

**South Central Premier Kick Off Classic**  
**Tournament Rules**

All of the Tournament Games will be played in accordance with the Laws of the Game as issued by FIFA unless modified herein. The following statements (Rules) supplement the Laws of the Game.

**RULE I ELIGIBILITY**

All players must play in the year of their age group classification or in a later year. Proof of birth date will be by USYSA or Certified State Association player passes for the U-11, U12, U13 and U-14 divisions. Proof of birth date will be by USYSA or Certified State Association rosters for the U-9 and U-10 divisions. No player is allowed to be registered with more than one team or to transfer from one team to another during the tournament. All teams and players must be properly registered and affiliated with their State or National Soccer Association.

**RULE II ROSTERS AND PLAYER PASSES**

Rosters and passes shall be submitted prior to the tournament. Rosters and passes will be held by Tournament Officials. Rosters must properly identify team coach(es) and/or managers. There will be no roster changes once a team has played its first game. If an ineligible player is used, that team shall automatically forfeit all games in which the player is used and be subject to disqualification from the tournament. Up to three (3) guest players will be allowed for U-11 through U-14 divisions. No guest players will be allowed for U-9 and U-10 divisions.

**RULE III NUMBER OF PLAYERS**

The U9 and U10 divisions will play 7v7 and may roster a maximum of 14 players. The U11 and U12 divisions will play 9 v 9 and may roster a maximum of 18 players. The U13 and U14 divisions will play 11v11 and may roster a maximum of 22 players. An 11 v 11 game may not be started with fewer than 7 properly uniformed players on each team. After the game is started, it may not continue with fewer than 7 players. In the event that a team cannot produce 7 players or is reduced to less than 7 players after commencement of the game, it shall forfeit the game. A team shall have a five minute leeway from the scheduled starting time to field a team before a forfeit is declared. Forfeit score will be 3-0. The same rules apply for the 9 v 9 and 7 v 7 games, with the minimum of 5 players.

**RULE IV SUBSTITUTIONS**

Substitutions will be unlimited at the referee's discretion during any stoppage of the game and must report to midfield to be called on.

**RULE V CONDUCT**

Players, coaches, managers, and team supporters are expected to conduct themselves within the Spirit of the Law as well as the Letter of the Law. Displays of temper, dissent by word or action against an opponent or game official are cause for ejection from the game.

## **RULE VI     PLAYER EJECTION AND CAUTION**

Should a player be ejected from a game by the referee, the player shall be suspended for the remainder of the game and for at least the next game his/her team is scheduled to play. Referees will report all ejections. Gross misconduct may result in a larger suspension. Any player ejected for a second time shall be suspended for the remainder of the tournament. Please note: two cautions in the same game are the equivalent of an ejection.

## **RULE VII    POSITION OF PLAYERS/SPECTATORS**

Each team's players and spectators will take positions on opposite sides of the field from each other and will be asked to remain a minimum of three yards away from the touch line. Spectators or players will not be permitted behind the goal line while the game is in progress.

## **RULE VIII   FORFEITS**

A team will be allowed a five-minute grace period from the scheduled kick-off time (except for semi-finals and finals - see RULE IX) to field a team before the game is awarded to the opponent. A minimum of 7 players constitutes a team for an 11v11 game; a minimum of 5 players constitutes a team for a 7v7 or 9v9 game. Only if there are less than the minimum number of players can a delay in kick-off be allowed. Forfeit score shall be 3-0.

## **RULE IX     PLAYER UNIFORMS AND EQUIPMENT**

Teams must wear numbers on the backs of their shirts. Each player will have a different number and this number will coincide with the player's name as shown on the roster. In the event of a team's colors clashing, the home team shall change colors- the home team being the team listed first in the schedule. All player equipment is subject to the approval of the referee for each game. The Tournament will supply all game balls.

## **RULE X      PROTESTS**

There will be no protests. The Rules and Regulations Committee of the Tournament will act on rule violations as needed.

Three uniformed referees will be assigned for all games in all divisions except U9 and U10 divisions. The three person system of control will be used. The referee is the sole arbitrator of the competition. His/her duties and powers are specific. Decisions on point of fact connected with ball play shall be final, so far as the result of any game is concerned.

## **RULE XI     WEATHER**

In the event of inclement weather, the Tournament Committee shall have absolute authority to make changes as follows:

1. Relocate/Reschedule any game.
2. Change the duration of any game.
3. Cancel any preliminary game having no bearing on the outcome of the preliminary round. Should a game in progress be terminated due to weather or interference, if 20 minutes have been played, the game will be considered official. The score at termination shall stand.
4. Move semi-final and/or final rounds to Monday

## **RULE XII    BALL SIZE/GAME DURATION**

The U13 and U14 age divisions will use a size 5 ball. All other age divisions shall use a size 4 ball.

All tournament games shall consist of two 25 minute halves.

### **RULE XIII DETERMINATION OF STANDINGS**

In the qualifying rounds, three points will be awarded for a win, and one point for a tie. No overtime will be played. In the event of a tie in the point standings, the following priority shall be used to break the tie:

1. Most wins
2. Head to Head (except in the event of a three way tie)
3. Fewest goals allowed
4. Accumulative goal differential- plus or minus 5 per game maximum
5. FIFA penalty kicks

### **RULE XIV TIES**

In preliminary rounds, ties will not be broken. In the playoffs, ties will be broken as follows:

For all playoff matches where a winner must be determined, if any of these games should end in a tie, two 10 minute sudden death overtime periods shall be played to determine a winner. If the game remains tied at the conclusion of the overtime periods, FIFA penalty kicks will be taken to determine the winner.

If such kicks are to be taken, only the players on the field when the second overtime period ends are eligible to take the kicks. These players shall stay on the field when the overtime ends, and substitutes shall remain on the touchline. The referee shall choose the goal at which the kicks will be taken. He/she will toss a coin and the team winning the toss shall kick first. Both teams shall take 5 kicks. Kicks shall be taken alternately. If after both teams have taken 5 kicks, both have scored the same number of goals, the kicks shall continue from among the remaining eligible players. Teams shall take one kick each until one team has a one goal lead after an equal number of kicks. No player may kick a second time until all eligible players on his team (including the goalkeeper) have taken a kick. No players may be substituted during the taking of these kicks, except in the case of a goalkeeper injured during the taking of the kicks.

### **RULE XV ALCOHOLIC BEVERAGES**

No alcoholic beverages will be permitted on [the](#) fields, sidelines, or parking lots. Violators will be asked to leave by the Field Directors or Police.

### **RULE XVI DOGS**

No dogs will be permitted on the fields or sidelines. Violators will be asked to leave by the Field Directors, Referees or Police. Play will be suspended with the clock running while the animals are removed from the field sideline.