

ESSEX UNITED SOCCER CLUB
14TH ANNUAL TOURNAMENT AND SHOOTOUT RULES
TOURNAMENT RULES

* FIFA RULES apply, unless otherwise stated or modified in the rules below.

* U10 Girls / U10 Boys: Direct Kicks will be awarded for fouls, hand balls etc. as indicated in normal FIFA rules. Off sides rules are also in effect.

* ROSTERS, NUMBER of PLAYERS and GUEST PLAYERS: Each U12/U14/U16 team will have no more than 18 players on its roster and will play matches with 11 vs 11 players. Each U10 team will have no more than 15 players on its roster and will play matches with 7 vs 7 players. Players can only be listed on one team's tournament roster.

Rosters will represent regular league play teams and should be submitted on the State approved form. U12/U14/U16 teams may add 2 guest players and U10 teams may add 1 guest player up to the roster size limits.

* SUBSTITUTIONS: Substitutions will be unlimited, but may only be made at the following times with referee permission:

1. Prior to a throw in in your team's favor
2. Prior to a throw in in your opponents favor if your opponents substitutes
3. Prior to a goal kick by either team
4. After a goal has been scored by either team
5. When play has been stopped by the referee due to player injury. Both teams are allowed to substitutions in equal numbers corresponding to the injured players.
6. At half time or at the end of any regulation period.

* MATCHES: Matches will start at the referee's whistle. A coin toss will determine choice of kick off or field side. U12/U14/U16 match will consist of two twenty-five minute periods with a two minute break between halves. U10 matches will consist of two twenty minute periods with a five minute break between halves. At half-time teams will switch sides and play will commence with a kick off by the team which did not kick off to start the match. All teams will play 3 matches with playoff's following.

* TIME: Official match time will be kept by the referees. All matches are played with running time.

* UNIFORMS: Each team must bring an alternate set of shirts (or pinnies) in case of duplication of colors. Team coaches will reach an agreement before the match on shirt colors in the event of duplication. Goalkeepers must wear jerseys easily distinguishable from both teams. Use of shin guards is required. Referees have the authority to disallow any extra clothing worn by players. Jewelry is forbidden.

* FORFEITS: A team forfeits if it cannot field a team of at least 9 players for U12/U14/U16 matches or at least 6 players for U10 matches no more than 5 minutes after the scheduled match start time. Teams winning by forfeit will be credited with a 2-0 victory.

* PLAYER PASSES: Player passes will be checked only at registration, however a coach may challenge any player on the opposing team. In the event of a challenge, the referee must be notified prior to the completion of the match, and the player pass will be examined at the end of the match. Any team using an illegal player will forfeit all matches in which that player played.

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* **DISQUALIFICATION:** Any coach or player receiving a red card must leave the playing area and a player will not be replaced in that game. That coach or player will also be suspended from the next match.

For gross misconduct, as determined by the referee, the Tournament Committee can suspend a coach or player for the remainder of the tournament.

* **BALL SIZE:** U10/U12 teams will play with a size 4 ball, U14/U16 teams will play with a size 5 ball. Game balls will be provided by the tournament.

* **PROTESTS:** No protests will be allowed on judgment calls by the referee. Protests on tournament/game rules must be filed with the Tournament Committee no later than 30 minutes after match completion. All decisions of the tournament committee are final with no appeal allowed.

* **WEATHER:** In the event of inclement weather, Tournament Officials shall have authority to change the format and schedule in any way as follows:

1. Relocate / reschedule or change the duration of any games.
2. Cancel any game having no bearing on tournament playoffs.
3. Any game in progress terminated due to weather shall be considered official after 20 minutes have been played U12/U14/U16 teams or after 15 minutes for U10 teams. No refunds will take place due to tournament changes caused by weather.

* **HEAT ISSUES:** To better ensure consistency in matches, the following heat conditions will apply for all matches:

Green Flag: No modification

Yellow Flag: Halves are reduced from 25 minutes for U12 and above to 20 minutes with a 7 minute half time and for U10 from 20 minutes to 15 minutes with a 10 minute half time.

Red Flag: Play stops.

* **TEAM BENCHES:** Teams are to sit on the side of the field where benches are located. Spectators are not permitted on the same side of the field as the team. Spectators and players are asked to honor the 1 yard set back line where present.

* **TOURNAMENT SCORING:** Points will be awarded as follows:

- 4 points for a win
- 2 points for a scored Tie
- 1 point for a scoreless tie
- 0 points for a loss

* **STANDINGS:** In case of a tie in standings after all pre-playoff matches, the following, in order, will be used to break the tie:

1. Head to head play winner will be placed ahead of the other team (not used for a three way tie.)
2. Cumulative Goal Differential (Maximum of 6 per match)
3. Most goals scored (Maximum of 6 per match).
4. Fewest Goals allowed.

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5. Coin Toss

PLAYOFFS

AGE GROUP	# TEAMS	# DIV	# OF PLAYOFF TEAMS	PLAYOFF MATCHES
U16 GIRLS	5	1	2: TOP TWO TEAMS	FINAL
U10 GIRLS U16 BOYS	8	2	4: TOP TWO TEAMS from each DIV	SEMIS (2) & FINAL
U10 BOYS U14 GIRLS U14 BOYS	12	3	4: DIVISION WINNERS (3) & 2ND PLACE TEAM WITH MOST POINTS **	SEMIS (2) & FINAL
U12 GIRLS U12 BOYS	16	4	4: Division Winners	SEMIS (2) & FINAL

** In the event that multiple teams have the same point total, the Tournament Standings Tie Breaker rules will be followed.

PLAYOFFS U16 GIRLS FINAL: First Place Team vs Second Place Team
U10 GIRLS, U16 BOYS SEMI #1: Winner DIV A vs Runner Up DIV B SEMI #2: Winner DIV B vs Runner Up DIV A
U10 BOYS, U14 BOYS, U14 GIRLS: SEMI #1: Winner DIV A vs Winner DIV C SEMI #2: Winner DIV B vs Second place team with most points. note: If the 2nd place team from DIV B qualifies, then: SEMI #1: Winner DIV A vs Second Place Qualifier SEMI #2: Winner DIV B vs Winner DIV C
U12 GIRLS, U12 BOYS: SEMI #1: Winner DIV A vs Winner DIV C SEMI #2: Winner DIV B vs Winner DIV D

PLAYOFF TIES / OVERTIME

If a playoff match ends in a tie after regulation time, the following will be used to determine the winner:

1. Two 5 minute periods of SUDDEN VICTORY (1st Goal Wins)
(Two 10 minute periods of SUDDEN VICTORY if in the finals.)

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2. Five Penalty kicks per Team, taken by 5 separate players who were on the playing field at the end of overtime play. The team with the most goals at the end of the shooting wins.

3. Individual Penalty Kicks by each team. The first team to have a goal advantage at the end of a round is the winner. Players must have been on the field at the end of overtime play and all players must shoot once before a player shoots again.

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SHOOTOUT RULES

- * A shootout competition will be held in each age group. Shoot out rounds take place immediately after each round robin soccer match versus the same team you just completed your match with.
- * Each team will get 6 penalty kicks per round, 3 rounds of play (except U16G - 4 rounds of play)
- * Separate shootout goals are provided for all age groups.
- * Only one goal keeper per team may be used for each shootout round, unless an injury takes place. Goal keepers may be changed for each subsequent round. The goal keeper does NOT have to be your match goal keeper. Any rostered player may be your goal keeper.
- * Each penalty kick must be taken by a different player during each round.
- * No player may shoot a second time until all rostered players have shot once.
- * The shootout competition is run by the team coaches - neither tournament official nor referee will be present during the competition.
- * Each team is responsible for preparing their own score card - the same sheet is to be used throughout the competition.
- * Each team will alternate the taking of the penalty kick.
- * A maximum of 1 minute is allowed for each kick. Team coaches will be responsible for ensuring both goal keeper and shooter are ready BEFORE each shot is taken.
- * One point is awarded for each goal.
- * In each AGE GROUP, the team with the most total points is the winner. In the case of a tie, the following, in order, will be used to break the tie. Note that tie breaker rule #1 does not apply if more than 2 teams are tied.
 1. In head to head play, the team that scored the most goals wins.
 2. The team with the best goal differential wins.
 3. If necessary, a five shot shootout will continue until one team wins. (If this occurs, any rostered player may only shoot once.)
- * Each coach will keep track of both their own and the opposing team's score. Please have the opposing coach sign your score card verifying his agreement of the results before reporting the results to the tournament tent.
- * Team coaches are responsible for reporting shootout results to the tournament headquarters *after each shootout round*. They are also responsible for turning in the completed sheet *after* all three rounds are complete.

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* If a team forfeits a shootout round, the opposing team is credited with a 3-0 win.