

State Games of America Soccer Tournament Rules

1. AGE BRACKETS:

Under 9 - Born in 2010
Under 10 - Born in 2009
Under 11 - Born in 2008
Under 12 - Born in 2007
Under 13 - Born in 2006
Under 14 - Born in 2005
Under 15 - Born in 2004
Under 16 - Born in 2003
Under 17 - Born in 2002
Under 18 - Born in 2001
Under 19 - Born in 2000

2. TOURNAMENT DIVISIONS

Divisions:

Boys 10: U9/10 - 7 v 7
Boys 12: U11/12 - 9 v 9
Boys 14: U13/14 - 11 v 11
Boys 16: U15/16 - 11 v 11
Boys 18: HS Boys - 11 v 11

Girls 10: U9/10 - 7 v 7
Girls 12: U11/12 - 9 v 9
Girls 14: U13/14 - 11 v 11
Girls 16: U15/16 - 11 v 11
Girls 18: HS Girls - 11 v 11

Men's Open - 11 v 11
Women's Open - 11 v 11
Coed's Adult Open - 11 v 11

3. **ROSTERS:** A tournament roster must be on file with tournament headquarters prior to competition. A player can only be rostered on one team. The maximum roster size per age group is as follows:

7v7 - 14 players maximum (U9-U10)
9v9 - 18 players maximum (U11-U12)
11v11 - 22 players maximum (U13-U19))

11v11 teams may only dress up to 18 players for each game. They may rotate these players for each game. The referee should be notified about which players are not dressed if they are on the bench.

Coed: There are no specifics on the number of male or female players on the roster.

Tournament uses a USSF certified assignor and that all referee assigning is done through Game Officials. Furthermore, out-of-area referee will need to show photo proof to verify identity.

4. LENGTH OF GAME:

(7v7) 2 x 20 minute halves (prelim, semi & finals)

(9v9) 2 x 25 minute halves (prelim, semi & finals)

U13-14 30 minute halves

U15-16 35 minute halves

U18+ 40 minute halves

Note: Games may be shortened to maintain the integrity of the schedule during the preliminary and semi-final games. There is no overtime during preliminary rounds. Games are on a running clock, there is no stoppage time.

5. FIFA RULES APPLY, UNLESS LISTED DIFFERENTLY IN TOURNAMENT RULES.

6. **SUBSTITUTIONS:** Substitutions may be made with referee's approval only. Substitution requests may be given at these times:

A. Before a goal kick

B. Before a throw-in for your team or on the opponent's throw-in if the opponent is substituting.

C. After a goal

D. At halftime

E. After an injury (one for one)

F. After a yellow card has been issued (one for one)

7. Both teams will have their bench on the same side. Spectators will be on the opposite side. The half way line will divide the teams and the spectators. Coaches are responsible for the spectators' behavior. Dissent will not be tolerated.

8. **AWARDS.** Individual and team awards will be given for 1st and 2nd place at all ages. Participation awards will not be given.

9. U9-U12 will use a size 4 ball. U13 and above will use a size 5 ball.

11. Player Equipment.

1. Shin guards are mandatory and must be covered by socks.

2. Shirt/jerseys will be tucked into players shorts at all times.

3. Hard cast and Soft cast will be allowed upon approval of referee and/or tournament Committee.

4. The home team will be responsible for using alternate color uniform if necessary.

5. All uniforms must have numbers; there should be no DUPLICATE numbers on the field. If there are duplicate numbers, then those players should have proper credentials to play on the team. Any disputes over a team that has players with duplicate numbers will be resolved by the tournament committee.

10. **DIVISION STANDINGS:** Win = 3 pts. Tie = 1 pt. Loss = 0 pt.

11. TIE BREAKER

1. Head to Head (skip if more than two teams are tied)

2. Net score- Goals scored less goals allowed (max. 4 per game)

3. Least goals against

4. Most goals scored (max. 4 per game)

5. Penalty kicks. 5 per team, alternating. If tied after 5 each, 1 per team will be selected until the tie is broken. (The penalty shooters can be anyone who is dressed to play and rostered).

6. All Division winners are set, and then the wildcard process takes place.

The Selection of a Wild Card Team, if required, shall be determined by:

1. Non-group winner with the most total points.

2. Non group winner with the most wins.

3. Winner of the game, if applicable, played between the tied teams.

4. Net score- Goals scored less goals allowed (max. 4 per game)

5. Least goals against.

6. Penalty kicks. If both teams advance, the tournament committee will decide the opponents at the next level of play. (PLACEMENT OF THE WILD CARD TEAMS IS AT THE DISCRETION OF THE TOURNAMENT COMMITTEE)

12. TIES DURING CHAMPIONSHIP OR PLAYOFF GAMES are settled by 2 x 5-minute overtime periods. Both periods will be played in duration. If a tie still exists, penalty kicks will take place, rule #12 - 5 will apply. Players do not have to be on the field at the end of play.

Penalty kick elimination: When semi-final and final matches are still tied after overtime the FIFA laws of the game for Penalty Kicks apply. Players do not have to be on the field at the end of the second overtime period. Coin flip will determine who will go first (visiting team calls). Five penalty kickers per team. The most goals scored after five kicks for each team wins the game. If the score remains tied, teams will alternate shooters until there is an unmatched goal between the teams. After all eligible players on the field of play have taken kicks; teams will start with their first kickers again and in the same order. **The tournament committee reserves the right to shorten or eliminate overtime periods in order to keep games on time**

13. A team that fails to field 7 players (5 for U9 & U10) 5 minutes after the scheduled kick off, will forfeit. The score will be 4-0. Any team who forfeits a game will not advance from their bracket. Any use of illegal players will result in a forfeiture of all games.

14. REFEREES DECISIONS ARE FINAL – NO PROTESTS – NO APPEALS.

DISPUTES: Any disagreement which cannot be resolved by the listed rules will be settled by the Tournament Committee. Score disputes: In situations where there is a disagreement about the score between teams/coaches/managers etc., the tournament committee will determine outcome by referring to the original signed game card from the game. Please make sure that the score is correct prior to signing the game sheet

REFEREES DECISIONS ARE FINAL NO PROTESTS NO APPEALS. Final Rulings-The final interpreter of the foregoing rules and regulations and any matters not provided for in these rules will be the Tournament Committee, whose decisions shall be final.

- a. Any player or coach ejected from a game will be ineligible to participate in the next scheduled game.
- b. There shall be no dissent between players and/or coaches and the referee. Questioning a referee is considered dissent. All coaches are responsible for the actions of their spectators, specifically verbal abuse of referees. Such abuse will not be tolerated by the tournament and any decisions will be made by the tournament committee.
- c. Red Card Policy – all players, coaches, and other team officials who receive a red card in tournament will serve their suspension in next game of the tournament

15. **INCLEMENT WEATHER:** The tournament committee and/or director have the right to stop games due to weather.

Games interrupted in the first half:

- a. will continue if time permits
- b. If time does not permit, a 0-0 tie will be awarded.

Games interrupted after the completion of the first half:

1. Will continue if time permits
2. If time does not permit, the score of the game will stand.

REFUND POLICY. DUE TO CIRCUMSTANCES OR CONDITIONS BEYOND OUR CONTROL, THE TOURNAMENT COMMITTEE WILL NOT BE RESPONSIBLE FOR ANY REFUNDS UNDER ANY CIRCUMSTANCES.

16. All school, park, and facility rules must be adhered to while on premises. VIOLATORS WILL BE ASKED TO LEAVE.

17. QUESTIONS SHOULD BE DIRECTED TO THE TOURNAMENT DIRECTOR.

18. HOME TEAM – The home team is the FIRST team listed. In the case of similar color uniforms, the home team will change to their alternate jersey. Home team also provides the game ball.

19. **7v7 Provision:**

Offside WILL NOT be called

Will NOT utilize build out line

Restarts/Free-kicks - all free-kicks outside of the penalty area will be indirect. All restarts from inside the penalty area will conform to FIFA rules for penalty kicks, which will be marked 10 yards from the goal line.

On pass back to keeper, keeper may play ball at feet but NOT handle, as per FIFA rules.

There is no restriction on punting by goalkeeper