

# TOURNAMENT RULES

**1. FIFA Laws are in effect**, except as noted below

**2. REGISTRATION**

All teams must have pre-registered before Friday May 26, 2007 by submitting the completed application with tournament fee in full, an updated approved roster, and have faxed or mailed the medical release form for all participating players.

**All teams must register at the field site no later than 1 hour prior to their first scheduled game. When registering, each team must present an approved roster and medical release forms for each participating player. If there is no medical release form, that player can not participate; no exceptions.**

**3. COACHES, PLAYERS, AND SPECTATORS**

Each team may have up to three coaches per team on their sideline. Both teams shall take position on one side of the field (as directed by referee) and all other spectators will be on the other side of the field. No coach, player, or spectator may take position behind either goal line.

**4. ROSTER SIZE**

Maximum roster size for U18, U16, and U14 11v11 divisions is 18 players, 14 players for U12 8v8, and 12 players for U10 6v6 divisions. Minimum number of players needed for a match is 7 for U18, U16, and U14 11v11 divisions, 6 players for U12 8v8 divisions and 5 players for U10 6v6 divisions.

**5. GAME TIME, UNIFORMS, AND EQUIPMENT**

All teams must be ready for play 15 minutes prior to their starting time. The home team is designated as the first team listed on the schedule and must change uniforms or wear pullovers in case of a uniform color conflict (unless visiting team chooses to change their uniform). All team uniforms must have a number on the back of the jersey.

**6. EJECTIONS**

Any coach or player ejected from a game will not be allowed to play or coach in the team's next game. He or she is also subject to disqualification from the tournament after review by the Referee Director and the Tournament Director.

**7. LENGTH OF GAMES**

U10's will play 20-minute halves. All preliminary matches for U12-18's will have two 30-minute halves, with a 5-minute half time. Finals will be 30-minute halves, with overtime if needed. Overtime will consist of two 7-minute periods (golden goal/sudden death) followed by penalty kicks, if required. No overtime matches will be held in round robin play or preliminary rounds. In the event that penalty kicks are necessary, only players on the field at the conclusion of the overtime will be permitted to kick, and no one may kick a second time until everyone on the field has kicked once, including the goalie. Substitutions are not permitted, except in the event of an injury to the goalie. The substitutions can only come from those players on the field. The goalie defending the penalty kicks may be anyone on the field at the end of the overtime.

## **8. SUBSTITUTIONS**

Substitutions may be made prior to all goal kicks, prior to your own throw-in (if opposing team substitutes on their throw-in, other team may substitute also), after a goal, at half time, and after a referee has stopped play for an injury or a caution. Injured or cautioned player(s) must be substituted for, and the opposing team will be entitled to the same number of substitutions in the case of injury only.

## **9. PROTESTS**

No protests are allowed. All Tournament Director decisions are final.

## **10.FORFEITS**

A forfeit will be awarded if a team is not ready to play five minutes after the published game time. A forfeit will be considered a 3-0 win.

## **11.MEDICAL/GENERAL RELEASE FORMS AND PASS CARDS**

No player is allowed to play without a tournament medical/general release form. A State approved player pass card, or acceptable temporary card *issued by the tournament*, is required for all players and coaches, except for U-12 8v8 and U-10 6v6 Divisions. These cards must be in the possession of coaches at all times during tournament play.

## **12.PATCH EXCHANGE**

This is a patch exchange tournament. Teams are expected to have an adequate number of team patches to exchange with opposing team players and coaches after each game.

## **13.INCLEMENT WEATHER**

In case of inclement weather, the tournament directors reserve the right to change location, delay, or reduce the length of the game. If a game is terminated in progress due to weather after one half is completed, the game will be considered official, and the score will be final. Lightning and thunder is an automatic 30-minute delay after the last sighting. If the game is suspended, coaches and players are to remain in the area at the field complex ready to play unless advised otherwise by the tournament committee. Only the referee or the tournament director may cancel or postpone a game.

#### **14.REFEREE PERMISSION ON FIELD OF PLAY**

Coaches, managers, and team officials are not permitted on the field of play without the permission of the referee. Anyone in violation of this rule is subject to action by the referee.

#### **15.BALL SIZE**

U10 and U12 divisions will use the #4 size ball

U14, U16, and U18 divisions will use the #5 size ball

#### **16.RULE MODIFICATIONS FOR 6 VERSUS 6:**

- There will be NO OFFSIDES
- Goal Kicks shall be taken from within 6 yards of the goal line.
- On Goal Kicks, or on goalkeeper saves followed by a throw out or punt, the ball must touch the ground or be touched by any player in the defensive half of the field. Infringement of this rule will result in the loss of the ball to the other team. Play shall restart with an indirect kick at the mid-field line nearest the point of contact.
- Penalty Kicks will be taken from a point 8 yards directly in front of the mid-point of the goal. All the players other than the keeper and the kicker must stand beyond the mid-field line.

#### **17.SCORE VERIFICATION**

After your last preliminary games are played on Saturday and Sunday, it is your responsibility as a coach to check and verify your team scores. The official scores for each field site are kept at the field site, and all scores are centrally posted at the Merchant Road site. These scores are the basis for advancing to semi-finals (where applicable) and finals. Any disagreement with the scores should immediately be addressed to the Tournament Director.

#### **18.STANDINGS AND TIE BREAKERS**

- a) **Points** from regular play; three points for a win, one point for a tie.
- b) Results of **head to head** play between tied teams.
- c) Best **“Goals Against”** record.  
(Team with the least number of goals scored against them wins).
- d) Number of **“Shutouts”**. (Team with highest number of “shutout” games wins).
- e) Bonus **points** from regular play: For each game, goals scored minus goals against equal bonus points, with a maximum of three bonus points for any one game. Example: a team wins a game 7 - 2; bonus points = 3 (not 5).
- f) **FIFA penalty shots**.

In the event of tie that involve more than 2 teams, continue along the tie breaking criteria (a, b, c, d, e and f) until a winner is determined.

#### **19.E-MAIL ADDRESS (MANDATORY)**

We will be communicating via e-mail as we approach the tournament date. When you are filling out your application – please fill in your appropriate e-mail address. If you do not have an e-mail address, please designate one of your assistant coaches or parents to be the e-mail address contact on your application form.

**Geary Stacey**

**Tournament Director**

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