



## **SASA REGION II Tournament Rules & Regulations**

### **LAWS OF THE GAME**

All games will be played in accordance with the laws observed by USYSA/FIFA.

### **TEAM ELIGIBILITY**

All teams outside of the state of Illinois must file travel permission forms. The U16-U19 teams may roster no more than 22 (5 guest players). The U13-U14 teams may roster no more than 18 (5 guest players). U11-U12 teams will have no more than 16 players (5 guest players). U9-U10 teams will have no more than 14 players on roster. U8 rosters will have no more than 8 players (3 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. Up to 5 guest players may be added to a team roster, except for U8. Each player must have a valid USSF/USYSA ID card. Eligible players may play in multiple age groups (age appropriate) with permission from the Tournament Director, SASA Director of coaching, or SASA Director of Operations.

### **DURATION OF GAME**

AGE DIV.	Time	Ball Size	# of players
U16-19 2 -	2 -35-minute halves-	size 5	11v11
U13-U15	2 -35 minute halves	size 5	11v11
U11-U12	2 -30 minute halves	size 4	9v9
U9-U10	2 -25 minute halves	size 4	7v7
U7-U8	3x15 minute quarters	Size 3	4v4

### **AGE DIVISIONS**

PLAYERS MUST BE BORN ON OR AFTER JANUARY 1st OF THEIR RESPECTIVE YEAR.

### **UNIFORMS AND EQUIPMENT**

Each player must wear shin-guards and an official uniform with a number on the back. When uniform color is similar the designated home team will change colors. Home team is listed first.

### **START OF THE GAME**

The 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.

### **SUBSTITUTION (UNLIMITED)**

(a) After a goal by either team

- (b) Before a goal kick for either team
- (c) Before a throw-in for either team
- (d) At half-time, or before the start of any overtime period
- (e) In case of injury or any stoppage of play with referee's permission

## **EJECTION**

Any player or coach ejected from a game will be ineligible to participate in the team's next game. 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 of the team after the player has set out their suspension. The coach is responsible for picking up the players pass after their suspension is completed.

## **FAILURE TO SHOW - FORFEITS**

A five-minute grace period will be extended beyond the kickoff time before a forfeit will be declared. The Tournament Directors will make the final decision if a forfeit will 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 3-0 and will receive 3 points for that score. Below are the number of players required to field a team based on the number of players they are allowed to field per their brackets.

- 4v4 - 2
- 7v7 - 5
- 9v9 - 7
- 11v11 - 7

## **SCORING FORMAT**

Six points will be awarded for a win, 3 points for a tie, and zero points for a loss. One point per goal, maximum of 3, 1 point per shutout, 10 point maximum. In the event of ties in total point standings, the following sequences will be used.

1. Head-to-Head
2. Best Goal Differential.
3. Best Goals Against.
4. Goals for
5. Most Shutouts
6. Penalty kick shoot out - 5 players per team; if still tied sudden victory penalty kick shoot out.

## **AWARDS**

1<sup>st</sup> place and 2<sup>nd</sup> place will receive individual players medals. We will have one big trophy for pictures only.

## **INCLEMENT WEATHER**

If there is severe weather, only the Referee Assignor or the Tournament Director may halt matches. **If fields must be cleared, one long blast of the air horn means "clear the fields" and three short blasts means "all clear; return to fields"**. If we halt a match, then the following rules will be in effect.

1. If the weather delay is from 1 to 15 minutes:
  - ◆ All games will resume from point of stoppage.
  - ◆ However, if there is less than 5 minutes to completion of the match, then the Referee will declare the game complete.
  - ◆ If the game is a tie with less than 5 minutes to go, then the Referee will call the game a tie. However, if the game is a semi-final or final game, then the game will resume with a shoot-out.

2. If the weather delay is from 15 to 30 minutes:

- ◆ If the match is in the first half, the match will begin with the second half and the second half will be 15 minutes in length.
- ◆ If the match is in the second half with less than 15 minutes played, the match will continue with 10 minutes remaining.
- ◆ If the match is in the second half with more than 15 minutes completed, then the Referee shall declare the game complete. If a semi-final or final game is tied, then the match will go directly to a shoot-out.

3. If the weather delay is more than 30 minutes:

- ◆ If the match is in the first half, the match will begin with the second half and the second half will be 15 minutes in length.
- ◆ If the match is in the second half, then the Referee shall declare the game complete. If a semi-final or final game is a tie, then the match will go directly to a shoot-out.
- ◆ The Tournament Director will adjust times so that all teams will be able to complete their games. This may mean moving a game to another field or shortening the duration of all remaining games.

4. Team Coaches or Managers must check with the Official's Tent to Receive Final Instructions.

- ◆ Do not leave the playing area unless told to do so by the Referee Assignor or the Tournament Director. Do not take the word of the Field Marshall. Stop by the Referee's tent before dismissing your players.
- ◆ If your team is not present at the resumption of play, your team will forfeit the match.

#### **CANCELLATION POLICY / GUARANTEED NUMBER OF GAMES**

The Region II Tournament Committee and Director have the authority to make changes in games including duration, location, schedule, and length in order for all teams to be able to complete their current or remaining games. The Tournament Committee agrees to provide the guaranteed number of games or refund tournament application fees based on IYSA rules. All decisions and /or interpretations made by the Tournament Director and

Tournament Officials are final. If the tournament is completely canceled due to an "act of nature", the entire tournament fee, less a 20% administrative fee, will be refunded.

#### **TIE BREAKER, SEMI-FINALS & FINALS (In case division has a final game)**

Games that are tied at the end of regulation time will end as a tie in preliminary rounds. If a semi-final or final game is tied at the end of regulation, two 5-minute overtime periods will be played with a goal ending the game. Teams will switch ends to begin each overtime period. If the game is still tied after the overtime periods, penalty kicks will be taken as listed below to determine a winner.

#### **TIE BREAKERS - PENALTY KICKS (In case division has a final game)**

In the event that penalty kicks must be issued to determine a winner in the semi-finals or finals, 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. Team will alternate kicks - first team to kick will be determined by the referee's coin flip.
3. If the score remains tied after five kicks, teams will alternate kicks one at a time until a winner is determined.
4. Only players on the field at the end of the game may take kicks. All players on the field must kick before a player may repeat.
5. Goalies may be changed after any shot.

## **PROTESTS**

Any protest must be presented in writing to the tournament headquarters within one hour of the completion of the game, and must be accompanied with a \$100 bond, which will be returned only if the protest is upheld. Referees' judgment will not be a basis for protests. The Tournament Director's decisions and/or interpretations are final.

## **ADDITIONAL RULES, REGULATIONS AND CONDUCT:**

No pets, smoking, or alcoholic beverages are permitted at the SASA Soccer Fields. Parking is allowed only in designated areas. No personal golf carts, ATVs, or other personal use vehicles will be allowed outside of the parking area. Arguments between parents/spectators or with the referee will not be tolerated.

Derogatory remarks about or to the opposing team, players or coaches, the referee, the parents or spectators are not appropriate. Team coaches and/or managers are responsible for the conduct of players, parents, coaches and spectators for the duration of the tournament.

**ADDITIONAL RULES FOR SMALL SIDED GAMES:** In accordance with US Soccer, heading the ball is now banned for players aged 10 and under. Purposefully heading the ball in all age groups U11 and below will result in an indirect free kick for the opposing team.

**U7-U8 Games are 4v4** with no GK. No offside applies. All kicks are indirect there are no penalty kicks. Kick offs, free kicks, throw-ins, and corner kicks are used to restart play. Substitutions are unlimited and are on the fly. Kicks from the mark will be placed at the mid-field. All players may participate.

In order to maximize the experience of all our youth players during our 4v4 tournament games, no players will be allowed to defend inside the box outlined just outside both goals on the 4v4 fields. Goal box size 3 yards from each goal post and 3 yards out into the field of play.

Players can move through the box without the ball, but no player either defense or offense may enter the box to make a play on the ball. If this occurs during a match and the defensive team plays the ball, the opposing team will be awarded a penalty kick from the halfway line. If the offensive team plays the ball, the result will be a goal kick to the defending team.

**U9-U10 Games are 7v7.** Build out lines will be utilized for this age group. When the GK has the ball, either during play or from a goal kick, all opposing players must move beyond the build out line until the ball is put into play. Once the **ball is touched by another player**, the opposing players may move across the build out line and play resumes as normal. The GK is not allowed to punt the ball. If a GK punts the ball, a referee may punish the infraction with an indirect free kick to the opposing team. Offside will be penalized only on the offensive side of the build out line. A player can only be penalized if they are between the goal line and the nearest build out.