

# 2018 Stenger Invitational

## Rules of Play for 7U 5v5 and 8U 5v5 (4v4 plus Goalkeeper)

### 1) RULES OF PLAY

- a) The rules of play shall be the LAWS OF GAME as published by FIFA & UYS with those modifications adopted by CYS with additional tournament rules and format of play as listed below.
- b) The Tournament Rules Committee for the good of the game shall address any rules not covered.
- c) The Tournament Director or designated representative shall determine the suitability of playing conditions. Teams shall be expected to play in accordance with the tournament game schedule unless severe weather poses a threat to safety. Only the Tournament Director or designated representative shall reschedule the game times and/or locations. Games may be shortened or relocated in order to complete the days' schedule of play. The Tournament Director reserves the right to decide all matters relative to the tournament and the Director's decisions are final.
- d) The Under 7 and Under 8 teams will play a "Participation Format", which celebrates the players' involvement and enjoyment of the games. The emphasis of the games will be on participation of the players, not the result of the games. Levels of play may vary in the games, therefore it is expected that all coaches will exercise the utmost levels of sportsmanship in ensuring players from both teams are enjoying the game, and the scores are kept reasonable. The tournament will conclude for each team with a fourth game in the "Celebration Round". In the Celebration round, teams will be matched against a team of equal ability based on points from round robin play.

### 2) PROTESTS AND APPEALS

- a) The "NO PROTEST RULE" applies. Ruling of referees at time of game is final. Appeals will not be heard.

### 3) FIELD DIMENSIONS

- a) **Under 7:** Length- 42 yards. Width- 30 yards.- (See "Goal Box") Goals size will be 4 feet in height X 9 feet in length.
- b) **Under 8:** Length- 45 yards Width- 30 yards.- (See "Goal Box"). Goals size will be 6 feet in height X 12 feet in length.
- c) **Goal Area:**
  - i) The goal area will be a box, 6 Yards X 15 Yards centered directly in front of each goal. This is the only area the player designated as goalkeeper may handle the ball with their hands.
- d) **Build out line (Retreat Rule)-Goalkeeper possession and Goal kicks:**
  - i) The build out line shall be the same as the half line.
  - ii) The retreat rules states that anytime a goal keeper comes in possession of the ball, or in the case a goal kick is awarded, the attacking team must retreat to their defensive half of the field (past the halfway line) allowing the goal keeper or defender to play to ball to one of their players. Once the receiving player has touched the ball, the opposing team can then enter their attacking half and begin to defend. The purpose of this rule is to allow young players the ability to play out of the back in a semi unopposed situation. Goal Keepers are not allowed to punt the ball!

### 4) FREE KICKS & PENALTY KICKS

- a) All free kicks will be indirect, and defending players must be at least 6 Yards away from the ball. If a foul is committed in the Goal box area, the ball will be placed on or just outside the goal box line closest to the infraction.
- b) **Heading:** No deliberate heading is allowed. If a player deliberately heads ball, referee may award an indirect kick from spot of infraction.

### 5) BALL IN AND OUT OF PLAY

- a) Throw-ins will be used to restart play when the ball goes over either touchline. Goal kicks may be taken from any point in or on the goal box line. Defending players must be on or behind the halfway line- see "retreat rule".

### 6) BALL SIZE

- a) Each team must have a game ball for each game subject to Field Referee approval as follows:
  - (a) U-7 through U-8    Size 3

### 7) OFFSIDE LAW

- a) In 5v5 soccer, the offside rule is conditional (conditional offside), and is only called when in the event of a major infraction of the law. The intent of this rule is stop a player from cherry picking or positioning themselves in a blatantly offside position to gain an advantage. At the point of an infraction the coach/referee should explain the offense to the player, and an in-direct kick awarded to the opposing team.

### 8) REFEREE

- a) Club certified referee will be provided, no lines persons are used in 5v5 soccer.

### 9) GAME FORMAT

- a) 5v5 format- 4 field players, and one designated goal keeper per team.

### 10) GAME LENGTH

- a) The game consists of two 18-minute halves separated by a 5-minute half-time period. No time-outs.
- b) (There will be no overtime periods for round robin play. See Section 14.h tie breakers)

### 11) GOAL SCORING

- a) **FIFA laws apply**
- b) **If a 10 goal difference occurs in a game- the team which is behind will be allowed to add 1 more player to the field.**

### 12) NUMBER OF GAMES

- a) Minimum of Four (4) games per team will be scheduled. See Section 15. PLAYING CONDITIONS for game cancellations, as well as Section 14 CELEBRATION TOURNAMENT FORMAT.

### 13) AWARDS

- a) All players and coaches will receive a participation medal.

#### 14) CELEBRATION TOURNAMENT FORMAT

- a) Teams will be divided into flights by age and gender. The tournament committee reserves the right to combine flights or age groups where deemed necessary.
- b) During the round robin stage of the tournament, games will not have overtime periods.
- c) Team standings will be based on the following point system:
  - Win = 6 points
  - Shut-out = 1 point
  - Tie = 3 points
  - Loss = 0 points
  - Goals = 1 point for each goal scored up to three
  - Tie (0 to 0) = 3 points; and no points for the shut-out
  - Scoring will only be used to flight teams into the "Celebration Round", and will not be made public.
- d) **Forfeits**  
If a team does not report for play within five (5) minutes after the scheduled starting time, the game will be declared a forfeit. Forfeited games will be scored as a 1-0 final score and the winning team will receive 8 points. Any team that forfeits a game will lose their bond check.
- e) **Divisions with one flight**  
All teams will play 3 round robin games within the flight. After all teams have completed play in the round robin portion of the tournament (three games), all teams will be seeded with a team of equal ability for the Celebration Round. Teams will be matched based on points from the round robin portion of the tournament. Example- 1<sup>st</sup> in points vs 2<sup>nd</sup> in points, 3<sup>rd</sup> in points vs 4<sup>th</sup> in points, etc. **ALL Players** will receive participation medals at the conclusion of their celebration match.
- f) **Divisions with two flights.**  
All teams will play 3 round robin games within their flight. After all teams have completed play in the round robin portion of the tournament (three games), all teams will be seeded with a team of equal ability from the other flight for the Celebration Round. Teams will be matched based on points from the round robin portion of the tournament. Example- 1<sup>st</sup> in points flight A vs 1<sup>st</sup> in points flight B, 2<sup>nd</sup> in points flight A vs 2<sup>nd</sup> in points flight B, etc. **ALL Players** will receive participation medals at the conclusion of their Celebration match.
- g) **Tie Breakers:** In the event that two or more teams in a flight are equal in total points at the end of the round robin matches, the team that will advance shall be determined in descending order of applicability by:
  - Head to head. This criteria will not be used if more than 2 teams are tied.
  - Goal differential with a maximum of 6 goals differential per game.
  - Fewest numbers of goals allowed.
  - Fewest penalty points, Caution (yellow card) =1 point, Ejection (red card) = 2 pointsDivisional coordinators decisions on seeding are final- NO PROTESTS!
- h) The tournament will conclude for each team with the Celebration Round. If the score is tied at the end of regulation time in the Celebration game, the teams will play two overtime periods of 5 minutes in length. The "Golden Goal" rule will apply which states the first team to score in the over time periods will be declared the winner. If no goal is scored in the overtime periods, the game will be declared a tie.

#### 15) PLAYING CONDITIONS

- a) Games may be canceled or temporarily suspended when fields are not playable due to rain, low air temperature, excessively high winds or lightning.
- b) The responsibility of game cancellation or temporary suspension will rest with the tournament committee. Final judgment will be that of the Tournament Director. Kicks from the mark will be utilized to determine winners of games canceled due to weather.
- c) In event that play has been stopped by the Referee, Referee Staff, or Tournament Director, the score at the stoppage of play will be the final game score if at least one half was completed and if play is not resumed as ordered by Tournament Director.
- d) In Case of bad weather a siren will sound for clearing the fields. When the siren is heard again, play will resume. Do not leave complex until games are officially canceled. PARTICIPANTS AND SUPPORTERS SHOULD LEAVE THE PLAYING AREA AND GO DIRECTLY TO THEIR CARS or other shelter.

#### 16) UNIFORMS

- a) All teams must have two jerseys, a light and dark color in case of a color conflict.
- b) The team listed first on the official game schedule shall be designated the home team and will wear Dark, Visiting team will wear White or light jerseys.
- c) The following items are NOT permitted: Hair control devices with hard parts, earrings of any kind, jewelry of any kind.
- d) The following items are CONDITIONALLY permitted: Religious medals or medical tags taped to the body, splints, casts, braces or other joint support devices that, in the referee's opinion, are not dangerous.
- e) Players are not required to have numbers on their jerseys.
- f) Shin Guards are required. Cleats are optional.
- g) **Under 8** Goal keepers must be clearly distinguished from both teams.

#### 17) TEAM AND PLAYER CERTIFICATION

- a) Each team must possess a current certified UYS/CYS Club roster. THE APPROPRIATE OFFICIAL (referee or Field Marshall) WILL CHECK ROSTERS and BEFORE THE BEGINNING OF EACH GAME. Up to 2 guest players are allowed for U7 & U8 teams up to the age group maximum roster size. Max roster size is 10 in the 5v5 format.
- b) If an ineligible player participates in the tournament, his/her team will forfeit every game in which he/she played and may be expelled from the competition after review by the Tournament Committee/ Tournament Director. Fees will not be refunded for expelled teams, and the team will lose their tournament bond.
- c) Rosters will be limited to a maximum of 10 Players, and minimum of 5
- d) All players must receive at least 50% playing time in each scheduled game.
- e) Only developmental teams are eligible for play.
- f) A player may play for only one team during the tournament.
- g) Player passes are not required for U7 or U8 players.
- h) At the conclusion of the match, the Referee will complete the game card in detail. He/she will also forward to the Tournament director any reports of misconduct by players, parents, or spectators; which may be subject to further disciplinary action as deemed necessary by the tournament committee. See Section 19 Team Discipline.

#### 18) PLAYER SUBSTITUTIONS

- a) With the permission of the referee, a team may substitute or re-substitute any number of players at any stoppage of play. Players must be waiting at the center line before the stoppage for substitution to be considered by the referee.
- b) No substitute is allowed for an ejected player

**19) TEAM DISCIPLINE**

- a) An ejected player or coach is ineligible for participation in the next tournament game; this includes the Celebration match
  - b) Yellow cards are cumulative and a player and/or coach will be required to sit out the next tournament game after receipt of the third yellow card.
  - c) A COACH IS RESPONSIBLE FOR THE ACTIONS OF HIS TEAM'S SUPPORTERS. Abuse from spectators or coaches will not be tolerated. Violations can result in forfeiture of the game and, in severe situations, expulsion from further tournament participation.
  - d) Any coach, manager or spectator who has been dismissed from the match must remove themselves no less than 100 yards from the playing field within 2 minutes of notice of ejection or the match will be forfeited to the opposing team.
  - e) Any coach that withdraws his team from the playing field during a match will automatically forfeit the match, as well as be subject to further disciplinary action from the tournament committee.
  - f) The consumption of any alcoholic beverage at any youth soccer match is expressly prohibited. Any player or team official who violates this prohibition shall be subject to disciplinary action and possible suspension. Such violations will be reported to the Colorado State Youth Soccer Association. Smoking is not allowed at any UYS/CYS sanctioned event.
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**Stenger Invitational 2018  
Cancellation Policy**

Although we never want to cancel a tournament and spoil the fun, weather here in Colorado often has other ideas. The Stenger Invitational and the Edge Soccer Club will not be responsible for any expense incurred by any team due to the cancellation in part or whole of this tournament.

In the event of inclement weather, the Tournament Committee reserves the right to modify all tournament rules to safely and fairly end the tournament successfully. The Stenger Invitational will make every effort to complete all games in the event of a postponement. However, once pool play has begun the Stenger Invitational will **not** reimburse or prorate tournament fees for any games cancelled, shortened or forfeited. In the event the tournament is cancelled, regardless of the reason, awards will be given based on the average points of the total games played.

In the event the tournament is cancelled **prior** to any games played the Stenger Invitational will reimburse half the tournament registration fee.