

2018 TOURNAMENT RULES

TOURNAMENT RULES & REGULATIONS

ALL TOURNAMENT GAMES WILL BE PLAYED IN ACCORDANCE WITH THE LAWS OF THE GAME AS ISSUED UNLESS MODIFIED HEREIN

RULE I - ELIGIBILITY

ALL PLAYERS MUST PLAY IN THE YEAR OF THEIR AGE GROUP CLASSIFICATION OR IN AN OLDER AGE GROUP. PROOF OF BIRTHDATE WILL BE BY USYSA OR CERTIFIED STATE ASSOCIATION PLAYER PASS. NO PLAYER MAY BE REGISTERED WITH MORE THAN ONE TEAM IN THEIR AGE GROUP OR TRANSFER FROM ONE TEAM TO ANOTHER DURING THE TOURNAMENT.

RULE II - ROSTERS AND PLAYER PASSES

A CERTIFIED ROSTER AND PASSES SHALL BE SUBMITTED PRIOR TO THE TOURNAMENT. ROSTERS WILL BE HELD BY THE TOURNAMENT OFFICIALS. ROSTERS MUST PROPERLY IDENTIFY TEAM COACH (ES) AND OR MANAGERS. THERE WILL BE NO CHANGES ONCE A TEAM HAS PLAYED ITS FIRST GAME. IF AN INELIGIBLE PLAYER IS USED, THAT TEAM SHALL AUTOMATICALLY FORFEIT ALL GAMES IN WHICH THAT PLAYER PLAYED AND BE SUBJECT TO DISQUALIFICATION FROM THE TOURNAMENT.

RULE III - NUMBER OF PLAYERS

EACH U9-U10 TEAM MAY BE COMPOSED OF A MAXIMUM OF TWELVE(12) PLAYERS
Each U11—U12 TEAM May BE COMPOSED OF A MAXIMUM OF SIXTEEN (16) PLAYERS
EACH U13-U15 TEAM MAY BE COMPOSED OF A MAXIMUM OF TWENTY TWO (22) PLAYERS

RULE IV - SUBSTITUTIONS

SUBSTITUTIONS WILL BE UNLIMITED, BUT MAY ONLY BE MADE WITH THE REFEREES PERMISSION:

RULE V - PLAYER EJECTION AND CAUTION

SHOULD A PLAYER BE EJECTED FROM A GAME BY THE REFEREE THE PLAYER WILL BE SUSPENDED FOR THE REMAINDER OF THE GAME AND FOR THE NEXT GAME HIS /HER TEAM IS SCHEDULED TO PLAY. ANY PLAYER EJECTED FOR A SECOND TIME SHALL BE SUSPENDED FOR THE REMAINDER OF THE TOURNAMENT.

RULE VI- PLAYERS UNIFORMS AND EQUIPMENT

TEAMS MUST WEAR NUMBERS ON THE BACKS OF THEIR SHIRTS. EACH PLAYER SHALL WEAR A DIFFERENT NUMBER AND THIS NUMBER SHALL COINCIDE WITH THE PLAYERS NAME AS SHOWN ON THE ROSTER. IN THE EVENT OF A TEAMS COLORS CLASHING, THE HOME TEAM WILL CHANGE COLORS- THE HOME TEAM BEING THE TEAM LISTED FIRST IN THE SCHEDULE

RULE VII- ALL PROTESTS AS PER CJSA GUIDE. SECTION 4300

THE PROTEST COMMITTEE SHALL CONSIST OF THE TOURNAMENT DIRECTOR, THE FARMINGTON SOCCER CLUB PRESIDENT, AND ONE MEMBER OF THE FARMINGTON SOCCER CLUB (APPOINTED PRIOR TO THE TOURNAMENT)

RULE VIII- WEATHER

IN THE EVENT OF INCLEMENT WEATHER, THE TOURNAMENT COMMITTEE SHALL HAVE THE ABSOLUTE AUTHORITY TO CHANGE THE ABOVE FORMAT AS FOLLOWS:

1. RELOCATE /RESCHEDULE ANY GAME
2. CHANGE THE DURATION OF ANY GAME
3. CANCEL ANY PRELIMINARY ROUND GAME HAVING NO BEARING ON THE OUTCOME OF THE PRELIMINARY ROUND
4. SHOULD A GAME IN PROGRESS BE TERMINATED DUE TO WEATHER OR INTERFERENCE AFTER TWENTY (20) MINUTES HAVE BEEN PLAYED, THE GAME WILL BE CONSIDERED OFFICIAL. THE SCORE AT TERMINATION WILL STAND

RULE IX- BALL SIZE/GAME DURATION

THE BALL SIZE AND GAME DURATION ARE TO BE AS FOLLOWS:

- U9-U12 SIZE 4 BALL, 25 MINUTE HALVES
- U13-U14 SIZE 5 BALL, 30 MINUTE HALVES

RULE X- DETERMINATION OF DIVISION WINNERS AND WILD CARDS

IN THE PRELIMINARY ROUNDS, THREE (3) POINTS WILL BE AWARDED FOR A WIN AND ONE (1) POINT FOR A TIE. AT THE END OF THE PRELIMINARY ROUNDS THE DIVISION WINNER SHALL BE THE TEAM WITH THE MOST POINTS. IN THE EVENT OF A TIE FOR FIRST PLACE OR SECOND PLACE THE FOLLOWING PRIORITY SHALL BE UTILIZED:

1. HEAD TO HEAD
2. LARGEST GOAL DIFFERENTIAL UP TO THREE (3) PER GAME
3. FEWEST GOALS ALLOWED
4. PENALTY KICKS

RULE XI- TIES

IN THE PRELIMINARY ROUNDS TIES WILL NOT BE BROKEN. IN THE PLAYOFFS TIES WILL BE BROKEN AS FOLLOWS: FOR ALL PLAYOFF MATCHES WHERE A WINNER MUST BE DETERMINED: IF THE MATCH SHOULD END IN A TIE, TWO FULL FIVE (5) MINUTE OVERTIME PERIODS SHALL BE PLAYED TO DETERMINE A WINNER (PLEASE NOTE THAT THE TWO OVERTIME PERIODS ARE NOT SUDDEN DEATH) IF THE GAME REMAINS TIED AT THE CONCLUSION OF THE OVERTIME PERIOD KICKS FROM THE PENALTY SPOT SHALL BE TAKEN IN ACCORDANCE WITH FIFA/USSF LAWS TO DETERMINE A WINNER.

RULE XII- FORFEITS

A TEAM SHALL BE ALLOWED A FIVE (5) MINUTE GRACE PERIOD FROM THE SCHEDULED KICKOFF TIME BEFORE THE GAME IS FORFEITED TO THEIR OPPONENT.