

Johnston Fall Soccerfest 2010 Tournament Rules

U7/U8 Rules

- 4 versus 4 with NO goalie
- No offsides
- All free kicks are indirect: Another Player (either team) must touch the ball before a goal can be scored. Goal cannot be scored from a kickoff unless touched before entering the goal.
- Substitutions for both teams may only be made when play has stopped. For example: after scoring, for injuries, free kicks, throw ins, goal kicks, or corner kicks.
- There are two (2) twenty (20) minute halves.
- One (5) minute break between halves.
- Size three (3) ball.
- Players are given a second attempt at throw-ins if required.

Johnston Fall Soccerfest 2010

Tournament Rules

1. Competitive Eligibility

Recreational teams are eligible to play in the Johnston Fall Soccerfest. A recreational team is defined as a team that participates in a recognized recreational league. To participate in this tournament the team formation process must be random in nature, no handpicked teams are eligible to participate. No dual rostered or guest players that also play select, competitive or Iowa Premier Soccer League (IPSL) are allowed to play.

Roster Limitations

U7/U8 (4 v 4)	Maximum 8 players
U9/U10 (6 v 6)	Maximum 10 players
U11/U12 (8 v 8)	Maximum 14 players
U13-U14	Maximum 18 players

Ages Groups

U 7 – (8/1/03-7/31/04)	U8 – (8/1/02-7/31/03)	U9 – (8/1/01-7/31/02)
U10 – (8/1/00-7/31/02)	U11 – (8/1/99-7/31/00)	U12 – (8/1/98-7/31/99)
U13 – (8/1/97-7/31/98)	U14 – (8/1/96-7/31/97)	

Guest Players

U7-U10	up to 3 guest players
U11-U14	up to 4 guest players

A player can only play for one (1) team unless approved otherwise by the Tournament Director based upon special circumstances. Any ineligible player discovered shall cause the team on which he/she played to forfeit that game.

2. Credentials and Check-In –

Team officials should present required documentation at the Administrative tent no less than one hour prior to their team's first match. Local teams from the Greater Des Moines area will be asked to check-in their teams on Friday of the tournament weekend.

- A State or National Association approved roster.
 - Medical releases for each player. Keep available at the field sites.
 - Valid player cards for each player.
 - Travel Papers (out-of-state teams only).
 - Guest Player Verification Form (out-of-state teams only).
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- At check-in player cards will be verified and the team cleared to play in the tournament.
 - Keep team's player cards with you at all times during games.

3. LAWS OF THE GAME

FIFA/USYS rules will be applied to the playing of the tournament, unless otherwise stated within.

4. Length of Matches/Ball Size/Format

Each team should be able to furnish a regulation game ball to the referee prior to each match. The referee's choice of ball is final.

Age	Length of Period	Format	Ball	Interval
U-7	(2) 20 Minutes	4v4	3	5 minutes
U-8	(2) 20 Minutes	4v4	3	5 minutes
U-9	(2) 25 Minutes	6v6	4	5 minutes
U-10	(2) 25 Minutes	6v6	4	5 minutes
U-11	(2) 30 Minutes	8v8	4	5 Minutes
U-12	(2) 30 Minutes	8v8	4	5 Minutes
U-13	(2) 35 Minutes	11v11	5	5 Minutes
U-14	(2) 35 Minutes	11v11	5	5 Minutes

Any division that is combined with a higher age division will play the duration of the higher age division.

5. Start of Game

Home team is first team listed on the schedule. The winner of the coin toss to start the match will be given the choice of which goal to defend in the first half.

6. Player Equipment

- A. No necklaces, bracelets, earrings, or rings of any kind will be allowed.
- B. All players must wear similar uniforms with each jersey being numbered distinctly. The primary uniform shall have easily discernible numbers on the back with no number being duplicated.
- C. Shin guards must be worn at all times.
- D. If a uniform color conflict occurs, the referee is the final authority on uniform colors. It is the responsibility of the home team to change to a different color uniform if there is a color conflict. Each team should be prepared to provide another color uniform and at the minimum, white T-shirts should be available. Secondary uniforms may be numberless, but should only be worn if there is a color conflict.

7. General Rules

- Both teams are to bench themselves on the same side of the field. Spectators should be on the opposite side of the field. Where a larger field has been divided into two fields, the teams will be benched in between the two fields. Spectators will be on the outside of each field.
- Spectators are not allowed behind the goal.
- Every team is requested to help ensure that the field and surroundings are left clean and litter-free.
- There is no minimum playing time for players.
- All teams must have a coach 21 years of age or older.

- Every player and coach is participating at his or her own risk.
- Pets. Pets are not permitted on the grounds at any time. Anyone bringing pets to the sites will be asked to remove them from that location.
- Alcohol is prohibited including, but not limited to, adjacent to the playing field or parking area.
- Tournament committee interpretation of the rules is final.

8. Substitutions

Substitution shall be unlimited in number and may be made with the consent of the referee at the following times:

- 1) On your own throw in, however both teams can substitute simultaneously on either teams throw in
- 2) Prior to a goal kick by either team
- 3) After a goal by either team
- 4) Half time
- 5) Substitution for an injured player/opposing team may also sub one.

9. Tournament Scoring

Division standings for each age group will be decided by the following point system.

Win	3 points (forfeit or scheduled bye recorded as a 4-0 win)
Tie	1 point
Loss	0 points

Tie Breaker Criteria

1. Head to head (not used if more than 2 teams involved).
2. Goal differential (Goals scored less goals allowed-Maximum 4 goal spread).
3. Fewest goals allowed.
4. Most goals scored (No maximum).
5. Most Shut outs.
6. Kicks from the mark (Refer to Kicks from the mark procedure).

10. Determination of Game Winner

There will be no overtime in any games. Ties will stand in preliminary round games. In case of a tie in Semi-Final or Championship games, teams shall go immediately to kicks from the mark per FIFA rules.

In the event that kicks from the mark must be used to determine a winner, the format will be as follows:

- A. Each team will select five (5) players to kick. Only players on the field at the conclusion of the game may be selected to kick. *However, for tie breaker status teams may choose any player who was an eligible player at the end of their previous game.*
- B. Teams will alternate (the first team to kick will be determined by the referee's coin toss);
- C. If the score remains tied after five (5) kicks, the teams will alternate kicks, one at a time, until a winner is determined;
- D. Goalkeepers may be changed with the referee's permission after each shot.

11. Failure to Show and Forfeits

Any team that withdraws from a match or fails to play a match will forfeit that game and the following game at a score of 4-0 for each game.

The minimum number of players to begin a match is as follows:

- A. Seven players (11 v 11)
- B. Six players (8 v 8)
- C. Four players (6 v 6)
- D. Three players (4 v 4)

A five (5) minute grace period will be extended beyond the scheduled kickoff time (or rescheduled time due to injury or weather delays) before a forfeit will be declared.

Forfeited matches do count towards the 3 games guaranteed.

A team that forfeits a game will not be declared a bracket winner.

Tournament Director and Director of Referees will make the final decision if a forfeit should be awarded depending upon extenuating circumstances.

12. Conduct/Ejection

Any player or coach is ejected from a game will be expelled for the rest of the game, and will be suspended from playing or coaching for the next scheduled game for that team. If a player receives a red card in their last game of the tournament, the card will be turned over to the Director of Referees. The card will be sent to that player's appropriate state governing body. Any coach or player expelled from a match will need to be out of sight and sound from the playing field. If not done within a reasonable period of time and without incident, the opposing team will be granted a win by forfeit and the match will be concluded. Players and/or coaches who are expelled will be reported to the Tournament Director immediately. The tournament committee shall have the authority to remove any person from the tournament for unsportsmanlike conduct.

Any spectator involved in a fight will be immediately expelled from the tournament area for the remainder of the tournament. Any player or coach expelled in this manner may not be allowed to participate further in the tournament. This decision will be pursuant to the Tournament Director's/Committee's discretion.

All coaches are responsible for the conduct of their fans throughout the tournament. Abusive language and actions by spectators will not be tolerated. The referee has the authority to verbally warn, caution, or send away the team coaches for the conduct of the spectators. Every team is requested to help ensure that the field and the surroundings are left clean and litter-free. Alcohol in any form will not be allowed on the premises. Coaches, players and spectators who fail to be responsible and follow tournament rules and regulations will be removed from all tournament sites.

Any spectator removed from a game by the referee, field marshal or tournament official shall not be allowed to attend the next game or more at the discretion of the tournament director.

The Tournament Director, Tournament Committee, field marshals, and referees shall have the authority to remove any person from the tournament for unsportsmanlike conduct.

13. Inclement Weather

- Teams will be expected to play according to the schedule of games regardless of weather conditions.
- Only the Tournament Director may reschedule games or alter the competitive format because of inclement weather or other just cause.
- Games shall be considered complete if one half has been completed and play is stopped by the referee or tournament officials.
- When necessitated by playing conditions, the game format may be altered to include
 - Shortened games
 - Kicks from the mark
 - Coin toss.

14. Refund Policy Due to Weather

The Tournament Director, the Director of Referees and/or Tournament Committee shall also have full and final authority concerning the cancellation, delay, change of time, or any other alteration of games that may be required due to the weather or emergencies.

The following is the tournament refund policy due to weather, emergencies as deemed by the tournament officials, rental of facility or act of god regarding preliminary round games:

- No games played = registration fee less \$100.00 returned.
- 1 game played = 50% of the registration fee returned.
- 2 games played = 25% of the registration fee returned

If semi-final or final games are cancelled, Champion and finalist will be determined on points standing after preliminary games.

If games are limited in time or format, any refund shall be discretionary based upon the decision of the Tournament Director and/or Tournament Committee.

15. Amendments to the Rules

The Tournament Director and/or Tournament Committee has the right to modify these rules as they may deem to be necessary throughout this tournament. The most current Rules and any modifications shall be posted in the scoreboard area and administration tent.

16. Acceptance

- Teams will be notified of application receipt by the application date.
- Teams will be notified of acceptance within two weeks of the date of the Tournament.
- No refunds after teams have been accepted.
- If not accepted, a team will be refunded the full amount of the fee.

17. Protests

The tournament committee will not authorize nor accept any protests. All decisions of the referees or tournament staff are final.