



## Friendly City Shootout Tournament Rules 2018

### ELIGIBILITY:

This unrestricted tournament is open to accepted teams with a verified roster from USYSA or USSF. No players may play on more than one team at any time during the tournament. All teams must be currently registered and in good standing with their local affiliate of USYSA/USSF. Up to three (3) guest players are allowed per team.

### REGISTRATION/CREDENTIALS:

Documentation which must be presented at registration will include, but is not limited to:

1. Five (5) copies of the current state validated team roster or US Club Soccer Roster (a copy of your roster must be handed to the referee at each game you play) with jersey numbers with guest players/numbers noted (no duplicate numbers allowed). Up to three (3) guest players area allowed per team.
2. One medical release form for each player on the form provided by your league or state association must be completed and signed by the parent/guardian.
3. Laminated, current validated player passes, including guest player passes.
4. Teams outside the jurisdiction of the Mississippi Soccer Association may need to have proper travel permits. Check with your state association for details. Travel permits are not required for U.S. Club Soccer Teams.

Check-In Procedures can be found on the tournament web page and includes Check-In Times, Location and the official list of Required Items. Any exception to these rules must be cleared by the tournament director.

### LENGTH OF MATCHES: All matches will be the length indicated by the following table:

AGE GROUP	BORN IN	BALL SIZE	LENGTH OF GAME	FIELD SIZE (Approximate)	ROSTER SIZE
8 & Under 5v5	2010	3	20 Minute Halves	35 X 25	10 (5v5)
9 & Under 7v7	2009	4	24 Minute Halves	65 X 45	14 (7v7)
10 & Under 7v7	2008	4	24 Minute Halves	65 X 45	14 (7v7)
11 & Under 9v9	2007	4	30 Minute Halves	80 X 55	14 (9v9)
12 & Under 9v9	2006	4	30 Minute Halves	80 X 55	14 (9v9)
13 & Under	2005	5	35 Minute Halves	110 X 70	18 (11v11)
14 & Under	2004	5	35 Minute Halves	110 X 70	18 (11v11)
15 & Under	2003	5	40 Minute Halves	110 X 70	22 (11v11)
16 & Under	2002	5	40 Minute Halves	110 X 70	22 (11v11)
17 & Under	2001	5	45 Minute Halves	110 X 70	22 (11v11)
18 & Under	2000	5	45 Minute Halves	110 X 70	22 (11v11)

### LAWS OF THE GAME:

The Columbus Friendly City Soccer Tournament will be played by USYSA/FIFA rules, except as specifically superseded by these rules.

- We will utilize the Build-Out-Line in the 7v7 age groups. Reference Attachment 1 (last page) for detailed rules.
- No heading is allowed for the 11 & Under age groups and younger.
- No punting is allowed for the 10 & Under age groups and younger. This includes drop kicks where the ball bounces and is then kicked.

**EQUIPMENT:**

All players must wear shoes with molded or plastic cleats, or screw-in cleats if approved by the Referee. Home team will wear light colors and away team will wear dark colors. Where the jersey color is similar or identical, the home team is responsible for changing colors. The home team is the first team listed on the playing schedule. All players must wear commercially manufactured shin guards. Prescription goggles, braces, properly padded casts, and other medical devices must be approved by the referee prior to the start of the game.

**START OF GAME:**

Games must start exactly at the scheduled start time. To facilitate this process, there will not be a coin toss. See the below table for Game Setup.

**GAME SETUP**

Designated Team	Uniform Color	Bench Side (facing field from bench side)	Side Defending to begin game	Kickoff
Home Team	Light Colored	Right bench	Same as Bench Side	2 <sup>nd</sup> Half
Away Team	Dark Colored	Left bench	Same as Bench Side	1 <sup>st</sup> Half

Note: *Spectators occupy the half of the field directly across from their team.*

**MINIMUM NUMBER OF PLAYERS**

If you are unable to field the required minimum 9 players ( 3 for 5-a-side, 5 for 7-a-side and 7 for 9-a-side) at the scheduled start time, your game may be declared a forfeit at the discretion of the Tournament Director. Please have your team at the game site no later than 15 minutes prior to the start time. THERE IS A 5-MINUTE GRACE PERIOD TO GET YOUR TEAM AVAILABLE TO PLAY.

**COACHES:**

Each team is responsible for bringing a regulation soccer ball to each game. The referee will select the game ball. Only the COACH or TEAM MANAGER (as listed on the roster) shall be the representative and spokesman for his or her team. Only they should contact the Field Marshall or tournament headquarters for his/her team. They are held responsible not only for your players, but anyone associated with your team. They may go on the field only at the Referee's request during play. NO ONE is allowed behind the end lines.

**SUBSTITUTIONS:**

Players may be substituted at the following times and only with the permission of the Referee:

1. Prior to throw-in your favor.
2. Prior to a goal kick by either team.
3. After an injury when the Referee stops play, by either team (one player for each player injured).
4. After a goal by either team.
5. At half time.
6. When the Referee stops play to caution a player, only the cautioned player may be substituted for and prior to the restart of the game.
7. There are no restrictions on the number of times a player may reenter the match.
8. ***When one team is substituting, the other team may substitute.***

## **TOURNAMENT POINT SYSTEM:**

**Win – 3 points**

**Draw – 1 point**

**Loss – 0 points**

## **TIE-BREAKING SYSTEM:**

1. Head to head competition (N/A if more than 2 teams are tied).
2. Goal Differential, with a maximum differential of 3 goals per game (i.e., in each game goals scored minus goals allowed).
3. Fewest total goals allowed.
4. Most shutouts.
5. Most total goals scored in all games with a maximum differential of 3 goals per game.
6. The teams shall take kicks from the penalty mark, as per FIFA, until a winner is declared.

## **PLAYOFF and CHAMPIONSHIP MATCH TIE-BREAKERS:**

In the event of a draw in a Semi-final or Final game the following will apply:

U9-U12 - Two five (5) minute extra periods. NO GOLDEN GOAL. If still a draw, kicks from the mark IAW FIFA.

U13+ - Two ten (10) minute extra periods. NO GOLDEN GOAL. If still a draw, kicks from the mark IAW FIFA.

## **PENALTY KICKS:**

Penalty kick procedure to break a tie or otherwise determine a winner shall be as prescribed by the FIFA Laws of the Game with the following exception:

- If the shootout does not occur immediately following the competition between the teams, then rather than using the players who were on the field at the conclusion of play, each coach shall designate eleven players (9 for 9v9 formats and 7 for 7v7), one of whom shall be a goalkeeper, to participate in the shootout.

## **REPORTING SCORES:**

- The game referee will ensure that the game cards are properly completed, signatures obtained, and scores recorded at the end of the game on the game card is legible and turned into the tournament headquarters.
- Games will be scored three (3) points for a win, one (1) point for a tie and zero (0) points for a loss.
- Forfeit is scored as a 0-3 loss and a total of three (3) points will be awarded to the opponent. No team receiving a forfeit will be allowed to advance beyond bracket play nor will they be eligible for awards in round robin play.

## **PLAYER/COACH EJECTIONS:**

A player or coach who is sent off (red card), from a match shall not take any further part in that match, and is AUTOMATICALLY PROHIBITED FROM PARTICIPATING IN THE NEXT MATCH PLAYED BY HIS OR HER TEAM. Any team violating this provision shall forfeit its match for using an illegal player or coach. The second yellow card in a single match evokes a red card for the offending player or coach. Yellow cards are not cumulative game-to-game.

**GENERAL RULE:**

Matches MUST begin and end on time. The Tournament committee reserves the right to alter the length of any match it deems necessary.

**INCLEMENT WEATHER AND PLAYING CONDITIONS POLICY:**

The Tournament Committee has the express right to cancel, shorten, decide by penalty kicks or move any match it deems necessary due to inclement weather or unplayable field conditions. Some actions the Tournament Committee may make include but are not limited to:

- Delay for a period of time.
- Reduce game times in order: to catch up to schedule, finish games before inclement weather arrives or preserve field conditions.
- Reschedule games.
- Once the game is started the decision to continue play rests with the referee. Games shall be considered complete if one half of the game has been played. The score at the time of stoppage of play will be the final score.
- If one half has not elapsed and the game is stopped the game may be rescheduled if it affects the outcome of the tournament and if weather permits.

Furthermore, the tournament committee has the right to cancel any match due to inclement weather that has no bearing on the scoring and progression of tournament play.

**PROTESTS:**

Protests will not be allowed or considered. THERE ARE NO PROTESTS.

**INJURIES/FIRST AID:**

A Medical Trainer will be present at *most* venues for use for injuries or medical conditions. In case of serious injury, a tournament representative must be notified. They will be equipped to notify local EMS personnel.

**CONDUCT:**

Players, coaches, and spectators are expected to conduct themselves within both the spirit and letter of the law at all times. Displays of dissent, outbursts of temper, and other unsportsmanlike conduct are cause for ejection from the game and the playing area. Coaches and substitutes should stay within their designated areas, and spectators must stay behind the restraining lines. **Spectators occupy the half of the field directly across from their team.** No one, except players, is allowed on the field during the game, unless they're first granted permission by the referee. Flagrant misconduct may result in persons being barred from further participation and/or attendance at the tournament.

**AWARDS:**

Each player, coach, and one assistant coach or manager of a team finishing first or second in their division will receive a Friendly City Shootout trophy or medal.

**RULES INTERPRETATION:**

The Tournament Committee's Interpretation of these rules is final. The Tournament Committee reserves the right to decide on all matters pertaining to this tournament. NO REFUNDS OF TOURNAMENT ENTRY FEES FOR ANY REASON.

**SAVING CLAUSE:**

Any instance or situation during the course of the tournament play that is not covered by these rules shall be at the sole discretion of the Tournament Director(s).

**ALCOHOLIC BEVERAGES ARE NOT PERMITTED AT GAME SITES. ARTIFICIAL NOISEMAKING DEVICES ARE NOT PERMITTED AT GAME SITES.**

**Attachment(s)- start next page**

## ATTACHMENT 1: BUILD-OUT-LINES

### **BUILD-OUT-LINES:**

A build out line will be painted on each side of the 7v7 fields, from sideline to sideline. This line will be set at 20yds from the goal line. This line is required for 7v7 play at the U9, & U10 age groups. The minimum distance is 14yds from the goal line and the maximum distance is the half way line, we have chosen to split the difference between the penalty area and the half way line. The build out line is used to promote playing the ball out of the back in an unpressured setting.

### **HOW DOES THIS BUILD-OUT-LINE WORK?**

**When the GK catches the ball and has possession in hands the opposing team must drop behind this line (between build out line and halfway line or further). When played out or dropped into play at the GK feet the opponent may again play freely.** On a goal keeper save (through the run of play) the players on the opposing team, need to go behind the build out line (between the build out line and halfway line or further) to allow/permit the goalkeeper to play the ball wide to their teammates or to play to himself before the opponent may make play on the ball. As soon as the ball is in play to teammate or self, the opponent is free to engage regardless of where they are. For example, if the GK chooses to restart quickly and the opponent has not made it back to the build out line they need not run all the way back. They may immediately engage the ball due to the quick restart of play.

**GOAL-KICK:** On a goal kick all players for the opposing team need to be behind the build out line (between the build out line and halfway line or further) before the kick is taken. *GK teammates do NOT need to be behind the build out line.* Keepers may choose to do a short or long goal kick as it pertains to the normal rules of play. i.e. their goal kick may go beyond the build out line with no infraction. *Furthermore, goal keepers may choose to restart quickly even if the opponent has not made it all the way back to the build out line. Opponents may immediately engage the ball due to the quick restart of play.*

**BALL IN KEEPERS HANDS:** Opposing team players must begin to drop behind the build out line.

**KEEPER DROPS BALL AT FEET TO DRIBBLE OR PASS:** The play is now live even if opposing team has NOT dropped behind the build out line.

**KEEPER ROLLS BALL OUT TO TEAMMATE:** Play is live, and the opposing team may now approach.

**KEEPER THROWS THE BALL BEYOND THE BUILD OUT LINE:** Play is live.

**OFFSIDE:** Are there still off-sides in 7v7? YES. Please note that with the addition of the build out lines in the 7 vs 7 format, a player can only be offside between the oppositions build out line and end line. A player cannot be offside between the halfway line and the oppositions build out line.

**PUNTING:** Punting the ball will not be allowed and an Indirect Free Kick will be awarded to the opposing team at the place of infraction. This includes drop kicks where the ball bounces and is then kicked.