

# Stones River Futbol Club Tournament Rules

These rules are designed for the Stones River Futbol Club Soccer Tournament. The Tournament Committee administers the rules as stated, but reserves the right to adjust and/or amend any rules if necessary to accommodate unforeseen problems or circumstances before and during the tournament except as stated. Otherwise the FIFA Laws of the Game will apply.

## A. Inclement Weather

Only the referee or the tournament committee may cancel a match due to weather conditions. In the event of inclement weather the tournament committee has the authority to reschedule matches and/or cancel the tournament. If the entire tournament should be canceled after play has begun, teams will not receive a credit or refund.

1. If inclement weather causes the referee to stop the match at any time and conditions do not permit the restart of the match within the scheduled time, the score will stand as it was at the time the game was stopped.
2. If a match is delayed from starting due to weather conditions, it will be started as soon as weather permits within the scheduled time frame and will conclude at the scheduled time.
3. If no portion of the match is played, best efforts will be made to reschedule the match, though no such guarantee is made. There will be neither refund nor credits for any match cancellations.
4. If no portion of the tournament is played due to inclement weather and there is no possibility of any matches being played, the tournament committee will determine partial refunds to teams after all administrative costs have been covered.

## B. Credentials Check

1. All teams must register.
2. All teams must present 3 copies of their approved state roster with jersey numbers at registration.
3. All teams must provide a medical release form for each player they are registering.
4. No player may register with two teams within the same age group, regardless of division.
5. All teams must present signed, laminated cards with photos for all players **AND** coaches they are registering. Exceptions must be requested from the tournament director who will have final approval on a player's status and may check with appropriate state

offices to verify a player's eligibility.

6. All out of state teams must present an official travel permit from their state office.
7. Roster Limits
  - a. U9-U10 (6v6) roster limit is 12
  - b. U10 (8v8) roster limit is 14.
  - c. U11-12 (8v8) roster limit is 14
  - d. U12 (11v11) roster limit is 18.
  - e. U13 – U15 roster limit is 18
  - f. U16 – U19 roster limit is 22.
8. Guest players are included in the roster limits and all guest players must present player passes, travel permits, guest player requests and a medical release to be eligible for competition. A maximum of three guest players per team are permitted.

## C. Uniforms and Equipment

1. All player uniforms should be identical.
2. All jerseys must be tucked in completely prior to start of play.
3. All jerseys will have a number affixed to the back of the jersey.
4. No two players on the same team should have the same number while on the field of play.
5. The home team will wear a light-colored jersey and the visiting team will wear a dark-colored jersey.
6. Pants or leggings of all field players should match the primary color of the uniform shorts.
7. Goalkeepers will wear a jersey distinctive from all field players, the other goalkeeper and also game officials.
8. In the event that the referee decides that the two teams' jerseys are the same or similar color, the home team will change colors.
9. All players' equipment, including casts or splints covered by padding, is subject to the referee's approval.
10. Sharp steel spikes are not allowed on cleats.
11. Jewelry (rings, earrings, necklaces, bracelets) is not permitted.

## D. \*\*Length of matches and ball sizes

Age Group	Length	Ball Size
U15-U19	2 - 40-minute halves	5
U13-U14	2 - 35-minute halves	5
U11-U12	2 - 30-minute halves	4
U09-U10	2 - 25 minute halves	4

Note: Halftime is five minutes.

\*\*In order to keep the tournament moving on schedule and games played on time, we ask that referees not use stoppage time unless a medical emergency has been declared and a player must be moved from the field of play by Emergency Medical Services personnel. Referees will start matches on time and may check in players in the absence of a field marshal.

## E. Starting Times

1. In order to keep this tournament moving on time, there will be no coin toss except in semi-final or final game.
2. The home team will take the bench to the left of the field as viewed from the spectator side of the field and will defend the goal on that side of the field.
3. The home team will provide the center referee with at least one approved match ball.
4. The visiting team will have the opening kick.
5. Any semi-final match or championship match that is tied at the end of regulation play will go into sudden death (golden goal) overtime. During half time, the teams will switch ends of the field and resume play.
  - a. The first legal goal to be scored during the sudden death overtime will be the winning goal.
  - b. The sudden death (golden goal) overtime period for U9-U12 will consist of two 5-minute halves.
  - c. The sudden death (golden goal) overtime period for U13 and older age groups will consist of two 10-minute halves.
  - d. If at the end of the golden goal overtimes the game is still tied, the game will go to penalty kicks under the FIFA Laws of the Game.

## F. Forfeits

1. Failure to begin a match within 10 minutes of the scheduled starting time will result in a forfeit to the opposing team by the score of 3-0.
2. Failure to complete a match by leaving the field of competition will result in a 3-0 forfeit to the

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opposing team without regard to the actual match score.

3. A team that forfeits a match will not be allowed to advance into the finals nor will that team be eligible for a championship round match. If a team forfeits a match in a bracket based on points, that team will not be eligible for a championship or finalist trophy.
4. If a team must withdraw from competition, it will notify the tournament director in writing of this intent and will not be eligible for any refund or awards for games played to that point.
5. If two teams mutually agree to withdraw and not play a final match, the tournament director will be notified by both coaches or team managers of this intent. The Championship and Finalists awards may be based on the two teams' total points at the end of preliminary play.

## **G. Substitutions**

Unlimited substitutions may be made with the consent of the center referee under the following conditions:

1. After a goal by either team
2. Before a throw-in in your favor
3. Before a goal kick by either team.
4. In the event of an injury by either team, a like number of players may be substituted.
5. No substitutions allowed for a player ejected from the field.
6. In the event a team must substitute when a player who is bleeding or has an open wound, the player may return at the next legal substitution opportunity only after the wound has been properly treated and checked by the referee or assistant referee.
7. All players substituting will have their jerseys completely tucked in and will report to the center stripe to await acknowledgment of permission of the Center Referee prior to entering the field of play.
8. No player will leave the field of play without permission of the Center Referee.

## **H. Game Reports**

1. All completed game reports will be signed by the referee and the coach or his/her designee at the conclusion of each match and given to the field marshal. The player cards will be returned at this time to the coach or

manager at the conclusion of each match.

2. The match score will be verified by the field marshal with the coaches and returned to the scorer's table.
  - a. If a match score is incorrect and all parties have signed the match report, both coaches or managers must be contacted and agree that the score was incorrect before a score may be reversed.
3. The referee will request the player card(s) for any player cautioned or ejected and will file the proper TSSA report before leaving the complex at Rotary Soccer Park. All game reports will be given to the referee assignor and copies given to the tournament director and director of field marshals.
  - a. Player passes for cautioned players must be returned to the team immediately upon completion of the referee report.
  - b. An ejected player's player card may be retained by the field marshal or tournament director for the team's next game and returned to the coach or manager of the team at the end of that match.
4. If a player is ejected during the last match their team plays in the tournament, the player card will be pulled so the referee may complete the game report and will be returned to the team at the end of the tournament, no later than one hour after the conclusion of the last match of the tournament or one hour after the referee's last match of the tournament. All player cards will be returned to the teams at the conclusion of tournament play.

## **I. Sidelines**

1. Team personnel in the Technical Area during the game is limited to three (3) individuals permitting they have a signed, laminated card with a photo.
2. Coaches should keep coaching from the sidelines to a minimum. If persistent infractions occur, the referee will warn the offending coach and take appropriate action. Harassment of players on the sidelines will not be tolerated.
3. Coaches, players, and spectators will remain two yards behind the touch line.
4. Team benches will be on one side of the field and the spectators will be on the other side of the field.

## **J. Scoring**

1. Divisional winners will be determined by the following 10 point system:
  - a. Win - 6 points
  - b. Tie - 3 points
  - c. Loss - 0 points
  - d. Shutout - 1 point
  - e. 1 point per goal up to a maximum of 3 goals or points per match

## **Tiebreakers**

1. Head to head competition between the two tied teams.
2. Goal Differential (up to max of 4 goals per game)
3. Least goals allowed of all matched played
4. Most goals scored (maximum of 4 goals per match)
5. Most shutouts
6. If still tied - Penalty kicks between the two teams.

## **Semi-final or Final Matches**

1. Any semi-final match or championship match that is tied at the end of regulation play will go into sudden death (golden goal) overtime. The sudden death (golden goal) overtime period for U9-U12 will consist of two 5-minute halves. During half time, the teams will switch ends of the field and resume play. The first legal goal to be scored during the sudden death overtime will be the winning goal. U13 and older age groups will play two 10-minute halves. If at the end of the golden goal overtimes the game is still tied, the game will go to penalty kicks under the FIFA Laws of the Game.

## **K. Protests**

A protest, which may only be filed by the coach or team manager, must be submitted in writing within one (1) hour after the completion of the match in question. The protest fee is \$450 cash. The protest must be filed with the Tournament Director or designated tournament official. No protest will be upheld or allowed if and when the dispute involves the judgment of the referee. If the protest is upheld, the protest fee is refunded.

Updated by S. Meyer 06/23/2011