

2010 MOUNTAINEER OPEN YOUTH SOCCER TOURNAMENT RULES & REGULATIONS

CREDENTIALS

Team Check In will be held at Berkeley County Parks & Recreation June 25, 2010 from 5:00pm to 8:00pm.

A team check-in must be completed prior to the team's first match. If the manager/coach is unable to attend formal check-in, then the team must complete check-in at the venue of their first match at least one hour prior to the start of the first game of the tournament.

Coaches or managers must provide the following items at Check-In:

- Primary Team Player Passes
- Medical Release Form for each player
- An official team roster documenting affiliation with appropriate governing soccer association
- Tournament roster
- A permission to travel form signed by their association (non-recreational out-of-state teams only)
- Birth Certificates

For each subsequent game, coaches only must check in at least 30 minutes prior to game time and bring player cards, birth certificates and tournament roster. Only coaches, managers or players will be allowed on the sidelines.

COMMISSIONERS

No protests will be entertained. All penalties will be handled by the Tournament Commissioners, who will have the right to exclude a team, coach, or player(s) not acting in accordance with the Tournament rules. The decision of the commissioners is final.

RULES

The Tournament will be played in accordance with FIFA rules, with the following additions and exceptions.

1. **ROSTER** A team may not have more than 14 players including guest players for the U10 and U12 age divisions. For the U14 age division and up, the maximum number of players is 18, including 4 guest players. Please note that U-10 and U-12 games will be played with eight (8) players on the field at a time (including the goalkeeper) for each team. The U-14 and above games will be eleven (11) players a side as always. No player may be rostered on more than one team.
2. **LINE-UP** Coaches must provide four signed line-up forms at registration. The Referee or Field Marshall may request a coach to surrender player passes and coach passes to the Field Marshal or the referee prior to the start of the game. Should the coach fail to comply prior to the start of the game the team will forfeit that game immediately. The passes will be returned after the game. Line-up forms can be printed from the web page. Every team must submit four line-up sheets at registration.
3. **UNIFORMS** All players on a team must wear the same colored jerseys and each jersey must be numbered distinctively with no number being repeated. Teams are requested to bring alternate jerseys. Where both teams have the same color jersey, the team listed first in the game schedule will be designated as the home team and the home team will be asked to change their jersey. All players must wear shin guards when playing in a match. Stockings/socks must be worn in the pulled up position covering the shin pads or guards and shirts/jerseys must be tucked into the shorts.
4. **GAME DURATION BY AGE GROUP**
U10 = Two (2) 20 minute halves and 5 minute half time
U12 = Two (2) 25 minute halves and 5 minute half time
U14 = Two (2) 30 minute halves and 5 minute half time
U16 = Two (2) 30 minute halves and 5 minute half time
Teams are expected to play at the scheduled starting time for each game. If a team has seven (7) players available, play will begin. Any team more than ten (10) minutes late will forfeit the game and have their score recorded at a minus one (-1) point. The other team will be given ten (10) points for a win by a 3-0 margin.
5. **GAME DELAYS** Any game which must be stopped due to unplayable field conditions will be resumed as soon as possible at a time and field location designated by the Tournament Committee. The referee and Tournament Director are the only individuals that can determine if the field is unplayable. If games cannot be played during the time frame defined by the tournament, the games will not be rescheduled and standings will be determined by all other games played.
6. **GAME BALL** A size 4 ball will be used for U-10, U-12 games; all other groups will use a size 5 ball. All games will be played with a game ball provided to the referee by the Tournament Committee.
7. **SUBSTITUTIONS** Substitutions will be consistent with the rules of the USSF.
8. **EJECTIONS** A substitute may not be sent in for an ejected player nor may an ejected player be a substitute. An ejected player or coach is ineligible for the next scheduled game. A player ejected for fighting is ineligible for further Tournament play. Any ejected player or coach may not be present at the game field location during the time of their suspension.
9. **CAUTIONS** An accumulation of three (3) cautions or an ejection and a caution to a player or coach will result in dismissal from the Tournament.
10. **REFEREES** All U-14 through U-16 games will be officiated under the three (3) referee system; one referee and two linespersons. All will be USSF-licensed referees. The U-10 and U-12 games will be officiated by a USSF-licensed referee.

STANDINGS

The number of points accumulated will determine the order of finish.

- Six (6) points for a win
- Three (3) points for a tie
- Zero (0) for a loss

In the event two or more teams tie with the same number of points, the order of finish will be decided as follows:

1. Result of game between the tied teams..ie results of the Head to Head game
If the tie is unbroken go to (if there is a 3 team tie, proceed to next tie breaker)

2. Goal difference in all games, with a maximum of 3 in each game
3. Fewest goals allowed in all games
4. Most wins
5. Most games with shut-outs
6. Least number of cards in all games
7. Penalty kick contest using criteria cited below

PENALTY KICK CONTEST RULES The Tournament Commissioners shall set the time and place for penalty kick contests. Any team more than ten minutes late for such contest without prior permission from the commissioners shall be declared loser of the contest. Prior to the start of the penalty kick contest, coaches shall choose 11 players who are on the field at the end of the regulation game, one of whom shall be a goalkeeper, who shall take kicks. Of these, five (5) (one of who may or may not be the goalkeeper) shall be chosen to take kicks as described in "c" below. The remaining six players shall take kicks if necessary, as described in "e" below. No additional players shall be considered eligible to kick, except injury as described in Rule 7.

- a. Referee will choose goal at which all kicks will be taken.
- b. Winner of coin toss will take first kick.
- c. Both teams shall take five (5) kicks alternately.
- d. If, before both teams have taken five (5) kicks, one has scored more than the other could, the taking of kicks shall cease.
- e. If after both teams have taken five (5) kicks, both have the same number of goals or not scored any goals, the taking of kicks shall continue until both have taken an equal number of kicks and one has scored a goal more.
- f. A different player who shall include the goalkeeper if the goalkeeper was not among the first five (5) kickers shall take each kick.
- g. Not until all eleven (11) eligible players have kicked may a player of the same team take a second kick.

ADVANCEMENT Teams will be placed in either four (4) five (5), or six (6) team divisions. Within each six (6) team division there will be two brackets of three teams. Each team will play two preliminary round matches. After the conclusion of all preliminary round matches, all teams will be ranked in their respective bracket. The first and second ranked teams in each bracket advance to the semi-finals. The third ranked teams will play against each other for their third Tournament game. Teams in five (5) team division will play round robin format with the winner being decided by the most point in the four games. Teams in a four (4) team division will play round robin format with the two top ranked teams playing in the finals.

PLAY-OFF GAMES Play-off games are scheduled for each division in each age group. For six (6) team divisions, the play-off games will be played between the two teams winning the semi-finals. If the game is tied at the end of regulation time, two five (5) minute overtime halves will be played. If the teams are still tied after overtime the teams will play 7 v. 7 Sudden Death.

- The players selected for the Sudden Death period must be on the field at the end of the overtime period.
- If a team member receives a red card during regulation or overtime play her team will not be penalized in the Sudden Death period.
- At the end of overtime all players on the field will immediately report to the center circle. Coaches will be allowed 2 minutes to select the players to remain on the field for the 7 V 7, all other players will report to the sidelines.
- A coin toss, with the home team calling the flip, will be held. The winner of the toss will determine which goal they want to defend.
- SUDDEN DEATH PERIOD WILL COMMENCE WITH A DROP BALL AT MID FIELD.
- All regular FIFA rules will apply with the exception of the following:
 1. There are no substitutions during the Sudden Death period.
 2. There will be no goalkeepers allowed during the Sudden Death period.
 3. If a penalty kick is awarded during Sudden Death, the defending team may place a defender on the goal line in front of the net. This defender may use any part of her body EXCEPT her hands during the penalty kick.
 4. There will be NO OFFSIDE called during the Sudden Death Period.
 5. **IF SCORELESS AT THE END OF EACH APPROXIMATE FIVE (5) MINUTE INCREMENT (AT ANY STOPPAGE OF PLAY), ONE (1) PLAYER FROM EACH TEAM WILL BE REMOVED FROM THE FIELD. COACHES WILL HAVE 20 SECONDS TO REMOVE A PLAYER, OR REFEREE WILL DESIGNATE PLAYER TO BE REMOVED.**

TOURNAMENT CANCELLATION

In the event of inclement weather or any other "act of God" which would prevent continuation of the games, the Tournament will be canceled. Partial refund checks will be mailed to each coach once all obligations are paid in full at the discretion of the Tournament Committee.

WEATHER

Regardless of weather conditions, coaches and their teams MUST appear on the field of play, ready to play their scheduled game. Failure to appear will result in forfeiture of the game. In the event of inclement weather, the Referees and/or Tournament Director will have the authority to change games as follows:

- Relocate or Reschedule any game(s)
- Change the duration of game(s)
- Cancel any game(s) which have no bearing on the selection of the divisional winners
- Preliminary matches terminated after twenty-five (25) minutes of play because of weather shall be considered final

ALCOHOLIC BEVERAGES AND PETS

The use and presence of alcoholic beverages is prohibited at all game sites, including parking areas. Pets are not permitted on or near any field.