



## LAWS OF THE GAME

### NUMBER OF PLAYERS

**U7/8 Division:** Each team consists of 4 players, with no goalkeeper (4v4), Any less than 3 players will be considered a forfeit. Game time is forfeit time. *Only players on roster may play. All eligible players must be listed on the game cards. Scores will not be recorded. All players will receive a participation medal.* **Max roster is 8.**

**U9/10 Division:** Each team consists of 7 players, one of whom must be the goalkeeper (7v7). Any less than 5 players will be considered a forfeit. Game time is forfeit time. *Only players on roster may play. All eligible players must be listed on the game cards. Playing an ineligible player will result in a forfeit loss, and any rights to a medal.* **Max roster is 12.**

**U11-U15 Division:** Each team consists of 5 players, one of whom must be the goalkeeper (5v5). Any less than 4 players will be considered a forfeit. Game time is forfeit time. *Only players on roster may play. All eligible players must be listed on the game cards. Playing an ineligible player will result in a forfeit loss, and any rights to a medal.* **Max roster is 10.**

**High School & Adult divisions:** shall be COED. Each team consists of 5 players, one of whom must be the goalkeeper (5v5). Any less than 4 players will be considered a forfeit. Game time is forfeit time. A minimum of two (2) girls must be rostered and a minimum of one (1) girl on the field at a time. If one (1) girl is not available due to injury to play, the team must play a person down. *Only players on roster may play. All eligible players must be listed on the game cards. Playing an ineligible player will result in a forfeit loss, and any rights to a medal.* **Max roster is 10.**

**No player is allowed to be rostered or play on more than one team.**

**Medical Release & Liability Waiver:** All players must have a parent signature if the player is under the age of 18. If the player is 18 years of age or older they may sign the form for themselves.

## **FIELD SIZE**

U8 division will play on a 25 yard x 35 yard field. (U8 sized field)

U10-Adult divisions will play on a 30 yard x 47 yard field. (U10 sized field)

## **PLAYER EQUIPMENT**

All players must wear the same colors to distinguish themselves from other teams.

Tee-shirts, jerseys, and pennies will work. If both teams are in like colors, the home team is responsible for changing. Shin guards and soccer cleats must be worn.

Jersey numbers are not required. No jewelry is permitted. Bandages can not be worn over earrings. Tape can not be worn over bracelets. No hard cast, and no braces with exposed metal. (U8 size 3; U10 & U12 size 4, U13-Adult; size 5)

## **REFEREES**

The referee is responsible for control of the games and his/her decisions regarding facts connected with play are final. All games will have one center referee.

## **DURATION OF GAME**

Two day tournament (March 29th & 30th)

All teams are guaranteed 3 games.

U7/8 Division: two 15 min halves; 5 min half time.

U9/10 Division: two 18 min halves; 5 min half time.

U11/12 Division: two 18 min halves; 5 min half time.

U13-Adult Divisions: two 20 min halves; 5 min half time

## **THE START OF PLAY**

A flip of a coin decides which team will kick off. The “away” team will call it in the air. Each team must stay in its own half of the field and the defending players must be at least 8 yards from the ball when it is kicked. After a goal, the team scored upon will kick off. After halftime the teams change sides and the kickoff will be taken by the opposite team to that which started the game. The team that wins the coin-toss will get the choice of side or kickoff.

## **TIE GAME**

In the event of a tie between two teams after the game is complete, the game will be declared a tie. In the event of a tie in the semifinal match or final match there will be a 3-minute golden goal period. If the game is still a draw, then there will be a shootout to determine the winner.

## SHOOTOUTS

Shootouts will consist of 3 shooters from each team. After the three shooters have shot, the team with the most goals wins. Shooters do not have to be on the field of play to participate in the shootout. In the event that the teams are tied after 3 shooters, the kicks will go 1 for 1. All players on each team must kick before any individual player kicks for a second time.

## SUBSTITUTIONS

Substitutions, except for goalkeeper substitutions (see below) may be made on-the-fly without the referee's permission. A player must fully exit the field before the substitute enters the field. If a player entering the field touches the ball or is involved in the play before the player he/she is replacing has left the field, the substituting player will be shown a yellow card and a free kick will be awarded to the opposing team.

## OFFSIDE

**U8, U11- Adult:** There is no offside. Unless a player is intentionally "camping-out" in an offside position.

**U10:** Offside will be called as it is in regular league play.

## KICKOFFS

Kickoffs are **INDIRECT**.

## BALL IN/OUT PLAY

Out of Bounds - THROW INS. A ball is considered out of play when the ENTIRE BALL crosses over the touch line. Restart will be by a throw in. If the team awarded the throw does not play the ball in 6 seconds, the other team will gain possession of the ball at the spot of the foul. Opposing players may approach no closer than five (5) yards. A goal CANNOT be scored off a kick in.

## GOALKEEPERS

**U7/8 Division: NO GOALKEEPERS.** Defenders can not stand in the goal box. Goal kicks will be awarded when a player of the attacking team plays or deflects the ball over the baseline. All opposing players must move back behind the build out line.

**U9-Adult Division:** Goalkeepers may not throw the ball into the opposition's goal. If this takes place the opposing goalkeeper will be granted possession of the ball and no goal will be granted.

All goalkeeper throws must land before crossing the halfway line. Any throws over the halfway line in the air will result in possession being given to the opposing

goalkeeper. If the defending team controls an illegal throw, advantage may be played.

**Goalkeeper Replacement:** A goalkeeper may substitute for a field player after a shirt change. Such substitution may only be made during breaks between halves, or a stoppage of play after referee notification.

**Restart:** A goal kick will be awarded when a player of the attacking team plays or deflects the ball over the baseline, excluding the goal itself. The goalkeeper shall restart play from anywhere in the penalty area with a kick and has five (5) seconds to do so, from the moment he/she places the ball down. A goal cannot be scored directly from this restart. All opposing players must move back behind the build out line.

**Goalkeeper Ball Handling:** When the goalkeeper makes a save, or otherwise receives the ball from an in-play situation, he/she can distribute the ball (a “pass”) by use of the feet or rolling the ball underhand, side armed, or overhand –NO PUNTING ALLOWED. All opposing players must move back behind the build out line. A goal CANNOT be scored directly from this type of goalkeeper distribution. A goalkeeper can “pass” the ball to a teammate WITHIN their half of the field ONLY.. Infraction of this RULE results in the opposing team being awarded an indirect kick from the center of the court. If an opposing team member should receive the ball directly from the goalkeeper in either half of the field, advantage shall be the call and play should continue.

**Build Out Line is the halfway line.**

## **FREE KICKS**

The referee will award a Direct Free Kick (from which a goal can be scored directly against the defending side) where a foul has been committed. Opponents will approach no closer than five (5) yards.

A player who takes a Free Kick, or puts the ball in play, may not touch the ball twice consecutively. Breaking this rule will be punished with a Direct Free Kick at the point of the infraction.

If any irregularity occurs when a Free Kick is being taken, the following will apply: a) If the irregularity is committed by the team taking the free kick and the goal is scored, the shot will be repeated; b) If the irregularity is committed by the infringing team, the free kick will be repeated unless a goal is scored, in which case the goal will stand.

Injury restart will be an uncontested drop ball to the team last in possession.

## **PENALTY KICKS**

***U7/8 Division:*** NO PENALTY KICKS

**U9-Adult Divisions:** A penalty shot will be given when a foul is committed by an opponent inside the penalty box of the infringing player. The penalty shot is taken from a point in line with the center of the goal on the penalty box line. All other players must be outside the penalty area behind the penalty mark.

The player who takes the penalty kick must do it in a continuous movement.

**Goalkeeper Position:** When defending a penalty kick, the goalkeeper must position him/herself on the goal line and can only move on the goal line between both goal posts.

If an irregularity is committed by the team taking the penalty kick and the goal is scored, the shot will be repeated. If an irregularity is committed by the infringing team, the penalty kick will be repeated, unless a goal was scored, in which case the goal will stand.

## **CORNER KICKS**

Shall be given when a player on the defensive team touches the ball out of bounds through the baseline. The corner kick must be taken with the feet. The place where the corner is taken must be within one (1) yard of the Corner Flag. A goal may be scored directly off a corner kick. Opposing players may not approach the player taking the kick closer than five (5) yards. The player executing the kick has five (5) seconds to do so after gaining possession of the ball. If the player infringes on his five (5) seconds, the opposing goalkeeper shall restart the play.

## **FOULS AND INFRACTIONS**

**Fouls :ABSOLUTELY NO SLIDE TACKLING** Slide tackling will result in an automatic yellow card; no verbal warning will be given. If any player commits any of the below infractions, there will be a DIRECT FREE KICK taken from the spot of the infringement. The referee shall allow play to continue when a team that has suffered the foul will benefit from such advantage, and shall penalize the original offense if the anticipated advantage does not ensue at that time. It is considered a foul, and a Direct Free Kick is awarded to the opposing team, if a player commits any of the following offenses in a manner considered by the referee to be careless, reckless or using excessive force: Kick or trip an opponent; Grab, hold, push, charge or intentionally obstruct an opponent; Touch the ball intentionally with the hand or arm. This does not apply to the goalkeeper in his/her own area, if there is no intention of touching the ball with hand or arm; Slide tackle, or jump, at an opponent; and/or Playing in a dangerous manner. Any of the infractions committed by the defending team in the penalty area will be punished by a PENALTY KICK.

**Yellow Cards:** The referee shall show a Yellow Card when a player; Commits a serious foul in the interpretation of the referee; Shows by act or word, disagreement with the referee's decision; Shows lack of sportsmanship; Commits an infraction

during a free kick or during a kickoff; and/or Enter the field during a substitution before the player being replaced has entirely left the court or enters from an incorrect position.

**Red Cards:** The referee shall show a Red Card when a player: Receives a second yellow card in one game; Intentionally denies with a foul an obvious goal scoring opportunity to an opponent; Is guilty of serious foul play; Is guilty of violent conduct; and/or Use offensive, insulting or abusive language. The player shall be sent off the court without being able to reenter the match and shall also be denied participation in the subsequent match, including the final round of competition (quarters, semis or finals). The penalized team shall continue to play WITHOUT a replacement for the remainder of the match. The referee will report the reason why the player was ejected to the Tournament Committee for possible additional sanctions.

**Unsportsmanlike Behavior off the Field:** If a substitute player, coach or team delegate commits a serious aggression, or offends any spectator or participant of the game (i.e., the referees, players, members of the Tournament Committee); the referee shall show him/her the Red Card. He/she shall be sent out of the competition area. The individual's name and reason for suspension will be reported to the Tournament Committee for possible additional sanctions.

## **SPECTATORS**

Will sit on the opposite side of the field from their team.

## **SCORING SYSTEM**

Games will be scored using the 10 point system.

Win is 6 points, Tie is 3 points, Loss is 0 points. Shut out 1 point, Goals: 1 point per goal (with a maximum of 3 points).

Pool Play tie breakers are as follows (in order): Head to head competition, goal differential, goals scored, goals against, kicks from the mark.

***No games will be protested after the completion of the game. The referee and tournament officials will have the final say on any disputes and will treat each situation in the fairest and most logical way.***

***CBYSA Zero Abuse Policy and Coaches Code of Conduct is  
in effect for this tournament.***