

TOURNAMENT RULES-2017

BETTENDORF SOCCER ASSOCIATION

1. LAWS OF THE GAME

All games will be played in accordance with the laws of USYSA and FIFA except as noted below.

2. PLAYER/TEAM ELIGIBILITY

A. AGE

1. Players must be born in the following years:
U8-2010; U9 – 2009; U10 – 2008; U11 – 2007; U12 – 2006.
2. A player may play for only one team in the tournament.
3. All players must have a USYSA Player Pass Card that is valid for the current playing year -

No other form identification will be accepted.

4. Players **MUST** be on the team's tournament roster in order to participate. **If violation is determined during a pre-medal round**

the match in process and all previous matches will be forfeited. If the violation is determined during a medal match, the match in process and future matches will be forfeited (the results of the previous matches will stand.)

B. TEAM COMPOSITION

1. Teams are limited to U8 = 6; U9= 12; U10= 12; U11 = 16; U12 = 16
2. Each team is allowed a maximum of 3 guest players.
3. All teams must be registered with a state USYSA.
4. No roster changes will be approved during the course of the tournament.
5. A minimum of seven players constitutes a team.

3. REGISTRATION REQUIREMENTS

A. Copy of current USYSA state approved roster on file with the tournament registrar.

B. A completed copy of the MEDICAL WAIVER FORM submitted to the tournament registrar at initial registration or your club's own medical waiver.

C. All out of state teams must provide a copy of their travel permit to the tournament registrar.

4. MATCH INFORMATION

A. FIELD MARSHALL

1. All teams must report to the Field Marshall for check-in 1/2 hour before each scheduled match.

2. The Field Marshall will conduct an equipment check, player pass check, and official roster check.

B. FORFEITS/NO SHOWS

1. A match will be considered a forfeit if a team is more than 5 minutes late for a scheduled match.

2. A team forfeits a match if they refuse to field a team when the referee indicates that the match is to begin.

3. A match will be considered a forfeit if a team quits a match before its conclusion.

4. In the event of a forfeit, the score will be 2-0 and the winning team will be awarded **3** points for a win.

5. A team forfeiting a match is disqualified from the tournament.

6. A club whose team forfeits a match will be banned for 5 years from participating in a Bettendorf Soccer Association tournament.

C. Length of matches:

1. U-8-four 8 minute quarters; U-9/U-10/U-11/U-12- 25 minute halves with a 5-minute half time

This may be changed at the discretion of the tournament director.

D. All matches will be running time; the clock will not stop except for a major delay, e. g., and serious injury.

E. U8 is size 3 ball; U9 and above will use a size 4 ball.

F. The team listed first on the match schedule is the HOME TEAM.

G. The Home team will provide a game ball if necessary.

H. The Home Team will KICK-OFF (there is no coin toss).

I. The Visiting Team will RECEIVE and DEFEND the NORTH or EAST GOAL.

J. UNIFORMS & EQUIPMENT.

1. The Home Team will change jerseys if the referee determines there is a color conflict.

2. All players must wear shin guards (no exceptions) covered with socks.

3. All jerseys must be tucked into the waist band of the player's shorts.

4. The referee shall determine if a player glasses or goggles must be secured with a strap.

5. **In the opinion of the referee, any cast must be properly padded such that is not dangerous to any player**

K. All corner kicks will be taken from the flag.

L. SUBSTITUTIONS - UNLIMITED with the Referee's consent.

1. prior to the substituting team's throw-in
2. Prior to either team's goal kick.
3. After an injury requiring an attendant. The injured player MUST be substituted and the opposing team may substitute a like number.

M. DISCIPLINE

1. Any player or coach receiving a RED CARD will be suspended for the remainder of the match.
2. Two YELLOW CARDS in the same match is equal to a RED CARD and results in a suspension from the match being played.
3. The coach must report to the tournament director to determine eligibility for the next scheduled match for a player or coach suspended.

5. TEAM/ SPECTATOR

A. LOCATION

1. Both teams will be on the same side of the pitch. Team access will be designated.
2. All spectators will be on the other side of the pitch, and 3-yards back from the touch line

B. CONDUCT

1. Coaches are responsible for the conduct of Players, Parents, Coaches, and Spectators at all times and locations during the tournament.
2. If complaints are received regarding the conduct of any player or persons associated with a team, the Tournament Committee reserves

The right to take any or all of the following actions:

- a. Request that any or all persons stay away from the tournament matches.

- b. Request that the team leave the tournament and forfeit all matches.

- c. Bar the club from future tournaments.

- d. **Alcohol is strictly prohibited; possession will result in immediate removal from the soccer complex.**

3. Officiating

- a. Verbal harassment, any form of intimidation, or other persistent unacceptable behavior with regard to the referees, may lead to the

- a. clearing of the area of spectators/coaches and/or suspension of play.

- b. If a match is suspended, the Tournament Director is empowered to decide the outcome of the match (i.e., whether the score stands, forfeit, etc.).

6. SCORING SYSTEM

- A. WIN - 3 POINTS
- B. TIE - 1 POINT
- C. LOSS - 0 POINTS

7. QUALIFICATION FOR TROPHY MATCHES

A. SCORING

1. TOP TWO TEAMS WITH THE MOST POINTS IN EACH DIVISION.
2. IF A WILD CARD IS NECESSARY, THE WILD CARD TEAM WILL BE THE NEXT TEAM WITH THE MOST POINTS REGARDLESS OF GROUP.
3. IN A DIVISION WITH ONLY FIVE (5) TEAMS, FINAL STANDINGS WILL BE BASED ON POINTS EARNED IN

ROUND ROBIN PLAY AND TROPHIES AWARDED FOR 1ST AND 2ND PLACE.

4. IF TEAMS TO COMPETE IN TROPHY MATCHES CANNOT BE DETERMINED BY SCORING, AS DESCRIBED IN 1, 2, AND 3 ABOVE, **THEN** A TIE-BREAKER SYSTEM WILL BE UTILIZED TO DETERMINE WINNING TEAMS.

B. TIE-BREAKER

1. HEAD TO HEAD COMPETITION.
2. TOTAL GOAL DIFFERENTIAL, UP TO A MAXIMUM OF + OR - 4 PER GAME
3. FEWEST GOALS ALLOWED
4. PENALTY KICKS
 - a. Procedure
 - (1) Each Team will present a shooting list to the referee prior to beginning the shootout.
 - (2) All players on the roster, including the Keeper, are eligible.
 - (3) All players on the roster must have taken a penalty shot before a player can repeat taking a penalty kick.
 - b. Process
 - (1) The winner of a Coin-flip will determine which teams shoots first.
 - (2) First round, 5 vs. 5, each team alternating penalty kicks.
 - (3) Second round, sudden death, each team alternating penalty kicks.

8. TROPHY MATCHES - IF A WINNER HAS NOT BEEN DETERMINED AFTER REGULATION PLAY:

A. THE TEAMS WILL PLAY TWO, 5-MINUTE OVERTIME PERIODS.

1. The team captains will participate in a coin-flip.
2. The winner will decide whether to defend a goal OR retain possession of the ball.
3. The teams will switch goals after the first overtime period.

B. IF STILL TIED AFTER 10-MINUTE OVERTIME PLAY, PENALTY KICKS WILL BE TAKEN TO DETERMINE THE WINNER OF THE MATCH.

1. The winner of a Coin-flip will determine which team shoots first.
2. First round, 5 vs. 5, each team alternating penalty kicks.
3. Second round, sudden death, each team alternating penalty kick.

9. TOURNAMENT COMMITTEE

A. The tournament rules Committee consists of the Tournament Director, Referee Coordinator, and the Tournament Registrar.

B. The TOURNAMENT COMMITTEE reserves the right and authority to:

1. Group age divisions based on team availability.
2. Relocate and/or reschedule match times.
3. Reduce up to half the duration of matches.
4. Cancel preliminary matches which have no bearing in deciding group and/or division winners.
5. Decide the final tournament standings and trophy winners.

C. The decisions and/or interpretations of the Tournament Committee and the referees are final and **NO PROTESTS WILL BE ALLOWED.**

10. CANCELLATION POLICY

If games are cancelled due to weather - no games played - \$200 refunded
1 game played - \$150 refunded
2 games played - \$100 refunded
3 games played - \$0 refunded