

SISA Spring Soccer Tournament 2010

ICRD Tournament Rules

1. All regular season Playing rules are in effect. **All players must play half a game.**
2. Substitutions must be made at midfield.
3. Any protest must be made immediately at the time of infraction. The game will be delayed until the protest is settled. A \$25.00 non-refundable fee is to be paid to the Referees or Field Marshall before the protest will be heard. Teams are expected to clean up their trash after each game.
4. If two teams are dressed similarly or alike, the HOME team will wear white.
5. Tournament Headquarters will be at Stumpy Creek Concession Stand. Point totals will be posted on wall.
6. Tie games will stand up to the semi-final game
7. At the semi-final game a tie will be broken with two-3-minute overtimes in U8/GU8 and U10/GU10, and two 5-minute overtimes in U12/GU12 and U14. If a tie still remains, it will be broken by a shootout.
8. In the event of rain or adverse weather the match may be delayed. **DO NOT** leave the playing field until you know for sure that the Referee has cancelled the match. If lightning, please take cover under shelter or in cars until decision is made.
10. 6:00pm matches may be shortened due to darkness (if a delay occurs).

SISA Spring Tournament Rules

1. ICRD regular season rules apply
2. Player Equipment:
 - Shin guards must be worn at all times
 - No jewelry please
 - Casts or protective equipment must be approved by referee
3. Substitutions are unlimited, but only at the following times:
 - Throw in by team in possession
 - Goal kick by either team
 - After goal scored by either team
 - Half or Quarter time(s)
 - Beginning of over time
 - After a player receives a caution (yellow card)
4. Team Field Positions: Each team (players, coaches, and spectators will take position on the playing field opposite their opponents. In the case of the stadium, all spectators will sit in the stands, and only player and coaching personnel will be allowed on the side lines. All Players, coaches & spectators must stay between the 18 yard lines on touch line.
5. Score Reporting: The winning coach or home team (in case of tie) will receive the game slip from the referee. Each coach is responsible for reporting the scores, immediately after each match at the Stumpy Creek Concession Stand with the Tournament Director.

6. **Point System:** A maximum of ten (10) points can be awarded during divisional play based on the following:
 - 6 points for a win
 - 0 points for a loss
 - 3 points for a tie
 - 1 point for a shutout
 - 1 point per goal up to 3 goals scored (awarded to winning team & teams tied only)
 - note if 0-0 tie, each team is awarded 3 points **(3 points for a tie, no points will be given for a shutout)**
7. **Team Advancement:** Generally, teams advance to the semi-final round based on points. If points are even, the advancing team is decided by the following rules (in order):
 - **Head-to-head competition – except where three teams are tied**
 - **Least Goals Allowed**
 - **Most Goals Scored (max of 3 per game)**
 - If 3-way tie, tiebreakers will be determined by the following rules:
 - i. Least number of goals allowed
 - ii. Most goals scored
 - iii. If all is still tied, FIFA penalty kicks will be conducted at the semi-final round, immediately before the semi-final games begin. The best of 5-kicks rules apply. If still tie, then sudden death until the first penalty kick misses.
8. **Shootout Rules:**
 - Coach selects a goal keeper
 - Coach select players (one of which may be keeper)
 - Teams' alternate penalty shots until all five players have shot.
 - Team with most goals is the winner
 - *If there is still a tie, the coach must select 5 different players (U8/GU8 selects 3 players) for sudden death shootout. Teams will alternate penalty shots until the tie is broken.
9. **Semi-Final and Final Match Tie Breaking:** If at the end of the regulation play the game is still tied, after a 5-minute break the game will go into a 6-minute (U8-U10) or 10 minute (U12 – U14) sudden death overtime. The first team to score is declared the winner. The 6 or 10 minute period will be split in half. If the game is still tie, FIFA penalty kicks will determine the winner
10. **Duration of Play:** The duration of each match is designated by the USYSA as following:
 - U16 – 35 minute halves (10-minute halftime)
 - U14 – 30 minute halves (5-minute halftime)
 - U12 – 25 minute halves (5-minute halftime)
 - U10 – 10 minute quarters (5-minute halftime)
 - U8 – 8 minute quarters (5-minute halftime)
11. **Contingency Plan:** We will play in the rain. However we will not play if lightning is in the area (**Note: Please go to your vehicles – but DO NOT LEAVE. We will resume play if lightning subsides**). Kate Overton will notify each coach if the tournament has been postponed. If you do not receive a call, plan on being at your playing field 30 minutes prior to start of game.