



2017 SISA Tournament Rules

All matches will be played in accordance with the FIFA Laws of the Game. Rules and/or interpretations provided by NCYSA for youth matches are in the following items, which will further interpret these rules for purpose of this tournament.

1. Eligibility

All teams and individual players must meet all tournament rules and the NCYSA rules for registration. Failure to meet any of these registration rules will render a team and/or individual players ineligible to participate in the tournament:

- Teams must be registered through NCYSA.
- Player must be registered through the same club or league.
- Player must be listed on a match roster.
- A player may only play for one team in this tournament.

2. Player/Team Format

- U6 5 v 5
- U8 6 v 6
- U10 7 v 7
- U12 9 v 9
- U14 11 v 11
- HS 11v 11

All teams will play a minimum of 2 games, with some age groups having championship matches on Sunday. The majority of the tournament games will be played on Saturday or Sunday May 6-May 7. Due to a few scheduling conflicts, there will be some games played the evenings of Wednesday, May 3 – Friday, May 5. The tournament games will be held at Stumpy Creek, Mazeppa Park, and Lake Norman High School. The specific schedule will be provided on Monday, May 1, so pay attention to the field location for each game.

Teams were assigned based on random draw or competitive groupings where appropriate.

The tournament format will be as follows:

U6	2 groups of 4 teams. Each team will play the other 3 teams in their group. Team finishing first will advance to Championship match on Sunday; Team finishing second will advance to consolation match on Sunday.	All teams play a minimum of 3 games—FINAL on Sunday
U8G	2 groups of 3 teams. Each team will play the other 2 teams in their group. Team finishing first will advance to Championship match on Sunday; Team finishing second will advance to consolation match on Sunday.	All teams play a minimum of 2 games—FINAL on Sunday
U8B	3 groups of 3 teams. Each team will play a round-robin format within their group. Teams finishing first in their group will advance to Semi-Final match on Sunday. A fourth team will be selected to the Semi-Final based on standing among all second-place finishers. Tie-breaking rules will be used to determine team if necessary (please refer to the tie-break section of the rules). Winners of Semi-Final advance to the Championship match.	All teams play a minimum of 2 games—Semi-Final and FINAL on Sunday
U10G	1 group of 5 teams. Each team will play a round-robin format. Teams finishing first and second will advance to Championship match on Sunday; Teams finishing third and fourth will advance to consolation match on Sunday.	All teams play a minimum of 4 games—FINAL on Sunday
U10B	1 group of 3 teams. Each team will play a round-robin format within their group. Teams finishing first in their group will advance to Championship match on Sunday; Teams finishing second in their group will advance to consolation match on Sunday. 1 group of 4 teams. Each team will play a round-robin format within their group. Teams finishing first in their group will advance to Championship match on Sunday; Teams finishing second in their group will advance to consolation match on Sunday.	All teams play a minimum of 2 games—FINAL on Sunday
U12G	1 group of 2 teams. Each team will play 3 games. Champion decided by points earned in 3 games.	NO FINAL—3 games total
U12B	1 group of 5 teams. Each team will play a round-robin format. Teams finishing first and second will advance to Championship match on Sunday; Teams finishing third and fourth will advance to consolation match on Sunday.	All teams play a minimum of 4 games—FINAL on Sunday
U14	1 group of 4 teams. Each team will play all teams within the group. Teams finishing first and second will advance to Championship match on Sunday; Teams finishing third and fourth will advance to consolation match on Sunday.	All teams play a minimum of 4 games—FINAL on Sunday

HS	1 group of 3 teams. Each team will play a round-robin format within their group. Teams finishing first in their group will advance to Championship match on Sunday; Teams finishing second in their group will advance to consolation match on Sunday.	
	1 group of 4 teams. Each team will play a round-robin format within their group. Teams finishing first in their group will advance to Championship match on Sunday; Teams finishing second in their group will advance to consolation match on Sunday.	All teams play a minimum of 2 games—FINAL on Sunday

3. Player Equipment

- Shin guards must be worn at all times by all players.
- A player is not allowed to wear any jewelry (earrings, watches, necklaces etc.)
- Medical tags and bracelets must be taped to the body.
- In the case of similar or identical jerseys, the designated home team (the team listed first on the schedule) will change jerseys.
- Players wearing casts or protective equipment are allowed to play with the approval of the referee.

BALL SIZES

- Under 6 Size 3
- Under 8 Size 3
- Under 10 Size 4
- Under 12 Size 4
- Under 14 Size 5
- High School Size 5

4. Team Field Position

The referees will determine where each team's players, coaches and spectators will take position during the match. Spectators will sit in the stadium, stands or along field touchline between the 18 to midfield opposite of their team. All players/coaches will take a position on the opposite side of the field from spectators. All players/coaches and spectators must stay at least one yard behind the touchline when positioned on the field. Players/coaches are expected to stay in the general position of player/coach bench area.

5. Player, Coach and Spectator Behavior

All players, coaches and spectators are expected to conduct themselves in a manner consistent with the letter as well as the spirit of the Laws of the Game. The referees working the matches in the tournament are experienced and will apply the Laws as they interpret them in the flow of the matches. Player, coach or spectator dissent will not be tolerated and will be dealt with as necessary.

Players, coaches or spectators ejected from a match will be banned (out of sight and sound of the playing area) from the team's current and next scheduled match.

Player, coaches and spectators ejected from a match for fighting may be banned from the remainder of the tournament by the Tournament Director.

The Tournament Director reserves the right to ban any team from further competition if the behavior of the team's players, coaches or spectators creates an atmosphere where further competition cannot take place within the letter as well as the spirit of the Laws of the Game.

Each coach is responsible for the behavior of players, parents and spectators of their team.

6. Duration of Play and Small-Sided Rules

The duration of each match is indicated below as designated by SISA. Half-time intervals will be five (5) minutes based on the referee's discretion.

All Matches for the Spring Tournament

- U-6: 10 minute quarters—NO OFFSIDE; On Goal kicks opposing team must have all players behind the midfield line
- U-8: 10 minute quarters—NO OFFSIDE; On Goal kicks opposing team must have all players behind the midfield line
- U-10: 10 minute quarters—OFFSIDE RULE APPLIES
- U-12: 30 minute halves—OFFSIDE RULE APPLIES
- U-14: 35 minute halves—OFFSIDE RULE APPLIES
- HS: 40 minute halves—OFFSIDE RULE APPLIES

7. Substitutions

Substitutes are unlimited, but made only at the following times:

- Throw in by team in possession
- Goal kick by either team
- After a goal
- Half-time
- At the beginning of an overtime period
- After a player receives a caution (yellow card)
- For any injured players
- All substitutions, should take place from the halfway line and substitutes should not enter the field until the player they are replacing has reached the touchline.

8. Score Reporting

The winning team's coach will report the score to the site headquarters after each match. In the case of a tie, the first listed or home team will report the score. Referees will verify scores at the end of the day. Do not rely upon the referee to report your score since it is not their responsibility. If a game result is not reported within one hour of the game conclusion, a 0-0 tie will be recorded.

9. Tournament Point System

All group-play matches can end in a tie. At the conclusion of round robin and/or group play (including crossover matches), teams will be ranked in their playing group based on points earned from wins and ties only.

Teams will be awarded points during group play based on match results as follows:

- 3 Points for a WIN
- 1 Point for a TIE

- 0 Points for a LOSS

Additional points to be earned in case teams are tied at the end of the group round. These only apply to decide which teams advance to the next stage, and are not used to determine overall standings.

- 1 point per goal differential. (3 maximum for any game)
- 1 point for a shutout

Total points available per game = 7

10. Tie Breakers

Any situation in which two or more teams have the same number of points after the above, the tie will be broken by using the following criteria in the following order, one after the other as needed:

- Head to Head match results (if three or more teams are tied this level is skipped).
- Points earned during group play (using criteria above)
- Goal differential.
- Least goals allowed
- Most Shutouts
- If still tied a penalty kick will decide. Each Team takes 5 penalty kicks.

(The above procedures are taken one at a time until the tie is broken. If ties still exist among other teams, the process begins again with “step one”).

Semi Final Match Tie Breaking

If at the end of regulation play the match is still tied the match will go directly to FIFA penalty Kicks, The teams must select players from an equal number of players correspondingly.

Final Match Tie Breaking

If at the end of regulation play the match is still tied, a 5 minute sudden death overtime period will be played. If after 5 minutes of play with no score, another 5 minute sudden death period will follow. The game will end in the event of a score regardless of time remaining. If no goals are scored in either overtime period, FIFA penalty kicks will be used to determine the winner. If the match goes to FIFA penalty kicks, the teams must select players who are on the field of play at the end of the match to take kicks from the penalty mark. Small sided guidelines – penalty kicks for U8 (penalty mark distance 8 yards.) Small sided guidelines – penalty kicks for U11 – U12 (penalty mark distance 10 yards.)(FIFA Reduce to Equate rule applies.)

***** If game is still tied after 5th set of kicks, kicks will continue in the same order until one team has scored more goals in the same number of kicks. Each kick is taken by a different player and all eligible players must take a kick before any player can take a second kick. For questions, ask Tournament Director for clarification.**

11. Forfeits

A forfeit shall be awarded if a team is not present and prepared to play within ten (10) minutes of its scheduled match time. The score for a forfeited match will be 3-0. If a team forfeits but still have enough points to advance, they will be allowed to advance.

12. Protests

THERE WILL BE NO PROTEST!!

13. Inclement Weather or Other Uncontrollable Circumstances

Regardless of weather conditions teams are expected to arrive for their scheduled match, failure to do so will result in a forfeiture of the match. Only the Tournament Director can postpone the match. In the case of extreme weather the Tournament Director may cancel any or all matches. If severe weather were to occur after the beginning of play the center referee or Tournament Director, may reduce the length of the match or cancel the match altogether. Additionally, the Tournament Director may reduce the length of the match by as much as 50% because of weather or field conditions. Should a match in progress be terminated due to weather or field conditions, the match will be considered official if at least the first half of competition has been completed. The score at that time will stand. For other matches, rescheduling attempts will be made as fairly as possible, considering referee and field availability and normal progress of the competition. As a final solution, it may be necessary to employ other means to determine the outcome of the match in which case the match will be scored 1-0. In cases of extreme heat, the Tournament committee shall mandate a water break for all teams. If this 'water break' order is issued, all referees will be informed that this is an across the board break for all teams participating.

14. Final Interpretations and Decisions

The Tournament Director will make final interpretations of any and all tournament rules and/or tie breaking decisions.

15. Disclaimer

Neither the Tournament Committee nor SISA (including tournament sponsors) are responsible for any expense incurred by any team in the event the tournament is cancelled, postponed, or suspended in whole or in part or in the event the matches are discontinued or cancelled due to reasons beyond our control NOR WILL ANY REFUNDS BE ISSUED.

16. Team Contact

Each team must provide the mobile phone number of the coach and team manager, so that these individuals may be contacted if circumstances require it. Be sure the team contact is someone who can be reached at any time.