

## 2009 RULES & REGULATIONS

### 1. Divisions

	<u>Boys</u>	<u>Girls</u>
K & Pre-K <b>and</b> born on or after 1-1-2003	X	X
1 <sup>st</sup> & 2 <sup>nd</sup> Grade <b>and</b> born on or after 1-1-2001	X	X
3 <sup>rd</sup> Grade <b>and</b> born on or after 1-1-2000	X	NA
4 <sup>th</sup> Grade <b>and</b> born on or after 1-1-1999	X	NA
3 <sup>rd</sup> & 4 <sup>th</sup> Grade <b>and</b> born on or after 1-1-1999	NA	X
5 <sup>th</sup> & 6 <sup>th</sup> Grade <b>and</b> born on or after 1-1-1997	X	X
7 <sup>th</sup> & 8 <sup>th</sup> Grade <b>and</b> born on or after 1-1-1995	X	X
9 <sup>th</sup> – 12 <sup>th</sup> Grade <b>and</b> born on or after 1-1-1991 (open)	X	X

K & Pre-K will play 8v8, four 8-minute quarters, max roster of 14, and shall use a #3 ball. Grades 1 – 4 will play 8v8, two 25-minute halves, max roster of 14, and shall use a #4 ball. All other divisions will play 11v11, two 30-minute halves, and max roster of 18. 5<sup>th</sup> & 6<sup>th</sup> Grade will use a #4 ball and 7<sup>th</sup> – 12<sup>th</sup> Grade will use a #5 ball.

### 2. Registration/Eligibility

- A. Prior to play, each team shall submit a roster, medical release forms, and proper verification of each player's birth date and age (birth certificate and grade card copies or grade verification from school principal) to the tournament director. Roster changes shall be submitted to tournament director before the first game. Home-schooled players will need verification from their local school of grade level or contact tournament director in advance. High school age players are ineligible if they have graduated or dropped out of school.
- B. All players must be at or below the grade division entered to be eligible to play in that division, unless extenuating circumstances have been approved by the tournament committee in advance of the tournament dates. They must also not be older than the age limits as established by the preceding birth dates.
- C. Players are allowed to play on only one team during the tournament no matter whether the teams are in different age divisions or not. If a player is rostered on more than one team and participates for each team, the tournament committee shall determine which team is proper. A team will forfeit any game in which the ineligible player participated. If the player played on two teams in the same division, then both teams will forfeit the games they player played in.
- D. A team using an ineligible player will forfeit all games in which that player competed.
- E. Each age group may be broken into 2 or more divisions, depending on the number of teams that register.
- F. This tournament is for recreational players only and each roster must designate the recreational league with which that team is affiliated (for all teams except high school age) and an official from that league must verify that the members of the team are so affiliated. Any potential extenuating circumstance exceptions must be approved by the tournament committee in advance of the tournament dates.
- G. A team may have a maximum of **three** coaches listed on their roster. **Please note – it is recommended that you list more than one coach on your roster.** Teams must have a coach with the players before the team can play. If a coach is ejected, he must have an assistant available and on the players' side of the field at the time for the team to continue play, otherwise a forfeit will be declared. It has happened before, so you are being forewarned that we suggest you list two or three coaches, and have them with the players during the game to avoid a bad situation becoming worse.
- H. The Tournament Committee is not responsible for expenses incurred by a registered team if the tournament is canceled in whole or part. Once a team is accepted and later withdraws, their entry fee is forfeited.

### 3. Scoring & Tie-Breakers

- A. **Scoring:**
- |       |   |
|-------|---|
| Win   | 6 points  |
| Tie   | 3 points  |
| Loss  | 0 points  |
| Goals | 1 point each up to a max of 3 per game (Max score is 9 points per game) |
- B. **Tie-Breakers**
- i. Head to head play;
  - ii. Games won (if teams play equal number of games);
  - iii. Goal differential, to a maximum of 4 goals per game (positive or negative);
  - iv. Least goals allowed (if teams play equal number of games);
  - v. Shut-outs (if teams play equal number of games);
  - vi. Goals scored (max of 4 per game);
  - vii. Penalty kicks (each team will designate five players on their team for a best of five competition. If still tied, alternate penalty kicks using the sixth through eleventh (or sixth through eighth in Grades 1-4) players, start over with first player on each team.)
- C. **Tie-Breakers in Final & Semi-Final Games**
- i. Two five minute periods of sudden death overtime (golden goal);
  - ii. If still tied, best of five penalty kicks by five players from each team (see below);
  - iii. Team winning coin toss shall have option of ball or end of field; or if to kick first or second with penalty kicks.
  - iv. If still tied, alternate penalty kicks by the balance of each team until a decision is reached (This is for players 6-8 or 6-11 that were on the field at the end of overtime.) (See below).

**ONLY PLAYERS ON THE FIELD AT THE END OF OVERTIME WILL BE LIGIBLE TO TAKE THE FIRST SET OF PENALTY KICKS.**

### 4. General Rules

Games will be played generally in accordance with the laws of FIFA, with most exceptions listed below. The following paragraphs clarify the rules of play and the requirements for tournament play.

- A. Prior to the start of the game referees will inspect all players for proper/illegal equipment. Players are required to wear shin guards. Only soft casts are permitted, unless approved in the advance by the tournament committee. **NO** metal cleats, baseball/softball cleats (unless toe cleat is removed), or jewelry is allowed.
- B. A coin toss will occur at the start of the game. **The team who wins the coin toss will automatically choose the goal to attack. Loser of the toss will kick-off.**
- C. A minimum of 7 players is needed to start a game (5 players for grades K-4). A team shall forfeit the game if the minimum number of players cannot be fielded with 10 minutes of scheduled starting time or within 10 minutes of the coin toss. The winning team will be award nine points with a score of 4 – 0 for tiebreaker purposes. All other teams that play the forfeiting team will also receive nine points and credit for a 4 – 0 score for tie breaking purposes.
- D. The half time period shall be 5 minutes.
- E. Both teams will be on the same side of the field, with all spectators on the opposite side. Spectators will be prohibited from watching behind the goal lines. Coaches must stay on the side of the field with their team, and on their bench's half of the field. A team must have at least one coach, which was listed on their roster, on the team sideline at all times. If no such coach is available, due to ejections of the other coaches, etc., the team must forfeit at that point and the game is over.

F. Substitutions are unlimited and may be made at the following times, with the referee's permission:

- After a goal by either team;
- At the start of the second half of play or second half of overtime;
- At the time of any injury or yellow card (one per team);
- Prior to a goal kick by either team;
- On throw-ins for the team in possession.

At the time of penalty kick, a goalkeeper may be replaced by a player presently on the field. Players substituting into the game must be standing at the midfield line and be ready to enter when substitution is called.

G. **Please note – in Grades 1 & 2 and Kindergarten**, there will be NO off-sides and all kicks will be **indirect**. (However, referees will have the ability, within the spirit of the game to correct flagrant “**Cherry Picking**” and may advise the coach to correct the situation.) Misconduct cards (yellow or red) will be applied as warranted. For fouls occurring within the penalty box, the call will be moved to the nearest point outside the penalty box for the indirect kick to be played. (This means no penalty kicks for these age groups.)

H. When play is stopped for an injured player, that player must be substituted. If the player has received a blow to the head or neck, has been knocked out or otherwise appears dazed, that player may not return to the game or any following game without a medical physician's or parent's written permission. There will be NO exceptions.

I. Goalkeepers will be allowed six (6) seconds to punt or throw-out the ball. **Goalkeepers may not handle the ball on throw-in from their own team, or a ball intentionally kicked by a player of the same team.** An **indirect** kick shall be awarded to the offensive team at **the point where a goalkeeper handles (picks up or stops with a hand) an intentional pass or throw-in from a player on the same team** (the ball will be placed outside the penalty box for Grades 1 & 2 and Kindergarten). A substituted goalkeeper entering a game must report to the referee.

J. When play is stopped for a yellow card to be issue, that player receiving the yellow card must be substituted. He/she may re-enter at the next available substitution point.

K. A player ejected (red card) from a game for serious foul play cannot be replaced. Vulgar language, spitting, violent conduct, intentional striking or kicking a player in an attempt to injure, a “take-down” from behind on a break- away toward the goal, or inappropriate behavior directed at another player may result in a red card. An ejected player or coach shall not participate in the next scheduled game for that team. (A player receiving a second yellow card (red card) may be replaced and play in the next game.)

L. The referee will only call handballs if he/she determines that the handball was **deliberate/intentional**. Girls are permitted to place their arms across their chest for protection. However, any outward movement of the arms to play the ball is an infraction, and the opposing team shall be awarded a direct kick or penalty kick.

M. Game length may be shortened by the Tournament Committee, Referee Supervisor, or Field Referees due to dangerous weather conditions or other extenuation circumstances. If inclement weather occurs during championship games, the Tournament director will decide how trophies will be awarded. Any game with one half or less remaining will be considered a complete game if tournament is canceled at that point. Status of games in the first half at time tournament is canceled will be determined by Tournament Director.

N. Game balls will be provided by the home team with the referees' approval. The home team is listed first. If there is a color conflict, the home team shall change uniforms, if available.

O. Foul language, harassment or acts of aggression toward or by coaches, players or spectators is prohibited and will not be tolerated. Offenders will be removed from the playing area and banned from participation in any manner, for the remainder of the tournament. It will be the policy of the Tournament Committee to attempt prosecution of any party physically attacking any official. Games may be terminated. Alcoholic beverages are not allowed on any soccer fields used for the tournament.

P. There will be no protests allowed, except to question player eligibility. The Tournament Committee's interpretation of the foregoing rules and regulations shall be final. Tournament Director and/or Committee will make the final decision on all appeals and other matters regarding conduct of a successful tournament.