



## **2021 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 Girls 7v7
- U12 Coed 9 v 9
- U14 11 v 11
- HS 11v 11

This year's tournament will be played April 29 – May 2, with most teams playing on just Saturday and Sunday that weekend. All teams will play a minimum of 2 games, with some age groups having championship matches on Sunday. Due to scheduling conflicts, we will have games on Thursday, Friday, Saturday, and Sunday. The tournament games will be held at Stumpy Creek, and Mazeppa Park. For age groups not specifically mentioned, teams were assigned based on random draw or competitive groupings where appropriate. The U12 COED and High School age groups will be seeded into a 5-team tournament structure. Seeds were determined by results during the season, and only included the 4 games where opponents were new (games 5 and 6 were against teams played previously).

### ***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 will follow the following small-sided rules

- NO HEADING for U12 and under age groups. U14 and HS you can head the ball
- U6 / U8 / U10 on goal kicks the defending team is to move back to the halfway line.
- U-6: 10 minute quarters—NO OFFSIDE; On Goal kicks opposing team must have all players behind the midfield line ; all fouls result in INDIRECT KICKS
- U-8: 10 minute quarters—NO OFFSIDE; On Goal kicks opposing team must have all players behind the midfield line; all fouls result in INDIRECT KICKS
- U-10: 10 minute quarters—OFFSIDE RULE APPLIES; all fouls follow FIFA
- U-12G: 25 minute halves—OFFSIDE RULE APPLIES; all fouls follow FIFA
- U-12: 30 minute halves—OFFSIDE RULE APPLIES; all fouls follow FIFA
- U-14: 35 minute halves—OFFSIDE RULE APPLIES; all fouls follow FIFA
- HS: 40 minute halves—OFFSIDE RULE APPLIES ; all fouls follow FIFA

### **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.

**\*\*\*ALL PLAYERS MUST PLAY AT LEAST 50% of EACH GAME!!!**

### **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. Please send your scores to [eric.robinson@sisasoccer.com](mailto:eric.robinson@sisasoccer.com).

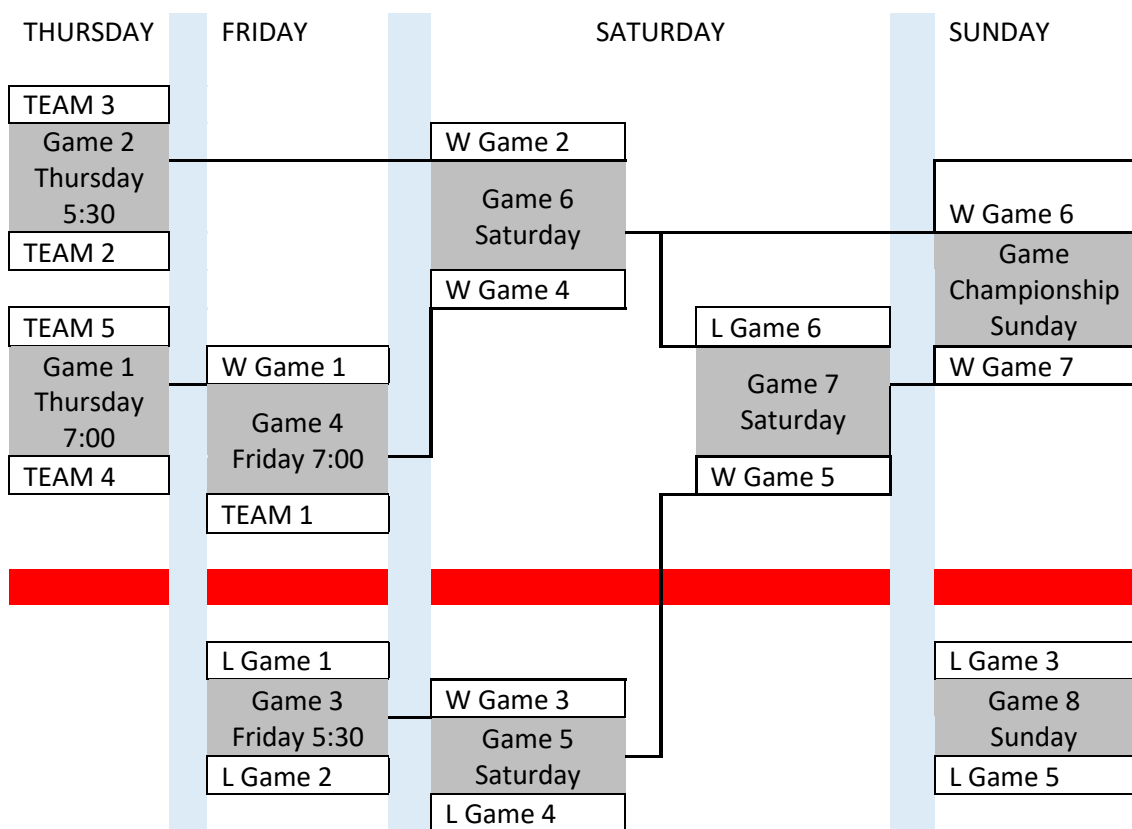
### **9. Formats**

The following formats will be used for the various age groups. Please note we will not have championship matches for certain age groups.

Age Group	Number of teams	Format
U6	6	2 brackets of three, with teams playing 2 games in bracket. Top two in each bracket play in semi-finals to determine teams advancing to the final.
U8 Coed	4	1 bracket, each team playing 3 round-robin games. Top two teams play in Championship match.

U8 GIRLS	4	1 bracket, each team playing 3 round-robin games. Top two teams play in Championship match.
U10 Coed	6	2 brackets of three, with teams playing 2 games in bracket. Top two in each bracket play in semi-finals to determine teams advancing to the final.
U10 Girls	3	1 bracket, each team will play other two teams once. Top two teams play championship match
U12 Coed	5	1 bracket with teams seeded based on 4 head-to-head matchups from the regular season. See below for the full format.
U14 COED	3	1 bracket, each team will play other two teams once. Top two teams play championship match
High School	5	1 bracket with teams seeded based on 4 head-to-head matchups from the regular season. See below for the full format.

### ***5-TEAM BRACKET FORMAT (U12 and HIGH SCHOOL ONLY)***



***\*All games must have a winner declared, so all games will go to penalty kick if matches end in a tie. Please see the penalty kick rules below for semi-finals tie-breaking procedures.***

### ***10. 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

### ***11. 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. Please note, **running up the score will not be tolerated.** We will penalize teams for having goal differentials in any game greater than 6 by deducting points earned. The tiebreak system below is designed to prevent scores getting excessive, still allowing teams to score, and are designed to try limiting goal differentials from exceeding 4-5 per game.

- Head to Head match results (if three or more teams are tied this level is skipped).
- Least goals allowed for the tournament
- Goal differential for the tournament (total for all matches, and cumulative maximum is 10 goals.)
- Most Shutouts for the tournament
- Most Goals Scored (max of 10) for the tournament
- If still tied and only 2 teams remain a penalty kick will decide. The teams must select players from an equal number of players correspondingly. Follow the procedures for penalty kicks listed in the Final Match tiebreaking section.
- If 3 or more teams are still tied, random draw will determine team to advance

**(The above procedures are taken one at a time until the tie is broken and there is a clear winner.)**

### ***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. 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 – For u6 and U8, the penalty spot is 2 feet outside the goal box. Small sided guidelines – penalty kicks for U10 – U12 (penalty mark distance 10 yards.)

### ***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.)

**\*\*\* 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 (i.e., sudden death). 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.**

### ***12. 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.

### ***13. Protests***

**THERE WILL BE NO PROTEST!!**

### ***14. 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.

### ***15. Final Interpretations and Decisions***

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

### ***16. 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.**

**17. 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.