

SCSA Tournament – Nightmare at the Rock
Rules & Regulations – 2018

ALL games will be played under international rules (FIFA), with the exception of 8U/9U/10U games. These games will be played according to Indiana Soccer Rules on the short sided format.

TEAM REQUIREMENTS

All teams outside of the state of Indiana must file a permit to travel form from their state organization.

- 13U/15U rosters will have no more than 18 players (which includes guest players)
- 11U/12U rosters will have no more than 16 players (which will include guest players)
- 9U/10U rosters will have no more than 12 players (which will include guest players)
- 8U roster will have no more than 6 players (which will include guest players)

No roster changes will be permitted after a team roster has been approved at tournament registration. All teams must be currently registered with their State or National Association. Each player must have a valid USSF/USYSA ID card. All players must have an actual player card. No virtual cards are permitted.

- 8U will play 4v4
- 9U/10U play 7v7
- 11U/12U play 9v9
- 13U and above play 11v11.

*Players may only play on one team in the tournament, no double rostering.

**Please note that all games are played according to US Youth Soccer Recommendations. A listing of some changed age rules are at the end of this form.

DURATION OF GAME

<u>Age</u> <u>Division</u>	<u>Halves</u>	<u>Semi's & Final's</u>	<u>Ball</u> <u>Size</u>
8U	4-10 min quarters	No finals	4
9U/10U	2-25 minute halves	No finals	4
11U/12U	2-30 minute halves	2-30 minute halves	4
13U/15U	2-30 minute halves	2-35 minute halves	5

REFEREES

8U/9U/10U games will have a center referee.

11U & UP games will have a center referee and 2 assistant referees.

Home team will choose the side of the field they wish to defend. The away team will get the kick-off to start the game.

UNIFORMS AND EQUIPMENT

Home team is listed first. Home team must wear their light uniform. Home team provides game ball. The team not in compliance with the uniform rule is responsible for changing uniforms. Each player must wear shin guards and an official uniform with a number on the back. Each player for a team must wear a different number.

SUBSTITUTION (UNLIMITED)

FIFA rules of substitution will be followed for all games with the exception of unlimited player substitutions based upon the referee's approval.

EJECTION

Any player or coach ejected from a game will be ineligible to participate in the team's next event. No substitution will be permitted for an ejected player. Anyone fighting can be subjected to ejection from further tournament participation. Passes will be retained by the tournament and returned to the coach/manager of the team after the player has sat out their suspension. The coach/manager is responsible for picking up the players pass after their suspension is completed.

PROTESTS

No protests will be entertained. The decision of the referee is final.

SCORING FORMAT

Three (3) points will be awarded for a win, one (1) for a tie, and Zero (0) for a loss. In the event of ties in total point standing, the following sequence will be used:

1. Head to head competition between teams that are tied
2. Best goal difference for all games – up to 4 per game
3. Fewest goals allowed
4. Penalty kick shoot out – 5 players per team; if still tied, sudden victory penalty kick shoot out.

FAILURE TO SHOW – FORFEITS

A minimum of seven players constitutes a team. A (5) minute grace period will be extended beyond the kickoff time before a forfeit will be declared. The Tournament Director will make the final decision if a forfeit shall be allowed depending upon extenuating circumstances that may have prevented a team from making the game on time. If a forfeit is determined, the winning team will be awarded a score of 1-0 and will receive only the 3 points for the win. **In the event of a forfeit in a group, all teams in the group will be awarded the same points.**

TIE BREAKER, SEMI-FINALS & FINALS

Games that are tied at the end of regulation time will end as a tie in preliminary rounds. In the event of a tie in a semi-final or final game, up to 1 – 5 minute overtimes will be played, with the winner being determined by “**golden goal**”. In the event a match remains tied at the conclusion of the overtime play, penalty kicks will be taken as listed below to determine a winner. There are no championship games for 8U/9U/10U divisions.

TIE BREAKERS – PENALTY KICKS

In the event that penalty kicks must be used to determine a winner in the preliminary or final rounds the format will be as follows:

1. Each team will select (5) players to kick – only players on the field at the end of the game may be selected.
2. Teams will alternate kicks – first team to kick will be determined by the referee’s coin toss.
3. If the score remains tied after five (5) kicks, teams will alternate kicks one at a time until a winner is determined.
4. All eligible players must kick before any eligible player can repeat.
5. Keepers may be changed after any shot.

8-10U AGE GROUPS WILL PLAY WITH THE BELOW RULES BY INDIANA SOCCER:

- Play shall consist of 6 field players and 1 goalkeeper
- Restricted Goalkeeper Distribution: Punting or Drop Kicks are not allowed. In the case of an infraction, the referee reminds the goalkeeper of the No Punt Rule and restarts the game with the ball in the hands of the goalkeeper. There is no violation of the rules if the goalkeeper: Throws, Rolls the ball, or plays it with his/her feet.
- Fouls will result in Direct and Indirect kicks.
- The distance at restarts will be 5 yards.
- Penalty kicks will be taken from a spot 8 yards from the goal line.
- Restarts will follow FIFA rules (i.e. a corner kick is direct)
- The offside rule will be used, per US Soccer Mandate.
- No semi-final or championship games in 8U/9U/10U age groups, per Indiana Soccer mandate.
- Heading: Please see Indiana Soccer association rules on heading on the last page of these rules.
- Deliberate heading is not allowed in 7v7 games or 4v4 games.
- If a player deliberately heads the ball in a 10 & under (7v7) game, an indirect free kick is awarded to the opposing team from the spot of the offense.
- If the deliberate header occurs within the penalty area, the indirect free kick is to be taken on the penalty area line parallel to the goal line at the nearest point to where the infringement occurred.

Off side “**Build-Out Line**” “No Cherry Picking”

When the goalkeeper has the ball in their hand from the opponent or for a goal kick the **opposing team must move behind the build out line until the ball is put into play**. If the goal keeper is playing the ball with their feet, they are considered a field player and the build out line does not apply.

Once the opposing team is behind the build out line, the goalkeeper can pass, throw or roll the ball into play (punting/drop kicks are not allowed). If a goalkeeper punts the ball, an indirect free kick should be awarded to the opposing team and taken on the penalty area line parallel to the goal line at the nearest point to where the infringement occurred.

After the ball is put into play by the goalkeeper, the opposing team can cross the build out line and play resumes as normal.

The build out line will also be used to denote where offside offenses can be called. Players cannot be penalized for an offside offense between the halfway line and the build out line. Players can be penalized for an offside offense between the build out line and goal line.

Indiana Soccer Association Heading Restrictions revised June, 2017:

All players, 11 & under shall not engage in deliberate heading in training or in games.

If a player, who is competing in an 11 & under game or younger, deliberately heads the ball in a game, the referee will award an indirect free kick (IFJ) to the opposing team from the spot of the offense. If the deliberate header occurs within the penalty area by the defending team, the indirect free kick should be taken on the penalty area line parallel to the goal line at the point nearest to where the infringement occurred.

INCLEMENT WEATHER OR CANCELLATIONS

The tournament committee has the right to shorten and/or cancel matches due to climate conditions or other acts of nature, which are beyond our control. In the event that severe weather delays the tournament, all games which are at least at half time will be considered complete. All which have not reached halftime will complete the half only if weather permits (in the event the game can not be completed, the game will be considered a tie. If the game determines a bracket winner the below standard will be followed for determining winner.

Semi-Finals or Finals cannot be played due to severe weather the following tie-breaker format will be used to declare champions. **FOR INCLEMENT WEATHER ONLY!**

1. Penalty kick shoot out – 5 players per team; if still tied sudden victory penalty kick shoot out
2. Head to head competition between teams that are tied
3. Totals Points
4. Best goal difference for all games – up to 4 per game.
5. Fewest goals allowed
6. Coin Toss

REFUNDS:

All registration fees are due within 2 weeks of registering for the tournament. No refunds will be given once bracketing has started.

CANCELLATION POLICY

Center Grove Soccer Club agrees to provide the guaranteed number of games or refund a percentage of the tournament application fee equal to the percentage of guaranteed games not played. In the event of total cancellation of the tournament **Center Grove Soccer Club** will reserve the right to withhold **\$250**.

PETS, ALCOHOL or SMOKING are NOT allowed on the FIELDS, PARKING LOT or IN CARS at ANYTIME at Center Grove Soccer Fields.