

# 2017 U10 PLAYOFF RULES

## HOSTED BY Gregory Portland Youth Soccer Association

Tournament Headquarters – GP Soccer Fields

### Tournament Rules — 4/25/2017

#### **PLAYERS**

A player may play on only one (1) team in the tournament.

A player must play for his primary team if his primary team is participating in the tournament.

#### **CHECK IN**

Check in will be one (1) hour prior to your first game time at Tournament Headquarters at GP soccer fields.

#### **PLAYER ID CARDS & ADULT PASSES**

All teams are required to submit a laminated USSF player card for each player with a picture of the player at the time of check-in. Players without a player card will not be permitted to participate in tournament competition. All Coaches and/or Asst. Coaches must have proof of current risk management clearance and must wear KidSafe badge during game (only adults with KidSafes may be on coaches' side of the field). Player cards shall be available for inspection by tournament officials at the site of each game.

#### **LAWS OF THE GAME/OTHER FIFA LAWS AS MODIFIED BY USYSA AND STYSA**

FIFA laws shall apply as modified by USYSA and STYSA, except as noted. All players must wear shin guards. No player will be allowed to play in the tournament competition without shin guards. No players wearing bandanas, casts or exposed knee braces will be allowed to play. The wearing of hard casts, whether padded or not, will not be permitted at any time. All knee braces containing metal or plastic must be covered/padded in accordance to STYSA rules. No jewelry of any kind may be worn.

#### **GUEST PLAYERS**

No guest players are permitted for this tournament.

#### **HEADING**

Heading is not permitted.

#### **PUNTING**

Punting is not permitted.

If a goalkeeper punts the ball, an indirect free kick should be awarded to the opposing team from the spot of the offense. If the punt occurs within the goal area, the indirect free kick should be taken on the goal area line parallel to the goal line at the nearest point to where the infringement occurred.

#### **BUILD OUT LINE**

The build-out line will be designated as the mid-field line.

When the goalkeeper has the ball, either during play (from the opponent) or from a goal kick, the opposing team must move behind the build out line until the ball is put into play.

Once the opposing team is behind the build out line, the goalkeeper can pass, throw or roll the ball into play (punting is not allowed). -After the ball is put into play by the goalkeeper, the opposing team can cross the build out line and play resumes as normal.

#### **OFFSIDES**

Offside will be called per the FIFA Laws of the game.

#### **SUBSTITUTIONS**

Free & unlimited. Substitutions must have referee permission in ALL cases. USSF substitution rules apply, as modified by USYSA.

Substitutions for BOTH TEAMS allowed:

1. on goal kicks
2. after a goal
3. at halftime

Substitutions for ONE TEAM allowed:

1. on stoppage due to injured player (injured player ONLY).
2. for yellow cards (player who received card ONLY).
3. on throw-ins (team in possession of the ball)

### **UNIFORMS**

All players will wear a jersey with a number on the back to distinguish that player from any other player on his/her respective team (i.e., no two players on the same team can participate in a match with the same number). Each team must have an alternate color jersey for each player in case of color conflict. First team listed on the schedule is home team and must change jersey if deemed necessary by the referee. Scrimmage vest or pennies can be used if an alternate jersey is not available.

### **PLAYERS and SPECTATORS**

Players shall be on one side of the field and spectators/parents will occupy the other side of the field

### **GAME SCHEDULES**

All game schedules are final as published. No changes will be permitted.

Teams must be at game site (field) 15 minutes before scheduled game time and be ready for inspection by the Referee. Games must start at the scheduled time, no warm-up on the fields will be permitted.

### **PLAYING TIME**

Two 20-minute halves with a 5 minute half time

### **SCORING SYSTEM**

Game scoring will be six (6) points for a win, three (3) points for a tie, and zero (0) points for a loss.

One (1) point per goal scored up to a maximum of three (3) per game (win, tie or lose) and one (1) point for a shutout. 0-0 tie counts as four (4) points for each team (3 for the tie and 1 for the shutout).

Forfeit counts as ten (10) points and will be scored 3-0.

Maximum points per game is ten (10).

### **FORFEITS**

Forfeits may not be declared at the field by the referee or by any agreement between coaches. The Tournament Committee may declare a forfeit if...

- a. a team fails to field the minimum number of players as outlined for their age division at game time; or
- b. the Coach plays an ineligible, suspended or unregistered player in a match and/or falsifies a game report. A player whose name appears on the game report is considered to have participated in that match.

### **ADVANCEMENT**

No advancement

Divisions consist of 4 teams. 2 games will be played on Saturday and 1 game on Sunday. At the end of Sunday play the top team with the most points will be declared first place and the second team second place. Tie-breaker rules apply.

### **TIE-BREAKER RULES**

Results of head-to-head competition.

Goal difference - goals scored minus goals allowed (up to a maximum of five goals per game Goals scored.

Goals against.

FIFA penalty kicks or coin flip at discretion of Tournament Committee.

### **RAINOUTS**

The Tournament Committee will have the final decision over field conditions and game cancellations. In the event of rainouts, games will be rescheduled to May 6<sup>th</sup> and/or 7<sup>th</sup>.

### **SPORTSMANSHIP/DISCIPLINE**

All players, coaches and spectators are expected to show good sportsmanship at all times. Failure to do so could lead to the disqualification of the team from the tournament. Coaches are responsible for the conduct of their team and supporters.

### **SEND OFF (RED CARD)**

A player receiving a red card is prohibited from participating in the rest of that game and the next game. The player

may be escorted from the field as well by the direction of the Tournament Committee. If a coach is sent off the field, the coach cannot participate in the next regularly schedule match. Players that must sit out a game may do so on the opposite side of the field from their team.

**CAUTIONS (YELLOW CARD)**

A player receiving two (2) cautions (yellow cards) in the same game is prohibited from participating in the rest of that game and the next game (two cautions in the same game is equivalent to a send off).

**REPORTING**

Referees are required to report all disciplinary actions taken before, during or after a game on an official game report, and to separately report all cases of serious misconduct to tournament headquarters immediately following the game in which the serious misconduct occurred.

**Matters not provided for:** USYSA and STYSA Administrative Rules books will govern any situation or questions on rules of competition not covered herein. Any matter not provided for in the Tournament rules or USYSA or STYSA rules shall be determined by the Tournament Director, whose decisions shall be final.

REFEREE ASSIGNMENTS WILL BE CONTROLLED BY THE TOURNAMENT COMMITTEE AND CBYSA  
REFEREE COORDINATOR.

ALL REFEREE DECISIONS ARE FINAL.

NO PROTESTS ARE ALLOWED.

THE TOURNAMENT COMMITTEE WILL HAVE FINAL JURISDICTION OVER ALL  
MATTERS RELATED TO THE TOURNAMENT.