

2010/2011 Tournament Rules

1. Registration/Eligibility Requirements

- a. Prior to each team's first game (preferably 30 minutes or more), each team shall submit a roster and proper verification of each player's birth date and age (birth certificate and school report card or equivalent.) A team using an ineligible player will forfeit all games in which that player participated. Roster changes must be submitted to the tournament director prior to the first game.
- b. **Players are required to have played in their respected city recreation league** and have participated in a minimum of ½ of their games. Carded or Select players are allowed to participate if they meet the recreation league requirements stated above. If a team has a roster of 50% or more carded/select players, the team is expected to participate in only A division play or move up a division. (The final decision on this can be adjusted by the tournament director as there are different levels of carded/select players.)
- 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. Players must be at or below the grade division entered to be eligible for play, unless extenuating circumstances have been approved by the tournament director/committee in advance of play/participation. Age limit for each division for the 2010/2011 school year is as follows:

Kindergarten (when applicable)	Born on or after 1/1/2004
1st and 2 nd grade (when applicable)	Born on or after 1/1/2002
3 rd grade	Born on or after 1/1/2001
4 th grade	Born on or after 1/1/2000
3 rd and 4 th grade (when applicable)	Born on or after 1/1/2000
5 th and 6 th grade	Born on or after 1/1/1998
7 th and 8 th grade	Born on or after 1/1/1996
High School (when applicable)	Born on or after 1/1/1992

- d. Kindergarten will play 8 v 8, four 8 minute quarters or two 16 minute halves, max roster of 14 and use a #4 ball. Grades 1-4 will play 8 v 8, two 25 minute halves, max roster of 14 and use a #4 ball. All other divisions will play 11 v 11, two 25 minute halves, max roster of 18. 5th /6th grade will use a #4 ball. 7th/8th grade and above will use a #5 ball. Home team (team listed first) shall provide game ball. If there is a color/uniform conflict, the home team will be asked to change colors or wear pennies. Due to dangerous weather conditions or extenuating circumstances, the tournament director/committee, or referee may shorten the game length. A complete game may consist of one full half.

2. General Rules/Information

Games will generally be followed by the latest version of FIFA rules unless otherwise noted.

- a. **Players, coaches, parents and spectators are expected to conduct themselves with the spirit of the game and always display good sportsmanship.**
- b. **Coaches are responsible for the conduct of players, parents, and spectators. Abusive language, actions, critical/negative conduct, by coaches, players, and spectators will not be tolerated.** The referee has the power to verbally warn, caution, or dismiss for

unacceptable behavior. At all times, referees must be treated respectfully! The tournament director reserves the right to terminate the participation of a team, coaches, spectators, if the behavior is hostile or creates an unsafe environment.

- c. Offensive, insulting, or abusive language, serious foul play, violent behavior or a dangerous intent “take-down” which the referee determines severe, will result in a red card. The player receiving the red card will not be allowed to finish the current game or participate in the next game. The team who received the red card will have to play short for the remainder of the game in which the card was given.
- d. A player receiving a 2nd yellow card (soft red) will be ejected from the current game only, and substitution is allowed.
- e. A team may have a maximum of three coaches listed on their roster. A coach must be present to participate in a game and remain on his/her team side during the match. If no coach listed on the roster is available, due to ejections, etc., the team must forfeit and the game is over.
- f. 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 allowed unless approved by the referee in advance. No metal cleats, only soccer cleats are allowed (soccer cleats do not have the single cleat at the top end of the shoe.) No chewing gum. No jewelry or hair pins/dangerous accessories. Hats or visors allowed only for medical reasons pre-approved by the referee.
- g. A minimum of 7 players (5 players for grades under 5th) are required to start a game. A team shall forfeit if the required number of players is not present within 10 minutes of the scheduled game time. The winning team will receive 9 points with a score of 3-0. In a division where all teams play each other, if one team receives a forfeit, then all teams playing the forfeited team will also receive 9 points with a score of 3-0. The forfeited game is non-refundable.
- h. Teams are allowed to substitute if players are at the midfield when:
 - i. After a goal, at the beginning of the second half, or at the beginning of the second overtime
 - ii. At the time of an injury (if the player is injured and play stopped, the injured player must be substituted.) The opposing team may also substitute one player. If a player receives a serious blow to the head or neck, they will not be allowed to return for play without a medical physician’s /or parent’s written permission. No exceptions!
 - iii. On a throw-in, if you have possession. Opposing team may also substitute if possession team is substituting.
 - iv. On all goal kicks
 - v. An unlimited number of players is allowed. The referee must be notified for goalkeeper substitution.
 - vi. A player on the field may replace a goalkeeper during a penalty kick.
- i. Goalkeeper will be allowed 6 seconds to distribute the ball. Goalkeepers are not allowed to handle the ball with their hands on a throw-in from their own team, or a ball intentionally passed by the foot from their own team. An indirect kick at the foul spot will be awarded.
- j. Please note: In grades under 3rd, there will be NO off-sides and NO penalty kicks, as all kicks will be indirect. However, referees will have the ability, within the spirit of the game,

to correct flagrant “cherry picking”. For fouls occurring within the penalty box, the indirect kick will be moved to the nearest point outside the penalty box. Standard rules still apply, including cards issued.

- k. The referee may only call handballs, if determined to be intentional. Girls are allowed to cross their arms across their chest for protection, but are not allowed any outward movement of the arms to play the ball as this is an infraction.

l. Absolutely no alcoholic beverages are allowed on or near the complex.

- m. There will be no protests allowed, except to question player eligibility. The tournament director/committee’s interpretation of the rules and regulations shall be final. The tournament director/committee will make the final decision on all appeals and other matters regarding conduct of a successful tournament. The tournament director/committee is not responsible for expenses incurred by a registered team if the tournament is cancelled in part or whole. Once a team is accepted and later withdraws, their entry fee is forfeited. The city league, city, or sponsors, or any individual sponsors are not responsible for damage to personal property. Upon entry of a team into the tournament, all coaches, players, parents, or others representing the team agree to hold harmless any person connected with the tournament, city, or sponsors in any way as to a player injury.

3. Scoring

- a. Six points for a win, three points for a tie, and one point for each goal scored in a game, up to a maximum of three.

4. Tiebreakers

- a. Head to head play
- b. Games won (if teams played equal number of games)
- c. Least goals allowed
- d. Shut-outs
- e. Goal differential up to a maximum of three per game positive or negative
- f. Penalty kicks (see below)

5. Final and Semi-Final Games

- a. Two five minute periods of sudden death overtime (golden goal).
- b. Team winning the coin toss will have the option of kicking or defending first.
- c. If still tied, best of five penalty kicks by five players from each team. Players chosen for PK’s must be on the field at the end of the 2nd overtime.
- d. If still tied, alternate penalty kicks by the balance of each team until a decision is reached.