

Big Spring Rumble Tournament Rules

Boys Teams - Saturday, May 2nd

Girls Teams - Sunday, May 3rd

1) RULES OF PLAY

All matches will be played in accordance with the F.I.F.A. Laws of the Game. Rules and/or interpretations provided by U.S.Y.S.A. for youth matches may be incorporated. The following items will further interpret these rules for purposes of this tournament and/or will provide an administrative framework for the operation of the tournament.

2) TEAM FIELD POSITION

A. Each team's players and coaches will be located along the same touchline. Spectators will be located along the opposite touchline of the field.

B. All players and coaches should remain near the player bench area while on the sidelines. All spectators must remain between the 18-yard lines. No Spectators will be permitted in the areas directly behind the goal lines. All people on the sideline must remain at least two (2) yards behind the sideline.

Failure to provide the linesmen room to clearly see the touchline may lead to a bench caution.

C. Coaches and/or other officials, players and spectators may not enter the field of play at any time unless requested to do so by the referee. Only players and Coaches will be permitted in the bench area. All sideline personnel must keep back from the touchline a minimum of two (2) yards at all times.

3) PLAYER, COACH, AND SPECTATOR BEHAVIOR

All players, coaches, and spectators are expected to conduct themselves in a manner consistent with the spirit as well as the letter of the Laws of the Game. Referees have been specifically instructed to run the matches according to this spirit and will act accordingly. **DISSENT FROM PLAYERS, COACHES, OR SPECTATORS WILL NOT BE TOLERATED. CAUTIONS AND/OR DISMISSALS WILL RESULT.** Players are encouraged to play all matches with intensity and desire. However, **UNNECESSARY PHYSICAL PLAY, PARTICULARLY THAT WITH INTENT TO INJURY, WILL NOT BE TOLERATED; CAUTIONS AND/OR DISMISSALS WILL RESULT.** Coaches are responsible for the actions of the team's players and spectators as well as their own actions.

Players or coaches **DISMISSED FOR FIGHTING** will be banned from further tournament

participation. Teams will be held responsible for adhering to this rule. Any team playing a dismissed player in violation of this rule will be disqualified from the tournament and all matches played by the team will be ruled to have been a forfeit.

THE TOURNAMENT COMMITTEE RESERVES THE RIGHT TO TERMINATE THE PARTICIPATION OF ANY TEAM IN THE TOURNAMENT IF THE BEHAVIOR OF THE PLAYERS, COACHES AND SPECTATORS CREATES AN ATMOSPHERE IN WHICH A MATCH OR MATCHES CANNOT BE COMPLETED WITHIN THE SPIRIT AND LETTER OF THE LAWS.

4) TOURNAMENT EJECTIONS

Any player receiving two cautions (yellow card), in the same match during the tournament will receive a (red card) and be sent off. The team must play with one less player for the remainder of that Half. The (red carded) player may not play the next regularly scheduled match whether that match is on the same day or the next day of the tournament. A player ejected for fighting is ineligible for further tournament play and must leave the tournament site for the remainder of the tournament. If the same player receives a second (red card) they will be removed from the tournament and must leave the tournament site for the remainder of the tournament. The team must play with one less player for the remainder of the match in which the offense occurred. Any coach or team official ejected from a game by the referee (red card), will be removed from the game and may not coach the team for rest of that day. They also must leave the tournament site. If the ejection occurs during the last game of the day they will be removed from the game. They must leave the tournament site. They may not return to coach the first game of the next day. They may return to the site for the second scheduled game of the next day to coach. A coach ejected for fighting must leave the tournament site for the remainder of the tournament. If the same coach or team official receives a second ejection or (red card) they will be removed from the tournament and must leave the tournament site for the remainder of the tournament.

Any team (players, coaches, & team officials) that accumulates (3 red cards) will be removed from the tournament and must leave the tournament site for the remainder of the tournament. The current game will be stopped and the team will forfeit the match and any remaining matches that they have left to play. Any team ejected from the tournament will not be asked to participate in the following year's tournament.

In accordance with USYSA Tournament Hosting Agreement, all red and yellow cards and other matters involving team conduct will be reported to the home club and state association of the team involved.

5) DURATION OF PLAY

A. All teams must be prepared to start its matches on time. If a team is not on the field of

play and ready to start a match within five (5) minutes after the scheduled time, the match shall be deemed a forfeit. A forfeit shall be recorded as a 2-0 win in favor of the opposing team.

B. All matches in the qualification round will consist of twenty (20) minutes of playing time. There will be no half time.

C. All matches in the championship round will consist of forty (40) minutes of playing time divided into two (2) twenty (20) minute halves with a five- (5) minute half-time.

D. The official match time will be kept on the field by the referee. The match time will be kept on a running clock.

6) SUBSTITUTION

There will be no limit to substitutions providing they are made at the following times and with permission of the referee.

A. After a goal has been scored.

B. Before a goal kick by either team.

C. At the beginning of the second half.

D. At a throw-in by the team in possession.

E. At a throw-in by the team without possession if, and only if, the team with possession elects to substitute.

(This is done in an effort to minimize the time lost due to substitutions.)

F. In case of an injury, substitution for the injured player is permitted but not required; the opposing team may also substitute one player if the injured player is substituted for.

G. If a player receives a dismissal (red card), that player must leave the field of play. The team may not substitute for them at any time during that match. The team may field a full team in its next scheduled match.

H. All substitutions must enter the playing field from the halfway line with the permission of the referee. The referee may elect not to grant the substitution at a particular time in a game if, in the referee's opinion, substituting by the coach is delaying the game or intended to delay the game, particularly during the closing minutes of a

game. Coaches should attempt to keep the games moving and able to be completed within the time allotted for the game, and shall conduct their substitutions promptly.

7) PRE GAME ACTIVITY

Team captains must report to the field marshal at least 15 minutes before the start of the game. The home team is listed first on the qualification round schedule and listed as the top team in the brackets on the championship round. Home team is responsible for changing jerseys if there is color conflict with the visiting team. Teams may warm up in practice areas away from the playing fields. There will be no warm up on the field between games.

8) CANCELLATION POLICY

All players and coaches should be on the field at the scheduled playing time, ready to play. Forfeits will be awarded if play has not started within five (5) minutes of starting time as determined by the referee; a minimum of 7 players (U13, U14 & U15), a minimum of 5 players (U11 & U12) and a minimum of 4 players (U09 & U10) must be prepared to play before a team will be allowed to start a match. A forfeited match will be recorded as a 2-0 score. If the tournament schedule is affected due to unplayable field conditions, inclement weather, or some other Act of God, notifications will be made in the following manner. If no messages are sent by the Tournament Committee, the match will be played as scheduled.

- A recorded message will appear on the BSYSYA Website and facebook page
- E-mail and/or text message notifications will be sent to each team's head coach and other official contact person.

A. Prior to the tournament – All reasonable attempts will be made to play the tournament as long as safe conditions exist. If weather or some other factor, beyond the control of the BDYSA club, causes the cancellation of the tournament, a portion of the tournament fee will be returned to each team after tournament expenses are paid. Any refund shall be at the sole and exclusive discretion of the Tournament Director.

B. Prior to a match – Referees and/or the Tournament Committee may reduce the length of a match, and subsequent matches by 50 percent; however the halves of the match must be of equal duration. If a match is cancelled, the Tournament Committee will award a 0-0 tie. No refund shall be given.

C. During a match – The match will be considered completed if one-half (1/2) of the match has been completed. The score at the stoppage point will be the final score. If one-half of the match has not been completed, a 0-0 tie will be awarded by the Tournament Committee. No refund shall be given.

D. Prior to a Championship match – If a Championship match cannot begin, co-champions will be declared. No refund shall be given.

9) NUMBER OF PLAYERS AND GAME BALL SIZE

- A. U09 & U10 age groups will play 7v7. Maximum roster (13)
Size #4 Ball 2 guest players allowed but no more than 13 players rostered.
- B. U11 & U12 age groups will play 9v9. Maximum roster (17)
Size #4 Ball 2 guest players allowed but no more than 17 players rostered.
- C. U13 to U15 age groups will play 11v11. Maximum roster (19)
Size #5 Ball 2 guest players allowed but no more than 19 players rostered.

D. A player may play for one team and one team only during the tournament.

10) PROTESTS

No protests will be entertained concerning the interpretation of the Laws of the Game by a referee.

11) SCORE REPORTING

The field marshal will fill out a game report for each game played. The report will include game related information as required by the tournament committee. The field marshal will give the referee the game report information. The referee will record all game related information such as goals scored, cautions, and dismissals. At the conclusion of each match, the field marshal will collect the game report after the referee and both coaches have signed it. The field marshal will verify the information on the game report and then relay the match results to the site coordinator. If there is a question on the score of a match, the coach and coach only, can contact the site coordinator. The site coordinator will take whatever action may be necessary to verify the score.

12) DRAWN MATCHES

- A. There will be no overtime periods for drawn matches (matches with tie scores at the end of regulation play) in any of the three qualification games or any of the championship rounds.
- B. Drawn matches in the qualification round, (20 minute games) will not have a shootout. They will end as a tie.
- C. Drawn matches in the championship round, (40-minute games); the winner will be determined by the Shootout.

13) TIEBREAKER PROCEDURE

Championship round games which are tied at the end of regulation play will go directly into a SHOOTOUT, involving players on each team challenging the opposing goalkeeper in a one-on-one situation.

Each team will then have five chances in alternate order, with the home team kicking first. The shooters will start with the ball 35 yards (U13, U14 & U15) or 30 yards (U11 &

U12) or 25 yards (U9 & U10), from the goal and will have, at the one referee's whistle, five seconds in which to get the shot off. The ball does not have to cross the goal line within those five seconds. The goalkeepers have no movement restrictions within the five-second period in accordance with normal rules of play. However, the goalkeeper must start each shootout attempt on his goal line.

The kicks shall end when one team has achieved an insurmountable advantage, such as scoring on its first three kicks while their opponents miss their first three. If the teams remained tied after the prescribed five attempts, they shall continue to take alternate single kicks until one team has scored more than the other team after an equal number of attempts. The remaining players on the field must be used as kickers until all players have taken a shot. After all players on the field have taken a shot the rotation starts over with the players on the field. Only players in the game at the end of the match shall be eligible to take such kicks. Any of those players may be the goalkeeper. Goalkeepers must take their turn to kick. No player shall take a second kick until 11 kicks (for 11v11 age groups) or 9 kicks (for 9v9 age groups) or 7 kicks (for 7v7 age groups) have been taken. The shooter is not allowed to play rebounds off the goalkeeper, crossbar, or goalpost, i.e., the shooter receives only one shot within the five seconds. If the goalkeeper handles the ball outside the penalty box, or fouls the shooter, a penalty kick will be awarded.

Coaches may be on the field but may not coach their players or shout instructions when they are taking the shot.

14) QUALIFICATION ROUND OF PLAY / SEEDING FOR THE CHAMPIONSHIP ROUND

All teams participating in the qualification round of play will be guaranteed a minimum of two (2) mini-games. At the end of each game the winning and losing teams will be awarded game points based on the following criteria:

Regulation win = 3 game points

Drawn Match (both teams scoring i.e. 1-1) = 2 game points

Drawn Match (neither team scoring i.e. 0-0) = 1 game point

Regulation loss = 0 game points

At the conclusion of all qualification matches in an age group the game points will be

totalled. The team with the highest game points will be seeded in the highest position. The team with the next highest game points will be seeded in the next position. This will continue until all teams have been seeded. Should two teams have the same number of game points; tiebreakers as specified in rule #15 will take effect.

In the event of an odd number of teams the highest seed team may have a first round bye in the championship round.

15) TIEBREAKERS FOR SEEDING

The tiebreakers used in determining the seeding into the championship round will be as follows:

A. Bonus points will be added or subtracted based on a $+(-)$ goal differential. The differential will be the difference between the goals scored and goals allowed by each team in regulation play with the maximum differential points allowed for a single match being $+(-)$ 4. The $+(-)$ difference will be summed. The team with the highest number of differential points will be seeded in the higher position.

B. If two or more teams have the same number of differential points, the team that has allowed the fewest goals in the qualification round of play will be seeded in the higher position.

C. If after (B) above two or more teams have the same number of goals allowed, then the team that has scored the highest number of goals in the qualification round shall be seeded the higher position.

D. If after (C) above, two or more teams have the same number of goals scored, the higher seed shall be determined by the winner of a coin toss.

16) CHAMPIONSHIP ROUND OF PLAY

Following the Qualification Round, teams will be placed into a single elimination bracket and play through the rounds of the bracket until there is a winner. The losing team of both semi-final games will play a consolation game to determine Third Place.

17) DISCLAIMER

The tournament director, members of the tournament committee, the host soccer club and its members, and board of directors, any participating associations colleges, advertisers, school districts and recreation departments and related municipalities will not be responsible for any expenses incurred by any team, player or spectator nor will

they be held liable for any injury of any player, coach or spectator that may result from the participation in, or travel to and from the tournament.

The tournament director reserves the right to decide on all matters pertaining to the conduct and administration of the tournament and their judgment shall be deemed as final even if it is contrary to the rules and regulations as set forth above.

In the event there are not enough teams to fill a division teams may be placed up or down one division.