

## Brockport International Soccer Festival – 2017 Rules

### Game Rules

- Games will be played in accordance with FIFA and U.S. Soccer unless otherwise stated in these rules and guidelines.
- All teams are guaranteed a minimum of **3 games**, weather permitting.
- Games will consist of (2) halves with a 5 minute break between halves.
- The game clock shall not stop for any reason, including injury, except to end the half and game.

| <u>Age group</u> | <u>Players</u> | <u>Guest players</u> | <u>Roster size</u> | <u>Game Roster</u> | <u>Ball size</u> | <u>Game length</u> | <u># of referees</u> |
|------------------|----------------|----------------------|--------------------|--------------------|------------------|--------------------|----------------------|
| U08 – U10        | 7v7            | 3                    | 14                 | 14                 | 4                | 50 minutes         | 1 (no score kept)    |
| U11 – U12        | 9v9            | 3                    | 18                 | 18                 | 4                | 60 minutes         | 1                    |
| U13              | 11v11          | 3                    | 18                 | 18                 | 5                | 60 minutes         | 1                    |
| U14 – U16        | 11v11          | 3                    | 18                 | 18                 | 5                | 60 minutes         | 3                    |
| U17 – U19        | 11v11          | 3                    | 18                 | 18                 | 5                | 60 minutes         | 3                    |

### Home Team

The home team is identified on the schedule. They will have field side selection and provide the game ball. In the event of uniform color conflict, the home team player's uniform color changes. *During games, each team, coaches, and their spectators are to be located together on the same side of the field. Opposing team and spectators located on the opposite sideline. No exceptions unless caused by field layout.*

### Player Eligibility – (any exceptions must be pre-approved by the Tournament Director prior to registration)

Players may only play on one team in the tournament. All players must be age eligible based on date of birth. **Guest players** (Max 3 per team) must also be age eligible. Recreational teams are not eligible past the U10 level.

### Pre-game

- Coaches must have possession of player passes and available for inspection by referee. **Passes will be checked prior to championship matches.**
- **Visiting team selects which end of the field they defend first. Home team gets the ball first.**

### Substitutions

Free player substitutions shall be allowed with the permission of the referee under the following circumstances:

- Unlimited substitutions shall be allowed.
- Prior to throw-in in your favor and when not in your favor when the opposing team substitutes - a/k/a "piggy backing"
- Prior to a goal kick; After a goal; During half time; and Injury to player with referee approval

### Draws

Preliminary games will have **NO OVERTIME** period and can end in a tie.

Games that must have a winner declared to continue divisional play, and final games that end in a draw will have 2 overtime periods of 6 minutes each played to completion. There will be a 2-minute break in between overtime periods and the teams will switch sides. If the game ends with a draw after the 2 overtime periods, penalty kicks per FIFA rules will be used.

### Forfeits

A forfeit is declared when:

- A team does not show up for a match. A grace period of 10 minutes beyond scheduled kick-off time or the completion of the preceding game, whichever is later, shall be allowed before a forfeit is declared.
- A team has less than 7 players after the 10-minute start time grace period.
- A team is playing with illegal players.
- A team abandons the game.
- A team's conduct creates an early termination of the game.

If a match is forfeited, a score of 1-0 (win) is awarded to the winning team and the forfeit is noted on the game report.

### Conduct

Coaches have total responsibility for the conduct of their players, coaching staff, and team spectators. At no time shall foul or abusive language or misconduct be permitted at any field or other facilities being used for the tournament. The referee has the authority eject coaches who are either unable or unwilling to control themselves or their sidelines.

### Yellow Cards

- Players receiving 1 yellow card during play are not required to leave the field of play.
- Players receiving 2 yellow cards in one game are awarded a red card and subject to all rules concerning red cards.
- Yellow cards do not carry over from one game to the next.

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### **Red Cards**

- A player receiving a red card during play shall be removed for the remainder of the game and will be suspended from play during the next tournament game.
- A player receiving a second red card during the tournament is prohibited from further tournament play.
- All red cards will result in the loss of one point from team standings.
- A red card for violent conduct may result in elimination from further participation in the tournament, as determined by the tournament director.
- After a red card is awarded, the coach must surrender the player's pass to the referee. It will be brought to the scorekeeping tent by either the referee or field marshal, and can be retrieved after the suspended game is served.
- All red cards will be reported to NYSWYSA in the post-tournament report.

### **Ejection of coaches or spectators**

- Coaches, assistant coaches, managers or spectators ejected by referee during games are subject to the same penalties as players receiving a red card, including loss of 1 point if spectator team affiliation can be verified.

### **Early Termination of Play due to Misconduct or Weather**

If the referee terminates a game for **misconduct** by the coach, players and/or spectators, the referee will record the score, minutes into the match, explanation, and the names and/or jersey numbers of those people responsible. Representatives for each team must report to the main tent immediately. The tournament director, with the aid of the discipline committee, (Club President & Tournament Secretary) will determine disciplinary action and penalties as well as the game outcome. Offending teams can expect to lose points in their standings. The tournament director will determine the outcome of the match for each team: win, loss, draw, or forfeit. If a game is suspended due to **weather problems, field conditions, or other situations** beyond the tournament's control, after completion of the first half, that game shall be considered complete and official. If a game is temporarily suspended for any of the foregoing reasons before completion of the first half, each team involved must check with the tournament headquarters for instructions. If the tournament is in progress and terminates due to weather problems, field conditions, or other situations beyond the tournament's control, refunds, if any, will be made based on the discretion of the tournament director.

### **Protests**

The protest must be submitted in writing and accompanied by a \$100 protest bond to the Main Tent within 1 hour of the match completion. If a protest is upheld, forfeiture will be awarded (in favor of the non-offending team) for the protested match and the \$100 protest bond will also be refunded. If the protest is not upheld, the \$100 protest bond is forfeited. Be aware that the referee's judgment on the field is not valid for protests and will be upheld.

### **Point System**

Win - 3 points

Draw - 1 point

Loss - 0 points

Shut-out–  $\frac{1}{2}$  point (0-0 scores and forfeits are not considered shutouts)

Red cards - minus 1 point (each occurrence)

Coach, assistant coach ejection - minus 1 point (each occurrence)

### **Tie Breaking**

1. Winner Head to head competition (when more than 2 teams are tied, start with #2)
2. Most number of wins
3. Difference between goals scored for and goals scored against (Max +3 or -3 per game)
4. Least number of goals scored against
5. Least number of losses
6. Most shut outs
7. Penalty Kicks or Coin toss (Tournament Director's discretion)

### **Post game**

- Referee will record yellow and red cards, and sideline ejections on team line up list.
- If a red card was issued, the coach must surrender the player's pass to the referee.
- The referee will record score (except for U08-U10), cautions and red cards, coach and spectator ejections on the game report.
- If a coach protests the game, it must be noted on game report prior to being signed by both team representatives.
- The game report must signed by both teams.
- The completed game report is to be given to the assigned field marshal.
- The scores will be verified and tallied, then posted at the main tent.

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