

## TOURNAMENT RULES

---

**Laws of the Game:** The 2009/2010 edition of the FIFA Laws of the Game, Guide for Referees, USSF as amended by the USYSA for youth shall apply. The following are rule exceptions which shall govern play in the U-9 through U-12 divisions (per IYS guidelines).

The U-9 and U-10 divisions shall be played with 6 players per side with one designated as the goalkeeper. The U-11 division shall be played with 8 players per side with one designated as the goalkeeper. There will be two U-12 divisions. One will be played with 8 players per side, one of whom will be designated as goalkeeper. The second U-12 division will play 11 players per side with one player designated as the goalkeeper.

Off-sides will conform to FIFA Law for all ages except U-9 & U-10. **In U-9 and U-10, there is no off-side rule and the restricted punt rule is in effect (see below).**

### **\*U-9/U-10 Restricted Punt Rule**

Punting and/or Drop Kicks are allowed, however the ball may not land past midfield without touching the ground or another player first. Throwing, rolling, and/or putting the ball down on the ground and kicking it beyond the midfield line in the air is allowed.

In the case of an infraction, an indirect free kick will be awarded. The indirect free kick will be placed at the midfield line. Drop-kicks, ground kicks, throwing and rolling past midfield are allowed. A goalie may PUNT the ball but it must land in their defensive half before crossing the midfield line. An infraction will result in an **indirect free kick** from the midfield line (*where the ball crossed the midline in the air*) for the opposing team.

A three person referee system will be used for all matches, U-9 through U-15.

**Eligibility Requirements:** The tournament is open to registered USSF Club Teams which play a regular season together. Each registered team is allowed a maximum of eighteen (18) players for divisions U-13, U-14, U-15, and the 11v11 U-12 division; fourteen (14) players for U-11 and the 8v8 U-12 division; and twelve (12) players for U-9 and U-10 teams.

**Guest Players:** In all age divisions except for the U-12 8v8 division, a team may bring up to three (3) guest players. In the 11v11 U-12 division, teams may bring up to four (4) guest players. All guest players are required to possess a valid player pass from their state association, and players may register and play with only **one** team during the tournament. Players participating on more than one team will be disqualified from the tournament, along with the teams for which they played.

**Tournament Format:** Each age group is divided into flights (Black, Orange, White, Green, Yellow) based upon the number of teams selected and the team seeding process (Black is the top flight). The winner of a particular flight is the team that accumulates the most points after the 3 or 4 game round robin schedules (reference Scoring section below).

In the event of a tie at the end of regulation time, there will be no overtime or shoot-outs in round robin games. In a semi-final or championship games, two 5 minute overtime periods shall be played in their entirety. If the game remains tied after the two overtime periods, a penalty kick shoot-out shall take place according to FIFA guidelines.

**TOURNAMENT RULES***continued*

Age Group	Game Length*	Finals Length	Players	Field Size	Ball Size
U-9	25 min/half	25 min/half	6 v 6	Small	4
U-10	25 min/half	25 min/half	6 v 6	Small	4
U-11	30 min/half	30 min/half	8 v 8	Intermediate	4
U-12	30 min/half	30 min/half	8 v 8	Intermediate	4
U-12	30 min/half	30 min/half	11 v 11	Full	4
U-13	30 min/half	35 min/half	11 v 11	Full	5
U-14	30 min/half	35 min/half	11 v 11	Full	5
U-15	30 min/half	35 min/half	11 v 11	Full	5

\*No additional time added to matches except for finals and at the discretion of the referee.

U-9 and U-10 age groups will participate in 4 round robin games and will receive participation awards. U-11 through U-15 will receive champion and finalist awards.

**Scoring:** Points will be determined by the following formula: WIN = 3 points, TIE = 1 points, LOSS = 0 points. In the case that two teams amass the same number of points during the round robin, the tie breakers are as follows: 1<sup>st</sup> – head-to-head game, 2<sup>nd</sup> – total goal differential (max 4 per game), 3<sup>rd</sup> – fewest total goals allowed, 4<sup>th</sup> – MLS shoot-out. Note: MLS shoot-out will not occur without the acknowledgement and approval of both the Tournament Director and Tournament Senior Referee.

Upon conclusion of all matches, each team coach (or a designated team representative) must sign the game card. Game card scores are final. Coaches are encouraged to review game cards to ensure scores are accurate prior to signing the card. The Tournament Director and committee will have final determination of all scores.

**Game Check-in & Forfeitures:** Due to the short days in October, the game schedule leaves little “slack time” between games. For this reason, every team must check-in with the field marshal 15 minutes before the scheduled start time. A sufficient number of players to begin the game must be checked-in at least 5 minutes before the scheduled start time. **Otherwise, the field marshal shall declare a forfeit.** Once again, the forfeit time is 5 minutes **prior** to the scheduled start time. Failure to complete a game or leaving the field during a game shall result in a forfeit.

**Uniforms:** The home team shall be designated white (or lighter color) for all matches, including championship matches. If team uniforms are of the same or similar color, the field marshal or referee will request that the home team change jerseys.

**Inclement Weather:** Every effort will be made to play all scheduled games. The tournament committee will determine when and if games are to be postponed. Because of the lack of “slack time” between games, any delays due to inclement weather will be subtracted from the game time. If a large delay occurs, the tournament committee may change the site of subsequent games.

## **TOURNAMENT RULES**

---

*continued*

**Protests:** No protests will be allowed in this tournament. The decisions of the Tournament Director are binding and final.

**Conduct of Players, Coaches, Spectators and Administrators:** All tournament participants are expected to uphold the standards of the game and exhibit the highest levels of sportsmanship. Any player ejected from a game will not be allowed to play in the subsequent game. The coach must retrieve the player pass at the administration tent. If a coach or spectator is asked to leave, this shall be noted and the field marshal for the next scheduled game will be asked to insure that neither is a participant. A team that fails to exhibit the highest level of sportsmanship will not be asked back in subsequent years.

**Player Safety:** Any player who is found to be bleeding or to have blood on his/her uniform shall be asked to leave the field. The player may return only after demonstrating to the assistant referee that the bleeding has stopped and that all blood has been removed from the uniform.

**General:** The tournament directors have the final authority in the interpretation of the tournament rules and the operation of the Fishers Halloween Soccer Classic.

**Cancellation Policy:** The Fishers Halloween Soccer Classic agrees to provide the guaranteed number of games or refund a percentage of the tournament application fee commensurate with the percentage of games not played due to inclement weather. In the event of a complete cancellation of the tournament, the Fishers Halloween Soccer Classic reserves the right to retain \$200 of the team registration fee.

Please respect others and help us create the best soccer experience for everyone:

- Leave your pets at home.
- No smoking at the fields.