

2019 Fall Kick Off Challenge  
RULES OF PLAY

With the exception of rules listed here, the rules of US Youth Soccer and FIFA “Laws of the Game” shall govern this tournament.

**ELIGIBILITY**

**Age:** The age groups for this tournament shall be in accordance with the US Youth Soccer age groups for the current seasonal year. Divisions for single age years will be implemented provided that there are sufficient registrations to do so.

**Registration:** All players must be currently registered with their respective US Youth Soccer State Association or other approved association. All US Youth Soccer Affiliated member teams from outside the State of Kansas must have an approved “Application for Travel” form.

**Team Rosters:**

|            |           |   |
|------------|-----------|---|
| U8         | (7 v 7)   | 14 players                                    |
| U9 & U10   | (7 v 7)   | 14 players                                    |
| U11 & U12  | (9 v 9)   | 18 players                                    |
| U13 to U19 | (11 v 11) | 22 players (18 eligible to play in each game) |

1. A player may play for only one team in the tournament.
2. Any team with more than 18 players will be required to submit a game roster identifying the eligible players for each individual game.
3. A maximum of five (5) guest players will be allowed.
4. A certified state roster must be submitted to the Tournament prior to the opening game of the tournament.
5. Approved Guest Player Forms must accompany the roster for all guest players.
6. No changes to the roster will be permitted once play has been initiated in the first game.

**Proof of Age:** All players and coaches must have current ID cards. The card must contain a current photo of the coach or player, and must be laminated. Teams are allowed a maximum of five coaches. If teams fail to present their passes prior to the game, the game will be started, however, if the team cannot present their passes by half time, the game will be declared a forfeit and terminated at that time. All teams must have a representative who is carded present throughout all games. Coaches who are carded through that club are eligible to coach, but must present their coaches pass in order to do. Failure to have a carded coach or administrator present through the duration of the game will result in a forfeit against the team.

**Recreational Brackets:** No premier/competitive teams may play in the recreational bracket. No premier/competitive players may be guest players on teams playing in recreational divisions.

**CREDENTIALS / TEAM CHECK-IN**

1. All teams must have official certified rosters and ID cards issued by an organizational member of the US Soccer Federation (e.g. State Association, US Club, AYSO, USSSA, etc.) along with medical release forms approved by the Tournament staff at the team check-in, which will be held on the evening prior to the beginning of the tournament.
2. All teams must complete the tournament check-in procedures prior to the first game. Laminated cards (with stickers attached) must be presented for all players and coaches to one of the game officials before each game. A team representative is responsible for ensuring that the team cards are reclaimed at the end of each game.

## DURATION OF THE GAME

The length of games for each age group shall be as follows:

### **Preliminary Games:**

|             |                      |
|-------------|----------------------|
| U10 & Below | Two 25-minute halves |
| U11-12      | Two 25-minute halves |
| U13-14      | Two 30-minute halves |
| U15-16      | Two 35-minute halves |
| U17 -19     | Two 35-minute halves |

Halftime periods shall be a maximum of five (5) minutes.

**Finals:** As listed above.

**Overtime Rules.** A tie in a preliminary game will be considered a complete game. In the event of a tie in a final game, penalty kicks (as defined in FIFA "Laws of the Game") will be used to determine a winner.

**IMPORTANT:** The game clock will not be stopped because of injury to any player unless, at the discretion of the referee, the injured player must be removed from the field by medical personnel. In case of extremely hot, humid conditions, water breaks may be designated by the referee. Due to the time allowed for the completion of all games, the clock will run continuously.

**Inclement Weather/Unplayable Field Conditions.** In the event unusual conditions necessitate rescheduling, curtailment, or cancellation of games, the Tournament Director shall have absolute authority to make these changes to best serve the interest of the tournament.

It is possible that weather conditions may lead to stoppages in play. In the event that weather or other events outside the control of the tournament officials causes delays, the following procedures will be used to ensure the least amount of disruption to the teams and tournament schedule:

1. If the delay occurs while the game is in progress, and the game cannot be restarted before the start of the next scheduled game, then the score of that game will be considered final. This is regardless of the length of time that the game had been played.
2. If conditions prevent a game from being played at all, the game will be listed as a 1-1 tie, and both teams will be awarded one point.
3. If a game can be started during its scheduled time, referees will be instructed to ensure that the following game starts on time. The game will be shortened accordingly even if this means that the two halves may be of different lengths
4. If a game can be restarted during its scheduled period, it will also be shortened to ensure that the next game starts on time.

In the event that final games are canceled, the division winner will be determined in accordance with the tiebreaker rule, points 1-5. If still tied, co-champions will be declared.

## SPECIAL UNDER-10 AND YOUNGER RULES

1. All U-10 and younger teams will play 7 v 7 with a sized 4 ball.
2. Age-appropriate fields will be used.
3. The maximum number of players on the field at any one time shall be seven (7), one of who shall be a goalkeeper. Minimum number of players on the field is four (4), one of whom shall be a goalkeeper.
4. FIFA laws of the game will be applied, including the enforcement of offside.
5. Intentional heading of the ball is not allowed. An indirect free kick will be awarded from the point of the infraction. If the deliberate header occurs within the goal area, the indirect free kick should be taken on the goal line parallel to the goal line at the nearest point to where the infringement occurred.

### SPECIAL UNDER-12 AND YOUNGER RULES

1. U-11 & U-12 teams will play 9 v 9 with a sized 4 ball.
2. Age-appropriate fields will be used.
3. The maximum number of players on the field at any one time is eight (9), one of who shall be a goalkeeper. Minimum number of players on the field is five (5), one of whom shall be a goalkeeper.
4. FIFA laws of the game will be applied, including the enforcement of offside.
5. Intentional heading of the ball is not allowed in U-11 games. An indirect free kick will be awarded from the point of the infraction. If the deliberate header occurs within the goal area, the indirect free kick should be taken on the goal line parallel to the goal line at the nearest point to where the infringement occurred.

**REFEREES** All divisions will use a three-person referee system. The Tournament Committee shall have the right to allow a club linesperson from a team if necessary.

### EQUIPMENT/UNIFORMS

1. Each team's jersey must be all the same color, and they must be numbered (no duplicate numbers).
2. The home team is responsible for changing jerseys in case of color duplication. The home team is the first team listed in the schedule.
3. Shin-guards are required for all players.
4. Players are allowed to wear approved headgear as long as the referee does not have reason to believe it is dangerous to the player or other players.
5. Casts must be completely covered with at least two (2) inches of foam padding and totally wrapped with an elastic bandage. The referee will be responsible for determining that the cast is not a danger to any other players.
6. In the interest of safety, any player sustaining an open wound **MUST** be removed from the field of play immediately. The player may be substituted at this time. Such players are not allowed to return to the field until any wounds are treated, bandaged, and all blood is removed from their uniforms.

### SUBSTITUTIONS

Except as noted, substitutions shall be "unlimited". The team in possession may substitute at any time after any dead ball situation (corner kicks, free-kicks, throw-ins etc). However, teams not in possession of the ball can only substitute after these situations provided that the team in possession is also substituting. Free substituting is allowed for both teams after goals, goal kicks and at half time.

The substitutes must be at the centerline ready to enter before the referee will allow the substitution to take place.

The referee has the authority not to allow the substitution if he/she believes that the procedure will stop the flow of the game or is being used as tactical time wasting ploy.

### SCORING

In the preliminary rounds, points will be awarded as follows:

- 3 points for a win
- 1 point for a tie
- 0 points for a loss

**Tie Breakers.** In the event of a tie in points in the preliminary round standings, the following procedures will be used to determine the group winners:

1. Winner of most games.
2. Winner of head-to-head competition.
3. Goal spread (goals scored minus goals against) with a maximum differential of four (4) goals per game.
4. Team with the most defensive shutouts.
5. Fewest goals allowed.
6. Penalty kicks.

The group winners will advance to the final rounds in all age divisions with six (6) or more teams.

**Byes.** If there is a “bye” in a bracket, teams will be awarded a 4-0 win (3 points).

#### FORFEITS

1. A forfeit will be declared if a team fails to report at game time with at least the minimum number of rostered players. For 11 v 11 games at least five (7) players shall be required to start the game. For 7 v 7 games at least five (4) players shall be required to start the game. For 9 v 9 games at least five (5) players shall be required to start the game.
2. The Tournament Committee reserves the right to delay the start of a game in extenuating circumstances. Any team that leaves the field of play before the conclusion of the game will forfeit the game and is subject to disqualification in the tournament at the discretion of the Tournament Committee.
3. When the situation warrants, the Tournament Committee can declare a double forfeit to both teams with no points scored for the game. This could be done in the case of unsportsmanlike behavior by both teams, etc.
4. A team that forfeits a game will be assessed a 0-4 loss to the other team with full points awarded.

#### PROTESTS

1. Protests will be accepted only in the case of a suspected violation regarding illegal teams or players. Judgment calls, including player or team official cautions and/or ejections, may not be protested. Only those teams involved are permitted to protest a game result, and the protests must be filed by one of the involved team officials (coach or listed team contact).
2. All protests must be filed with the Tournament Director in writing within thirty (30) minutes of the completion of the game.
3. The Tournament Director shall appoint a three (3) person Tournament rules and protest committee who will be authorized to act on the behalf of the full committee in the interpretation of the rules and regulations of the tournament, and their decision will be final. The decision of the Tournament rules and protest committee may not be appealed to a higher authority.

#### PLAYER and/or TEAM OFFICIAL SUSPENSIONS

1. A player or team official who is ejected from a game will be suspended for the next tournament game for that team. An individual may receive more than a one-game suspension. Two game suspensions may be handed down in cases involving violent conduct or racial abuse. Multiple game suspensions may be given at the discretion of the tournament committee. No substitution will be permitted for an ejected player.
2. If a coach or team official is ejected from a game, from the point of ejection until the period of suspension is satisfied, the suspended individual must remain out of sight or sound of the playing field. The “sight and sound” rule may be invoked in the case of an ejected player, at the discretion of the referee or the Tournament Committee. At minimum, an ejected player must leave the player/bench area of the field and must remain silent for the duration of the game.
3. The referees may suspend play when necessary due to spectator interference until the individual(s) creating the disturbance leaves the playing area (minimum of 100 yards from the field). Said individual(s) shall remain silent for the duration of the game. Failure to observe this rule may result in forfeiture of the game as well as further disciplinary action.

#### REFUND POLICY

In the event that the tournament is cancelled with no games played, all teams will receive a refund of the registration fee less \$75. In the event that any team does not play three games, they will receive one third of the registration fee for each game lost minus the \$75 administrative fee.

#### MATTERS NOT PROVIDED FOR

The Tournament rules and protest committee shall determine any matter not provided for in the tournament rules. In addition, the Tournament rules and protest committee may amend the tournament rules when, in its judgment, the amendment will be beneficial to the conduct of the tournament. The decision of the Tournament rules and protest committee shall be final.