Lightning	Field 1
9:00 AM	1	Atlas	Real Madrid	Field 2
9:00 AM	1	Crush	Ice	Field 3
9:00 AM	1	Napoli	Surge	Field 4
BYE	1	Dynamite	(bye)	

9:40 AM	2	Atlas	Vultures	Field 1
9:40 AM	2	Napoli	Dynamite	Field 2
9:40 AM	2	Lightning	Ice	Field 3
9:40 AM	2	Real Madrid	Crush	Field 4
BYE	2	(bye)	Surge	

10:20 AM	3	Surge	Dynamite	Field 1
10:20 AM	3	Ice	Atlas	Field 2
10:20 AM	3	Crush	Vultures	Field 3
10:20 AM	3	Lightning	Real Madrid	Field 4
BYE	3	Napoli	(bye)	

11:00 AM	4	Napoli	Vultures	Field 1
11:00 AM	4	Atlas	Surge	Field 2
11:00 AM	4	Dynamite	Crush	Field 3
11:00 AM	4	Real Madrid	Ice	Field 4
BYE	4	(bye)	Lightning	

11:40 AM	5	Vultures	Dynamite	Field 1
11:40 AM	5	Crush	Atlas	Field 2
11:40 AM	5	Surge	Real Madrid	Field 3
11:40 AM	5	Napoli	Lightning	Field 4
BYE	5	Ice	(bye)	

12:20 PM	6	Dynamite	Atlas	Field 1
12:20 PM	6	Vultures	Real Madrid	Field 2
12:20 PM	6	Napoli	Ice	Field 3
12:20 PM	6	Surge	Lightning	Field 4
BYE	6	Crush	(bye)	

1:00 PM	7	Lightning	Dynamite	Field 1
1:00 PM	7	Surge	Crush	Field 2
1:00 PM	7	Napoli	Real Madrid	Field 3
1:00 PM	7	Ice	Vultures	Field 4
BYE	7	(bye)	Atlas	

1:40 PM	8	Vultures	Surge	Field 1
1:40 PM	8	Napoli	Crush	Field 2
1:40 PM	8	Dynamite	Ice	Field 3
1:40 PM	8	Atlas	Lightning	Field 4
BYE	8	Real Madrid	(bye)	

2:20 PM	9	Real Madrid	Dynamite	Field 1
2:20 PM	9	Lightning	Crush	Field 2
2:20 PM	9	Ice	Surge	Field 3
2:20 PM	9	Napoli	Atlas	Field 4
BYE	9	(bye)	Vultures	

# **S.L.O.W.S. REDEMPTION RULES AND DETAILS**

**Sunday, May 22, 2016**

The purpose of the **S.L.O.W.S. REDEMPTION** is to give all teams the chance to play every team in the league *one more time!*

**What?! I get a chance to play all the teams again? How the heck are we going to do this in one day?**

You have 8 games, each 30 minutes, with 10 minute breaks. 8 vs. 8. Games start promptly “on the horn”! Give Mikey some love for volunteering to be the horn master 😊

**Only 8 players get to play? Ummm...I have a roster of 20, what are the other 12 people going to do?**

Hopefully your team wants to be there just to hang out, but if you think it’s hard to get everyone together for the whole day, consider splitting up your team for the morning and afternoon games.

**Where the party at?**

Well, the party is at the Cal Poly Turf Fields. The *after* party is at Gino’s Pizza on Monterey and Grand after the last game at ~3:00pm. They are offering 10% off beer and pizza. How can you say no? Family & friends are welcome to join as well.

**Where and when do I check-in?**

Check-in is from 8:00am- 9:00am. Anna, Rachael, and C.C. from Dynamite will be hooking you up with a bracelet right as you enter onto the fields. BRING YOUR ID. We don’t want the referees to have to worry about checking you in every game. If your players come later in the day, find someone on Dynamite or Vultures on Field 1 (one of the teams will always be playing on field 1). Did I mention BRING YOUR ID?

**What are the rules?**

1. Referee calls are final; dissension will not be tolerated.
2. All yellow-carded players must sit out a minimum of 5 minutes (they may be replaced).
3. All red-carded players must leave the premises immediately and will automatically miss the next game. Players who receive more than two red-cards in the S.L.O.W.S. REDEMPTION will permanently be banned. No protests of this rule will be allowed.
4. Only S.L.O.W.S. registered players are allowed to play. Registered players are those whose names appear on the roster.
5. Shin-guards are mandatory equipment for all players. Non-standard equipment that is considered dangerous to other players will not be allowed (i.e. helmets, casts, etc.)

6. No slide tackling is allowed.
7. Any ball you kick out of bounds, you are responsible for chasing immediately following the play. CC Soccer is graciously lending us their balls. They are expensive, so make sure you collect them.

S.L.O.W.S. REDEMPTION has adopted an *8 on 8 format* and as such, has special rules as follows:

1. Games start "on the horn".
2. There are no strict offside violations. If the referee feels that an individual is excessively "cherry-picking", that individual may be called for an offside violation.
3. All throw-ins are to be taken as kick-ins from within 1 yard of the touchline (either on or off the field).
4. Game start and other restarts (second half, after goals, and goal kicks) will be started by the goalkeeper either throwing the ball or kicking the ball from his/her penalty area. As soon as the ball clears the penalty area, it is in play.
5. Goalkeepers cannot kick or throw the ball more than halfway across the field.
6. All fouls are restarted with an indirect kick by the fouled team. (Exception: penalty kicks that shall be taken from the 12 yard spot.)
7. Substitution is unlimited and during stoppage. I know you want to play, but can you please wait for the player on the field to get off the field before you get on?
8. Games are 30 minutes. Breaks are 10 minutes.
9. 4 fields with 1 referee per field. Field 1 starts at the entrance. Field 4 is farthest away.

### **Points & Standings:**

Maximum number of points allowable per game 10

- 6 Points for a win
- 3 Points for a tie
- 0 Points for a loss
- 1 Bonus points for shutout win
- 1 Bonus points for 0-0 ties
- 1 Point per goal up to 3 goals
- 1 Point deducted for red cards
- Forfeited games will be scored as 3 to 0 (10 points) in favor of the team that did not forfeit.

Winner= Total Points (where tiebreakers are in order as follows: head to head, most wins, least losses, coin flip)