



## Hub City Soccer Club Winter Invitational

### **Tournament Rules**

#### **LAW 1** - THE PITCH

- Length greater than width
- Penalty spot – 7 yards from the goal line
- Designated team areas for coaches and substitutes only
- Spectators are located on the opposite side from the bench areas

#### **LAW 2** - THE BALL

- Regulation Age Group Appropriate Outdoor Soccer Ball

#### **LAW 3** - THE NUMBER OF PLAYERS

- Players may be rostered on one team only
- Maximum number of players to start a game is 5 (one of whom is a goalkeeper)
- Minimum number of players to start and finish a match is 3 (one of whom is a goalkeeper)
- Substitution Limit: None
  - Substitution Method - "Flying Substitution". All players but the goalkeeper enter and leave at the halfway line. Goalkeeper substitutions can only be made when the ball is out of play and with referee's consent. Improper substitution shall result in a caution for the player not complying with the law, and the restart is an Indirect Free Kick (IDFK) from spot of improper substitution

#### **LAW 4** - THE PLAYER'S EQUIPMENT

- Standard Required Equipment:
  - Numbered shirts or jersey
  - Socks
  - Protective shin guards covered by socks
  - Goalkeepers will wear a jersey to distinguish themselves from the other players (no number required)
  - No jewelry
  - Surface Appropriate Footwear
  - Home team will change jersey colors in the case of a conflict

#### **LAW 5** - THE REFEREE

- Primary Referee shall be positioned opposite the team benches
- Two Referees shall be used in U15 and older games

#### **LAW 6** - TIMEKEEPER

- There will be one master clock for all fields
- With running clock, the end of a half or the game will be a horn or other sound. May be referee's whistle

**LAW 7** - DURATION OF THE MATCH

- Duration - Two equal halves of 18 minutes
- Running clock, no time outs. A half shall be extended for the taking of a penalty kick
- Halftime – Two-minute half time interval

**LAW 8** - THE START AND RESTART OF PLAY

- Kick-off - Ball deemed in play once it has been touched and moved. The kicker shall not touch ball again before being touched by another player. Goal may NOT be scored directly from a kickoff
- The visiting team shall kick off in the first half. The home team shall kick off in the second half

**LAW 9** - THE BALL IN AND OUT OF PLAY

- Ball out of play –
  - When the ball has wholly crossed the goal line or touchline
  - When game is stopped by a referee
  - When the ball hits the ceiling, a light fixture, support beam, etc, an indirect free kick shall be given to the opposing team at the point directly below where the contact was made. If inside the penalty area, the kick shall be moved outside the penalty area

**LAW 10** - THE METHOD OF SCORING

- When the whole ball has passed over the goal line, between the goal posts, under the crossbar and provided there is no infringement of the laws committed by the team scoring the goal
- The team with the greatest number of goals is the winner of match and equal goals results in a draw

**LAW 11** - OFFSIDE

- There is no offside offense

**LAW 12** - FOULS AND MISCONDUCT

- An indirect free kick is awarded when a player intentionally commits any of the following offenses (penalty kick shall be awarded when infringement takes place in penalty area)
  - kicking or attempting to kick an opponent
  - tripping or attempting to trip an opponent
  - jumping at an opponent
  - charging an opponent
  - striking or attempting to strike an opponent
  - spitting at an opponent
  - holding an opponent
  - pushing an opponent
  - handling the ball (except goalkeeper in his/her penalty area)
- Indirect free kick (IFK) when any of the following offences are committed
  - dangerous play
  - impeding
  - sliding at an opponent (except a goalkeeper inside his/her own penalty area while making a save)
  - preventing the goalkeeper from releasing the ball
  - goalkeeper picks up or touches the ball with his hands after a pass from a teammate
  - goalkeeper picks up or touches the ball with his hands after a kick-in from a teammate
  - goalkeeper controls the ball with any part of body for more than 4 seconds (not including a goalkeeper who has the ball at his/her foot during open play)
- Players shall be cautioned (shown a yellow card) for infractions as outlined in the Laws of the game
- Players shall be sent off (shown a red card) for infractions as outlined in the Laws of the game

- Rules of expulsion
  - players or coaching staff members sent off may not return for the duration of the match, and may not participate in the next match for that team
  - the team of any player sent off will play short for the duration of that match
  
- Accumulated Fouls
  - Accumulated Fouls refer to the fouls noted in Law 12, under bullet point 1 (Penalty Kick Fouls)
  - Once a team has accumulated 5 fouls in any one half, starting with the 6<sup>th</sup> foul (and for any and all subsequent fouls), a penalty kick shall be awarded to the opposing team

#### **LAW 13** - THE FREE KICK

- Indirect free kicks (IFK) shall be awarded for any of the IDFK infringements or any other undefined stoppage. Team cannot score directly from an IDFK
  - Opponents must be at minimum 2 yards/6 feet away until ball is in play
  - Kick must be taken with 4 seconds and ball is in play when it has been kicked and moved
  - Kicker cannot play the ball again until it has been touched by another player

#### **LAW 14** - THE PENALTY KICK

- To be taken from the penalty mark (7 yards from the goal line) by a properly identified kicker
- The kicker must shoot at goal with the intention of scoring
- All players (other than the goalkeeper) must be outside the penalty area and behind the ball
- The kicker shall not play the ball a second time until the ball has been touched by another player

#### **LAW 15** - THE KICK-IN

- To be taken in place of the throw-in
- The ball is placed on the touchline before kicking
- The kick-in must be taken within 4 seconds
- The player taking the kick-in cannot play the ball a second time until the ball has been touched by another player
- Players from opposing team must be at least 2 yards/6 feet from point of kick-in
- A goal may NOT be scored directly from a kick-in

#### **LAW 16** - THE GOAL CLEARANCE

- To be taken in place of goal kick
- Taken from inside the penalty area, the goalkeeper throws the ball into play
- The ball is not in play until it has passed outside of the penalty area
- The goal clearance must be taken within 4 seconds
- U14 and below - The Goal Clearance must touch the ground outside the penalty area of goalkeeper's own side of field or another player before passing over the half line. Violation will result in an indirect free kick from the point the ball crossed the half line
- U15 and above - The Goal Clearance has no limitations. May be thrown over the half line with no violation.
- The goalkeeper cannot score directly from a Goal Clearance

#### **LAW 17** - THE CORNER KICK

- Ball is placed on the corner
- Must be taken with 4 seconds, failure to do so results in an indirect free kick to the opposing team from the corner
- The kicker cannot play the ball a second time until the ball has been played by another player
- Players of the opposing team must be at least 2 yards/6 feet from the corner
- A goal can be scored directly from a corner kick

## ADDITIONAL

### GOALKEEPER (RUN OF PLAY)

- May handle ball in goal area
- May not handle the ball from a kick in or a ball intentionally played to the keeper from the foot of a teammate
- Keeper has 4 seconds to release ball into play
- During the run of play, a goalkeeper may throw the ball out, or may drop the ball to his/her feet and play it out with the foot. But, a goalkeeper may not punt the ball. A goal may not be scored directly from the goalkeeper's hands

### HEADING THE BALL

- Intentional Heading of the ball **is NOT allowed** in the U9/U10/U11 age divisions
- Intentional Heading of the ball **is allowed** in the U12 and older age divisions

### CONCUSSION PROTOCOL

- This event will follow the US Soccer recommended concussion protocol. During a match, if a player suffers a significant blow to the head and/or there are any concussion symptoms exhibited by a player, the game will be stopped, and the player must be removed from the field. The player cannot return to the game unless cleared by a health care professional. If no health care professional is present at the game, the player may not re-enter the game. If any coach or parent tried to permit such player to return to play without proper evaluation, the game will be stopped immediately, and the player will be asked to leave the field and be substituted.

### BUILD OUT LINE

- In the U9/U10 age divisions, a "build-out" line will be used. The build out line will be the halfway line. When the goalkeeper has possession of the ball, whether from a save or on a goal clearance, all the opposing players must retreat to behind the build out line.

### GOLDEN GOAL OVERTIME (playoff games, quarter, semi's, and finals)

- Each team will begin overtime with 5 players
- Kick off decided by coin toss
- First team to score wins
- If no goal scored after 2 minutes of play each team will remove a player (4 v 4)
- If no goal scored after 4 minutes of play each team will remove another player (3 v 3)
- If no goal scored after 6 minutes of play, the match will go to a penalty kick shootout

### PENALTY KICK SHOOT-OUT (only after overtime in advancement games)

- Main referee decides goal to be used
- Coin toss to decide order
- 3 kicks taken by 3 different players selected among eligible players with names given to main referee. (eligible players are all players listed on roster)
- After 3 kicks, if still tied additional kicks will be taken by the remaining eligible players on a sudden death basis. All eligible players must kick (unless injured) before a player may take a second kick (applying the theory of reduce to equate)
- Any eligible player may change places with goalkeeper
- Players will remain on opposite half of pitch

## STANDINGS AND TIE BREAKERS

- Team advancement from a bracket will be determined by the following point system:
  - WIN** – 3 Points
  - LOSS** – 0 Points
  - TIE** – 1 Point
  - RED CARDS** – 1 Point deducted for each red card or send off (includes players and coaching staff)
- Maximum points per game are 3. A team that receives a forfeit or bye will receive 3 points for that scheduled game. A team that forfeits a game by not showing up will not be allowed to advance to the championship rounds
- No overtime will be played during group competition/pool play
- In a division where teams play an unequal number of games, the team (or teams) that play the additional game will have one game result that will not count towards the standings or tournament advancement (including tie breakers). This game result will be selected by random draw (after all pool play games are completed) with the affected team coach/representative present

## TIE BREAKING PROCEDURES

- Within a division or bracket, if after the completion of the preliminary rounds, **two** teams are tied in points, the following procedure will be used sequentially to determine which team advances to the playoff round:
  - Winner of head to head competition
  - Fewest goals allowed
  - Best goal differential (goals for minus goals against; max of 4 goals per game)
  - Kicks from the penalty spot as per procedures listed in these rules
- If **3 (or more)** teams within a division or bracket are tied in points after completion of the preliminary rounds, the following procedure will be used sequentially until one team is eliminated, at which time the process will start again at #1 with the remaining teams until two teams are left, at which time the tie breaker will revert to the above noted procedure for **two** teams:
  - Fewest goals allowed
  - Best goal differential (goals for minus goals against; max of 4 goals per game)

**The Tournament Director/Tournament Committee reserves the right to make modifications or decisions regarding these playing rules as needed. Those decisions will be considered final.**