

WSYSA District 6 Tournament Rules

AA. CHECK TOURNAMENT BOARD BEFORE AND AFTER EVERY MATCH! CHANGES CAN AND DO OCCUR!!!

1. AGE DIVISIONS (2009-2010 AGE GROUPINGS)

Under 11 Boys or Girls Born After 8/1/98
Under 12 Boys or Girls Born After 8/1/97
Under 13 Boys or Girls Born After 8/1/96
Under 14 Boys or Girls Born After 8/1/95
Under 15 Boys or Girls Born After 8/1/94
Under 16 Boys or Girls Born After 8/1/93
Under 17 Boys or Girls Born After 8/1/92
Under 18 Boys or Girls Born After 8/1/91
Under 19 Boys or Girls Born After 8/1/90

2. CHECK-IN

Coaches or Team Managers must report to the score table at Tournament Central at least 45 minutes prior to their first match.

3. TOURNAMENT FORMAT

Each team will be scheduled no less than three matches against properly registered teams. Games forfeited by a team's opponent shall count toward the three-match minimum. The Tournament Director reserves the right to combine age groups to make viable divisions, if necessary.

4. MATCH FORMAT

Match duration – all matches:

30 minute halves - U11 thru U14
35 minute halves - U15 thru U19

Championship matches require a winner. Ties will be resolved in overtime of up to two full 5-minute periods – NO GOLDEN GOAL. If the score is still tied, the winner will be determined by a shootout. FIFA rules apply except as modified herein.

5. TOURNAMENT SCORING

Preliminary matches will be scored on tournament points. Up to ten points can be earned per match. A disqualification or forfeit will be recorded as a 1-0 win (8 points).

Win	-	6 Points plus 1 per goal up to 3 goals
Tie	-	3 points plus 1 per goal up to 3 goals
Loss	-	0 points plus 1 per goal up to 3 goals
Bonus	-	1 point for holding opponent scoreless, including 0-0 ties.

6. PRELIMINARY PLAY TIE BREAKERS

1 st	-	Winner of head to head competition
2 nd	-	Fewest goals scored against
3 rd	-	Goals for minus goals against (goal differential, max 3 per game)
4 th	-	Penalty Kicks

7. STARTING MATCHES

Teams not ready to play with at least seven (7) players ten minutes of match time will forfeit the match. ANY TEAM THAT FORFEITS A MATCH IS AUTOMATICALLY REMOVED FROM THE REMAINDER OF THE TOURNAMENT. The Tournament Director is solely responsible for any team reinstatements in this matter.

8. PROTESTS

The referee's decisions are final. Protests will be considered on matters only pertaining to FIFA law. Protests must be submitted in writing to the score table within one hour of the conclusion of the match. The Judiciary Committee's decision will be final. The decision of the Tournament Director on all other matters is final.

9. BEHAVIOR

Coaches are responsible for the behavior of their players, parents and fans. Lack of control by either (or both) team can result in match forfeiture and possible disqualification from the tournament. Any player or coach sent off will be disqualified for the remainder of the match and will be suspended from the next tournament match. The Tournament Judicial Committee may render additional disqualification. Issuance of red and yellow cards will be recorded and reported to the home state association and club/league of the person(s) involved, except that all matters involving referee assault shall, in accordance with USSF 1108, be referred immediately to WSYSA. The home state association or club/league may, with the exception of cases involving referee assault, impose additional penalties on the persons involved.

10. SUBSTITUTIONS

Substitutions may be made, with consent of the referee, during any stoppage in play

11. TEAM ROSTERS

Players shall be registered to one team only. All teams must be duly registered and in good standing with their respective state, provincial or national soccer associations per FIFA rule. Each team shall consist of a minimum of 11 rostered players and a maximum of 18 players with a maximum of 3 guest players therein. A team roster, including member names, numbers and birth dates, signed by an association registrar is required to be submitted with the completed tournament entry form. A revised, final (signed by the Association Registrar) roster may be submitted at "check-in" prior to a team's first match; (roster changes will not be accepted after the first match). Player/teams found in violation of this paragraph will forfeit all tournament matches with no refund of entry fees.

12. PLAYER AND TEAM CERTIFICATION

All teams must have in their possession valid USYSA player cards or equivalent and/or proof of age for all players. The Tournament Director reserves the right to inspect any and all cards and/or proof of age documents at any time before, during or after any match. All teams must follow proper USYSA/FIFA travel procedures.

13. BALLS

- Each team must provide a game ball:
 - Size 4 - U11 & U12
 - Size 5 - U13 and Up

14. TEAM LOCATIONS

Teams, including supporting fans, will take opposite sides. The home team will take the north side or east side of the field.

15. TEAM UNIFORMS/PLAYER EQUIPMENT

- ✓ **All players must be attired in matching uniforms to the satisfaction of the referee. A proper uniform consists of shorts, jersey, socks, shin guards, and footwear. In case of a color clash, the designated home team will change jerseys. Goalkeepers must wear colors, which distinguish them from other players.**
- ✓ **Protective or Prosthetic Device forms are no longer needed.**
- ✓ **Protective orthopedic devices, prosthetic devices and any equipment, gear, appliance or apparatus that is protective for a known medical condition may be worn during a regularly scheduled game provided that the referee determines that the device conforms to Law 4 of the Laws of the Game.**
- ✓ **The referee of the game determines that the device does not pose a danger to either the player or the other. All players wearing orthopedic or prosthetic devices must report to the referee for inspection. Any player wearing braces on his/her teeth should wear a protective mouth guard.**
- ✓ **All or any member(s) of a team are permitted to wear extra protective clothing against the cold, including gloves without dangerous, protruding or hard objects, provided that:**
 - (1) The proper team uniform is worn outermost; and**
 - (2) Any hat should be without peak, bill or dangling or protruding object of any kind; however, the goalkeeper may wear a soft billed hat; and**
 - (3) Referee discretion may be used to determine if an item of protective clothing is considered to go beyond the purpose of providing a means of retaining body heat.**

15. MATCH RESULT REPORTING

There is no need for teams to report the scores to tournament central. Tournament scorecards will be used for each match. The reporting of each game will be made from each card. The cards will be collected and results posted by tournament representatives.