

2010 JAMES ISLAND SOCCER FESTIVAL

TOURNAMENT RULES

A. GENERAL

1. Team Eligibility: Only Classic, Challenge and Premier teams will be accepted. Only Academy level U9-U10 teams will be accepted.
2. Matches will be played in accordance with FIFA Laws of the Game, except as specifically modified by these rules.
3. Judgment decisions of the Referee are final and binding.
4. The Tournament, sponsors, and organizers, will not be responsible for any expense incurred by any team or club if the tournament is canceled, in whole, or part, nor will any refunds be made..
5. The Tournament reserves the right to decide on matters pertaining to the tournament and its judgment is final.
6. Players and coaches shall have an official US Youth Soccer or US Club Soccer pass (ID card) laminated with photograph. Each person in the team bench area, including coaches and assistants, shall have a pass.

B. POINTS SYSTEM

1. Win: 6 points
2. Tie: 3 points
3. Loss: 0 points
4. Shutout: 1 point
5. Goals: 1 point for each goal scored up to 3
6. Example a - 3 - 0 win would be awarded 10 points, maximum possible per match.

C. FORFEITS

Unless superseded by a ruling from the Tournament Director, or an appointed representative, there will be no grace period. Forfeit time is match time. See table for minimum number of players necessary to begin match. No team that has forfeited a game may participate in the semifinals or finals. In such cases, the advancing team will be the team in the age group with the next highest point total.

D. TIE - BREAKING PROCEDURES

1. Group Play & Consolation Matches

There will be no overtime period in Group Play or Consolation Matches. Winners will be decided by the following procedure. If the first rule can determine a winner, then the process is over.

If the first fails, then the second is used and so on until a winner is determined.

- a. Results of head to head competition within the group. (if three teams are tied go directly to b.)
- b. Goal differential. Max of +/-3 per game allowed.
- c. Fewest total goals allowed in all matches
- d. Total goals scored in all matches
- e. FIFA kicks from the mark prior to the playoff match.

2. Semi-Final & Final Matches

There will be no overtime period in the Semi-Final or Final Matches. Matches will be decided by kicks from the penalty mark using FIFA guidelines with only those players on the field at the conclusion of play eligible to participate.

E. SUBSTITUTIONS

Substitutions may be made with the permission of the referee based upon FIFA rules. All age groups will have unlimited substitutions and players may re-enter the game. The substitute must wait until the player they're replacing is off the field before entering the game. Players must enter and exit at the halfway line, on their team side of the field.

Substitutions may be made at the following times:

1. Prior to your team's throw-in; the opposing team may also substitute at this time;
2. Prior to a goal kick by either team;
3. After a goal is scored by either team;
4. At half-time;
5. After an injury; if a substitution is made for the injured player, both teams may substitute any number of players.
6. At the time of a yellow card infraction the cautioned player may be substituted; substitution of a cautioned player will be at the coach's discretion. (the opposing team may substitute at this time as well)

F. LENGTH OF MATCHES/ROSTER/BALL SIZES

Age Group	Halves	Ball size	Roster max	Players per side*	Min. To play*	Ref.	Asst. Ref.
U-9/10	25 mins	4	12	6	4	1	0
U-11/12	30 mins	4	14	8	6	1	2
U-13/14	30 mins	5	18	11	7	1	2
U15-18	35 mins	5	18	11	7	1	2

* Including Goalkeeper

The Tournament reserves the right to shorten matches to accommodate unanticipated delays. Teams will be notified of any changes prior to the start of their match. A running clock will be kept.

G. U-9-U10 AGE GROUP

1. Offside: Will be applied
- 2.. Free Kicks: Players shall be a minimum of 8 yards from the ball.

H. CONDUCT

Any player, coach, or team supporter sent off during this tournament will be reported to the team's home state association. Upon receipt of the report, the team's home state association and/or league may impose additional sanctions. Matter involving referee assault or abuse will be reported immediately to the host state association (SCYSA) as required by USSF Policy 531-9. Any player sent off from a game (red carded) will not be replaced, and will not be allowed to participate in the remainder of the game, or the team's next game. Two yellow cards in one match are equivalent to a red card and the above rule applies.

H. CONDUCT (cont.)

Any coach sent off from a game will not be allowed to coach in the remainder of the game or the team's next game. A coach, player or team supporter sent off during a game must immediately leave the vicinity of the field and not be visibly present at the next game. A send off for serious verbal or physical altercations will result in the player, coach or team supporter being expelled and subject to be banned from tournament facilities. Coaches are responsible the conduct of their players and sideline team supporters. Coaches not taking responsibility for their sideline's conduct may be cautioned or ejected. SCYSA rules state that coaches, players, or spectators ejected must not be within "sight or sound" of the playing field. In accordance with FIFA rules, only players will be shown a card (yellow or red) when being cautioned or sent off.

I. SPECTATOR AND TEAM AREAS

Teams are to take the same side of the field, with spectators on the opposite side. Coaches/Players shall remain near the halfway line on their side of the field. No persons are allowed behind the end lines. Coaches are responsible for the conduct of their spectators. All spectators must remain between the 18-yard lines on their side of the field

J. INCLEMENT WEATHER

All teams must report to their fields and be ready to play regardless of weather conditions unless directed otherwise by the Tournament Director or his/her representative. At the sight of lightning all games will cease and play shall not resume until the Tournament Director determines that a minimum of 30 minutes has passed with no visible lightning.

The Tournament Director reserves the right to make the following changes:

1. Relocate and/or reschedule any game or discontinue the tournament.
2. Reduce the scheduled duration of any game with prior notification before the game is started.
3. Cancel any game in the preliminary rounds having no bearing on advancement to the semifinals or finals.
4. No refunds shall be made to teams if all or a portion of the tournament is cancelled by the Tournament Director for any reason.

If a match is canceled before play starts or prior to halftime and cannot be completed prior to the start of the next match, each team will be awarded 3 points for a tie. Additional points will be awarded on the basis of the match score at the time of cancellation.

K. PLAYER EQUIPMENT

In general, Law IV of the Laws of the Game applies:

1. Shin guards must be worn, and covered by socks.
2. With the exception of medical ID, no rings, watches, earrings or other jewelry of any kind may be worn. Medical ID medals must be taped the chest. Medical ID bracelets must be taped to the wrist so that a finger may not become trapped under it. The referee prior to the game must approve any protective device or cast worn by a player. Casts must be padded and wrapped.
3. When the color of the jerseys are similar or identical, the designated home team will change jerseys(the team listed first on the schedule is the home team).
4. Goalkeepers must wear a different color shirt, which distinguishes them from all other players and the referee.
5. Each field player must have a unique number on his/her jersey and all jerseys shall match in color. Shirts must be tucked in during the game. No equipment changes may be made after the referee's equipment check without his/her permission. No item of clothing shall extend below the shorts, including

the keepers clothing (except compression shorts if they are the same color as the outer shorts, but above the knee). ADD

L. PROTESTS

NO PROTESTS WILL BE PERMITTED.

M. DIVISIONS AND ADVANCEMENT

Determined upon the number of entrants. The tournament reserves the right to combine age divisions when necessary.

4 Team Divisions-3 games guaranteed, with the top two teams advancing to a championship match.

5 Team Division-4 round robin games against all other teams. Champion and Finalist awarded on points.

6 Team Division-2 group games against other teams in bracket. Top two teams advance to semis against other bracket top two. Third place teams place consolation game. Semi winners advance to Championship.

8 Team Division-3 group games against other teams in bracket. Top teams advance to championship.

N. DESIGNATED HOME TEAM

Home team is listed first on the Tournament schedule.

O. AWARDS

1. Awards (Individual and Team) for the top two teams (i.e., Champions and Finalists) in each division will be given.

2. A Fair Play Award will be awarded to a team in each division. The awards will be given at the discretion of the Tournament and will be primarily based upon, but not limited to, scored and tallied impressions of officials during tournament play with regards to sportsman-like conduct of players, coaches and spectators. Behavior on and off the field may be considered.