

# Tournament Rules

## General Rules

1. No glass containers of any kind are permitted on any tournament site.
2. FIFA's Laws of the Game shall govern all tournament play except as modified for the tournament.
3. All teams must register night before the tournament, unless prior arrangements have been made with Tournament Director.
4. Teams are allowed to have 5 guest players with appropriate registration paperwork.
5. Players may play on only one team participating in this tournament.
6. Protests are not allowed.
7. The Tournament Committee, Furman United or any affiliated organizations, organizers or sponsors are not responsible for expenses incurred by any team or individual if the tournament is canceled in whole or in part for any reason.
8. In unusual situations not provided for in these rules, the Tournament Committee will make decisions regarding the tournament.

## Summary Age Bracket and Details

Age Groups	U9-U10	U11-U12	U13-U14
Players on Field	7v7	9v9	11v11
Halves Min.	25	30	35
Halftime Min.	5	5	5
Overtime*	5	5	5
Min. Forfeit	5	5	5
Max. Roster	12	14	18
Max. Guest Players	5	5	5
Players to Start	5	7	7
Ball Size	4	4	5

**Punting/Build Out Line** – No punting will be allowed from Goalkeepers (12U and below) and a “Build Out” line will be implemented in games (12U and below). If a GK decides to play fast (i.e. a “counter attack”) or does not give the opposition proper time to retreat, the “Build Out” rule will no longer be in effect for that play and no reset will be awarded for that play.

**Overtime** –Each overtime half is 5 minutes. There are no overtime periods in preliminary rounds. Overtime is for semis and finals. No Golden Goal.

**Running Clock** – A running clock will be kept (i.e., no time added for injuries, delays) except in unusual circumstances.

**Forfeit** – Forfeits are awarded if a team is not ready to play 15 minutes after the scheduled start of the match.

**Water Breaks** – Depending on the heat, the referee may, stop play for water breaks.

## Registration

USYSA and US Club Soccer - Required Documents to be presented at Tournament Registration the night before the tournament.

1. **Roster:** Each player must be properly rostered with the team they are playing on as evidences by a current Team Roster, a Guest Player Roster, Tournament Team Roster or Permission to Travel Roster signed by their appropriate state officials. ***Exception for US Club rostered teams only, Out of State Permission is not necessary.***
2. **Player Pass:** Players must have current Player Passes issued by the affiliated organization that has issued the team roster referenced above.
3. **Travel Permit:** Each out-of-state team must have a Travel Permit issued by their respective state association, unless attending as a US Club team with a US Club roster.

## General Play

- **Game Ball** – At least one tournament game ball will be provided for each match. If no tournament ball is available, the home team will provide the game ball.
- **Home Team** – In preliminary matches, the designated home team is the team listed first on the schedule. In playoffs, it is the team with the most points or, if teams are tied on points, by coin flip.
- **Score Cards** – Will be the responsibility of the Center Referee and Field Marshall.
- **Red/Yellow Cards** – The referee will report any cautions or ejections to a Field Marshall and Referee Assignor. Red cards will result in the player sitting out the next game or two depending on the offense. All Red/Yellow cards are required to be reported to SCYSA at the end of the tournament.
- **Rosters/Passes** – Team Rosters, Guest Player Rosters, Tournament Team Rosters, and Player Passes should be available at every match for review by referee.
- **15 Minute Rule** – Teams are asked to be at the field 15 minutes prior to game time to check in with the Field Marshall.
- **Opposite Sides** – As practical, players and spectators must remain on opposite sides of the field during games.
- **Club Linesman** – If required, both teams may be required to provide a Club Linesman.
- **Coach or Parent** – Each team must be represented on the field of play by a coach or parent during play.
- **Matches that Cannot Start on Time** – If the tournament or a field is running behind schedule, both teams should remain at the field ready to begin play immediately upon conclusion of the previous match.

## Division Structure

- **Divisions with 4 Teams** – Teams play each other once for a total of 3 games. Teams are ranked on points. The top 2 teams ranked by points will play the final.
- **Divisions with 5 Teams** – All teams play each other once for a total of 4 games. The Champion is determined on points after all games have been played.

## Standings and Scoring

1. **Point System for Preliminary Matches** - Win = 3 points, Tie = 1 points, Loss = 0 points
2. **Tie-Breaking for Preliminary Standings to Determine Advancement to Playoffs, if points do not determine standings, the following will apply in the sequence until standing is determined:**
  - a. Head-to-Head competition
  - b. Fewest # of goals allowed
  - c. Goal Differential – goal differential is measured per game with max. of 3 goal difference per game
  - d. Shutouts
  - e. Penalty kicks per FIFA guidelines

## Players Equipment

- **Safety** – In general, the referee will determine if a player's equipment is safe, except that (a) shin guards are mandatory for every player; (b) jewelry is not allowed; (c) metal cleats are allowed only if safe in the referee's discretion; and (d) metal knee braces and hard casts are allowed only at the referee's discretion and if safely covered.
- **Jerseys** – If, in the referee's judgment, jerseys are too similar in color, the Visiting Team will change jersey.

## **Substitutions**

- Substitutions will be allowed on team in possession throw ins. If the team in possession is making a substitution then the opposing team can also substitute, Goal Kicks, and after goals. There will be no substitutes on corner kicks or free kicks.
- Substitutions are allowed for injured or yellow-carded players, with the other team allowed an equal number.

## **Misconduct, Cautions, and Ejections**

- Ejections – Ejected players (red cards) or ejected coaches are not allowed to participate in their team's next match. Severe behavior resulting in fighting may be ejected from the remainder of the tournament. All decisions will be from the Tournament Committee and Referee Assignor after review.
- Teams will forfeit a game in which an ineligible player or coach participates.

## **Inclement Weather**

### **A. Inclement Weather**

Only the referee or the tournament committee may cancel a match due to weather conditions. In the event of inclement weather the tournament committee has the authority to reschedule matches and/or cancel the tournament. If the entire tournament should be canceled after play has begun, teams shall not receive a credit or refund.

1. If inclement weather causes the referee to stop the match at any time and conditions do not permit the restart of the match within the scheduled time, the score will stand, as it was at the time the game was stopped.
2. If a match is delayed from starting due to weather conditions, it will be started as soon as weather permits within the scheduled time frame and will conclude at the scheduled time.
3. If no portion of the match is played, best efforts will be made to reschedule the match though no such guarantee is made. There will be neither refund nor credits for any match cancellations.
4. If no portion of the tournament is played due to inclement weather and there is no possibility of any matches being played, the tournament committee shall determine partial refunds to teams after all administrative costs have been covered.