

2018 Stenger Invitational

Rules of Play for 7v7, 9v9 and 11v11 for U9 and Above

A. RULES OF PLAY

1. The rules of play shall be the LAWS OF GAME as published by FIFA with those modifications adopted by CSA with additional tournament rules and format of play as listed below.
2. The Tournament Rules Committee, for the good of the game, shall address any rules not addressed.
3. 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.

B. NUMBER OF GAMES

1. Minimum of three (3) games per team will be scheduled. See Section F. PLAYING CONDITIONS for game cancellations.

C. PROTESTS AND APPEALS

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

D. BALL SIZE

1. Each team must have a game ball for each game subject to Field Referee approval as follows:

U-9 through U-12	Size 4
U-13 THROUGH U-19	Size 5

E. STRUCTURE OF THE GAME

1. Teams will be divided into flights by age and gender. Separate flights for developmental teams and/ or Centennial league teams may be added in the U9 –U14 age groups depending on number of applications accepted. The tournament committee reserves the right to combine flights or age groups where deemed necessary.
2. Field Size and format:
 - i) **9U-10U: 7v7** per CSA guidelines with the addition of build out lines.
 - (a) **Offside** will be called, however the build out line will denote where it may be called. A player may only be penalized if the offense occurs between the goal line and build out line.
 - (b) **Heading:** No deliberate heading is allowed. If a player deliberately heads ball, referee may award an indirect kick from spot of infraction.
 - (c) **Build out Line:** A build out line will be placed on field halfway between goal line and midfield. The build out line promotes playing out of back in a less pressured setting. When goal keeper has ball, or a goal kick is awarded, the defending team must move behind build out line until the ball is placed in play. It is considered in play when the intended recipient has received the ball- not the moment the ball is in motion. Goal keepers may not punt or drop kick the ball; instead may pass with feet, roll or throw the ball into play once the defending team is beyond the build out line
 - ii) 11U-12U: 9v9 per CSA guidelines.
 - iii) 13U-18U: 11v11 per CSA guidelines
3. Games will be regulation time less five minutes in each half during round robin play. Semi-final and final games will be full length.
 - i) 9U-10U: 20 minute halves; 25 minute halves in semi-final and final games.
 - ii) 11U-12U: 25 minute halves; 30 minute halves in semi-final, and final games.
 - iii) 13U-14U: 30 minute halves; 35 minute halves in semi-final and final games.
 - iv) 15U-18U: 35 minute halves; 40 minute halves in semi-final and final games.
4. During the round robin stage of the tournament, games will not have overtime periods. 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
5. 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 which forfeits a game will lose their bond.
6. Divisions with one flight-
There will be round robin play within the flight. Finals shall be played between the teams with the highest and second highest number of points. No semi- final matches will be played.
7. Divisions with two flights-

There will be round robin play within the flight. In the event of an odd number teams within the flight, some teams may cross flights to play matches. First place teams will play second place teams from the other flight in a semi-final round. The winners of the semi-final games shall play for the Championship.

8. Divisions with three flights-

There will be round robin play within the flight. In the event of an odd number teams within the flight, some teams may cross flights to play matches. Winners of each flight plus a wild card team shall play a semi-final round. The wild card team shall be the team with the highest point total of any non-flight winners. The teams with the highest and fourth highest number of points, and the teams with the second highest and third highest points, will meet in the semi-final provided the “wild card” team shall not play the winner of its flight in the semi-final round. The winners of the semi-final games shall play for the Championship.

9. 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 red cards
- Flip of a coin

10. Semi-final and final games shall not end in a tie. If the score is tied at the end of regulation time, the teams will play two- (2) full halves of overtime. U-9 and older will have five (5) minute overtime halves. If tied at the end of the overtime period, the winner shall be determined by taking FIFA kicks from the mark.

F. PLAYING CONDITIONS

1. Games may be canceled or temporarily suspended when fields are not playable due to rain, low air temperature, excessively high winds or lightning.
2. 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.
3. In event that play has been stopped by the field 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.
4. 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.**

G. UNIFORMS

1. The team listed as the “Home” team wears Dark; “Visiting” team will wear White or light.
2. The following items are NOT permitted: Hair control devices with hard parts, earrings of any kind, jewelry of any kind.
3. 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.
4. Shinguards are required.

H. TEAM AND PLAYER CERTIFICATION

1. Each team must possess a current certified UYS/CSA roster and a **valid player pass** for each player, including guest players, participating in the tournament. **THE APPROPRIATE OFFICIAL (referee or Field Marshall) WILL CHECK ROSTERS BEFORE THE BEGINNING OF EACH GAME.** Player passes must be available to view at any point during the tournament. Up to 3 guest players are allowed but only up to the maximum age group roster size. U9-10 teams-Max roster size is 14; U11-U12-Max roster size is 16; U13-U19 teams- Max roster size is 18.
2. 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 bond will be forfeited.
3. Only UYS registered teams/players are eligible for play.
4. A player may play for only one team during the tournament.
5. All players must receive at least 50% playing time in every game in the U10 and younger divisions.
6. It is the responsibility of the coach to retrieve roster from the Referee at the end of each match. Passes for players who sat out a match after receiving a game suspension can be retrieved at the tournament headquarters.
7. At the conclusion of the match, the Field Referee will complete the game card in detail. He/she will also forward to the Tournament Director any passes of sent off or dismissed participants for the Tournament records and any possible further action. He/she will also turn in an official supplemental game report if there are any unusual match circumstances to be reported.

I. GAME LENGTH

<u>DIVISION</u>	<u>ROUND ROBIN</u>	<u>SEMIS & FINALS</u>	<u>OT SEMIS & FINALS</u>
U-9 and U-10	2-20 minute periods	2-25 minute periods	2-5 minute periods
U-11 and U-12	2-25 minute periods	2-30 minute periods	2-5 minute periods
U-13 and U-14	2-30 minute periods	2-35 minute periods	2-5 minute periods
U-15 and U-16	2-35 minute periods	2-40 minute periods	2-5 minute periods
U-17 thru U-19	2-35 minute periods	2-40 minute periods	2-5 minute periods

(There will be no overtime periods for round robin play. See E.7 for tie breakers)

J. PLAYER SUBSTITUTIONS

1. Players may be substituted with the consent of the Field Referee at the following times:

- Prior to a throw-in, by your team
 - Prior to a throw-in, by the non-throwing team, if the throwing team is substituting player(s).
 - Prior to a goal kick, by either team
 - After a goal, by either team
 - After an injury stoppage of play, by either team
 - When the referee stops play to caution a player, only the cautioned player may be substituted, prior to the restart of play
2. No substitute is allowed for an ejected player

K. TEAM DISCIPLINE

1. An ejected player or coach is ineligible for participation in the next tournament game; this includes the Championship match.
2. 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.
3. Any coach, manager or spectator who has been dismissed from a 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.
4. Any coach that withdraws their 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.
5. 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.

GENERAL

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 Real 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