

Regulations

1. DISCIPLINE

- a. Any player, manager or coach, ejected from a league game must leave the soccer arena or face further disciplinary action. The match will not continue until the player/coach has vacated the arena.
- b. Players: A Red Card Ejection will result in a one game suspension.
- c. Any player or coach receiving a second red card during the tournament will be suspended for the remainder of the tournament including any games to be played at TOYOTA PARK.

2. FORFEITURES

- a. A. There is a 5 minute grace period. Teams must show up for time scheduled.
- b. Any team which fails to show up for a scheduled game forfeits the match. Forfeits are recorded as a 5-0 game.

3. TOURNAMENT STANDINGS & PLAYOFFS

- a. Standings will be determined by points: 3 points for a win, 1 point for a tie, and no points for a loss.
- b. A tie in points will be broken by 1) Head to head competition, 2) Goal Differential, 3) Fewest Goals Against, 4) Most Goals for 5) Coin Toss
- c. ***Maximum Goal Difference per game is 5 Goals ***
- d. Championship games for groups of 4 will be 1st place vs. 2nd place. In groups of 6 the group winners qualify.

4. TOURNAMENT PLAYER ROSTER

- a. A player can only register with one team in a division.
- b. Maximum number of players per team is 18 for U-13/U-14, 16 for U-11/U-12 and 14 for U-8 to U-10.
- c. All rosters must be handed in to a Regional Sports manager Representative prior to the first game. All rosters are frozen after the 1st game. These rosters would be the same for the Championship games at TOYOTA PARK.
- d. The use of an illegal player can result in a forfeit.
- e. Any player on the roster may participate in either games at the Regional Sports Center or TOYOTA PARK. Players may not be added to roster for the Championship games at TOYOTA PARK. Any team that does not submit a roster will be disqualified from the Tournament

5. INELIGIBLE PLAYERS

- a. Any player(s) that have received a red card or suspension.
- b. Any player(s) who are not on the roster.
- c. Any player(s) who is older than the league limit.

RULES OF THE GAME AT REGIONAL SPORTS CENTER

6. RULE 1 - THE FIELD: The dimensions of the field are approximately:

Metal MasterField - 212' x 98' Mark Mitchell Field 2 - 192' x 88' The goals are 7 feet high x 16 feet wide.

7. Rule 2 - Uniforms & Footwear:

- a. Every youth team must have matching shirts with different numbers for every player.
- b. The goalkeeper must have a different color numbered jersey than either team. This measure will be strictly enforced.
- c. The use of outdoor cleats is prohibited on all of our field turf fields. Only flat soled shoes or other shoes designed for artificial surfaces such as turf shoes, are permitted.

8. RULE 3 - THE BALL:

- a. (Regional Sports Center will provide a game ball) U-8 to U-12, will use a size 4 ball. All others will use a size 5 ball.

9. RULE 4 - NUMBER OF PLAYERS:

- a. For all U12, U11, U10, U9 division there will be 6 field players and one goalkeeper.

10. RULE 6 – SUBSTITUTIONS:

- a. During the game unlimited "on the fly" substitutions for either team are permitted at any time for field players and the goalkeeper provided that two conditions are satisfied:
- b. The player(s) leaving the field must be within the perforated line at the player's own bench area, or off the field in the bench area, before substitution is made.
- c. Neither players entering the field or players departing the field may participate in play when they are simultaneously on the field. An illegal substitution can be penalized by a two minute penalty and a free kick from the location of the ball when play was stopped. If the violation concerns only the first condition the referee may decide only to give a verbal warning. ****Jumping of the boards will result in a two minute penalty.****

11. RULE 7 - RUNNING TIME & INJURED PLAYERS:

- a. A player attended to on the field is not required to leave the field. The referee should only stop the play when the team of the injured player has the ball or if the injury seems serious. **It is running time except for serious injury.**
- b. **Bleeding Rule:** If a player is bleeding, that player must leave the field and receive treatment before re-entering the match.

12. RULE 8 - FREE KICKS:

- a. All free kicks have to be taken within five seconds. If this doesn't occur the referee can award the ball to the opposing team.
- b. *****All free kicks are direct kicks. EXCEPT: ALL KICKOFFS ARE INDIRECT *****
- c. Any foul other than those resulting in a penalty kick occurring in the box will be placed at the circle at the top of the semi-circle.

13. RULE 9 – ENCROACHMENT:

- a. All players must be 9 feet away from the ball on an opposing teams free kick. A team warning can result for the first offense and then a two minute penalty can exist for any further violations.

14. RULE 10 - LENGTH OF GAMES:

- a. All Tournament games will consist of one 30 minute half.

15. RULE 11 - MIDFIELD LINE VIOLATION:

- a. **It is only a violation if the goalkeeper throws, punts, or kicks the ball over all three lines from inside the penalty area. Once outside the area, the keeper is like any other field player who can kick three lines. Deflections off opposing team players are not considered 3 line violations.**

16. RULE 12 - PENALTY KICK:

- a. For a penalty kick the ball will be placed on the solid dot at the top of the box. All other players will be outside the box.
- b. *****The violating team must send a player off for two minutes prior to the kick being taken. If the kick is converted, the player may re-enter the match. If the kick is not converted, the player must serve the penalty.**

17. RULE 13 – REFEREE:

- a. There will be one referee for all games in all divisions. The referee is responsible for the calling, controlling and scoring of the game.

18. RULE 14- BENCH PENALTY:

- a. Any verbal abuse directed at the referee can result in either a two minute bench penalty, a yellow card violation or an ejection, (Red Card).
- b. Yellow cards and Red Card (ejections) result in a five minute penalty with no re-entry. It is under the referee's discretion. Verbal abuse will not be tolerated.

19. RULE 15 - REFEREE'S CARDS:

- a. A minor penalty (blue card) is a two-minute penalty which expires after two minutes or when a goal is scored against the violating team.
- b. A major penalty (yellow/red card) the player must serve the full five minutes regardless of goals scored. A red card results in the player send-off and the team serving a five minute major penalty. * Matching penalties- both players serve the full penalty, regardless of goals scored. * The accumulation of 2 yellow cards in one game is a red card and results in the player being sent off for that game.

20. RULE 16 - SLIDE TACKLING:

- a. There will be absolutely **no slide tackling** an opponent. This rule will be strictly enforced.

21. RULE 17 - PASSING BACK TO THE GOALKEEPER. PUNTING:

- a. Goalkeepers will not be able to handle back passes from teammates, unless ball was passed by head.
- b. **Only U10 and under will be allowed to punt the ball. All older ages must throw ball back into play.**

22. RULE 18 - SHIN GUARDS, JEWELRY & SPITTING:

- a. It is MANDATORY that all players wear shin guards; players not complying will be removed from the playing field. **It can be a two minute penalty if caught without shin guards- Referee's discretion.
- b. **The wearing of any type of Jewelry/Piercing is prohibited. No exceptions.** A player caught with jewelry or any type of piercing on during a match can serve a two minute penalty.
- c. Spitting is an automatic 2 minute penalty. Second offense is a 5 minute mandatory penalty.

23. **TEAMS MUST BE PAID IN FULL PRIOR TO FIRST GAME. TEAMS CAN FORFEIT IF NOT PAID IN FULL