

# Rules of Competition for the 2015 Games

FIFA rules are in effect with the following exceptions:

**1. Game length/Overtime/Start time:** U10 and U11 will play two 25-minute halves; all other age divisions will play two 30-minute halves. All teams should report to assigned field locations 15 minutes prior to scheduled start. Any team that fails to arrive 10 minutes after scheduled start time is subject to forfeiture.

These times also apply to the finals. Each team is entitled to a five-minute rest period at half time. In the event of a tie at the end of regulation time in a semi-final or championship game, there will be two full five minute overtime periods followed by FIFA penalty kicks to determine a winner.

**2. Substitutions:** Substitutions shall be allowed on any stoppage of play with the referee's consent. Player(s) must be at the half-mark ready for play.

**3. Conduct and fouls:** Player passes must be available at each game. In the event of a player receiving a red card or two yellow cards in the same game, the player will be ejected from the game and must serve a one game suspension for the following game. Failure of a coach to uphold this rule will jeopardize the team's standing.

**4. Forfeits:** If a team is unable to field 7 players 10 minutes after the scheduled start time, the game will be forfeited; a 3-0 win and three points will be awarded to its opponent unless the offending team provides a reason accepted by the tournament committee. If a team forfeits the last game of a round robin or preliminary series, all games prior will be forfeited and the opposing teams will receive 3-0 wins and three points.

**5. Home team:** The home team is listed first on the game schedule. The tournament committee will provide game balls to begin the tournament. Should these original game balls no longer be available, the home team will provide a suitable game ball: #4 for U10 through U12 games; #5 for all older age groups.

**6. Standings:** Standings will be determined by points: 3 points for a win, 1 point for a tie and 0 points for a loss. All game results will be collected by the Field Marshall then submitted to the tournament committee after the game's referee and both coaches have verified the results from each game.

In the event of tie between teams at the end of preliminary rounds, the following tie-breakers will be applied:

1. Winner of game between the teams (does not apply if three or more teams tie)
2. "Goals-for" minus "goals-against" with a maximum differential of 3 per game.
3. Fewest goals against.
4. Most shut-outs.
5. Most games scoring a goal.
6. FIFA penalty kicks.

In divisions with three groups, a wild card team will be determined after the winner of each group has been determined by total points and tiebreaker rules. The wild card team will be the next best team based on total points and tiebreaker rules.

Semi-finalists will then be re-seeded based on total points and tiebreakers. The 1st place team will play the 4th place team and the 2nd place team will play the 3rd place team.

In divisions with four groups, the top team from each group will be determined by total points and tiebreaker rules.

Semifinalists will then be re-seeded based on total points and tiebreakers. The 1st place team will play the 4th place team and the 2nd place team will play the 3rd place team.

Divisions with 5 teams are considered Round Robin Events and there will be NO Finalist, ONLY a Champion. All other Events will have a Finalist & Champion

**7. Inclement weather:** Coaches and players must report to the field ready to play regardless of weather conditions unless otherwise advised by the tournament committee. Only the referee or committee may cancel, postpone or reduce the length a game.

The committee reserves the right to delay or reduce the game time due to weather conditions. If a game is delayed due to lightning &/or thunder, please leave the field and seek shelter in a vehicle or a nearby building. If a game is terminated due to weather after one half of play, the game will be considered official and score final. If a preliminary round game is cancelled due to weather, the committee will award a 0-0 tie. If a championship round game is cancelled due to weather, a shoot-out will take place to determine a winner. If a shoot-out cannot take place, the game will be decided by a coin toss.

**8. Team sides of field:** The teams will be located on the opposite side of the field from the spectators. Each club is responsible for the conduct of its players, coaches and fans.

**9. Code of Conduct & banned items:** All teams are responsible to abide by the Salt City Code of Conduct Policy. At registration, all coaches and managers are required to sign an acknowledgement that they will take full responsibility for their team, coaching staff, parents and fans. Any and ALL alcohol & tobacco products are BANNED from ALL areas of the tournament.

**10. Player equipment:** Players are required to wear shin guards and proper uniforms and footwear. In the event of uniform color clash, the home team will change. Casts are permitted only with referee's approval. The referee's ruling is final. No jewelry may be worn during games.

**11. Linesmen:** For games with one referee, each team will supply a suitable linesman.

**12. Rosters & Awards:**

**PLAYERS ARE NOT ALLOWED TO BE ROSTERED ON TWO TEAMS IN THE SAME AGE BRACKET.**

**Should a player, play on two teams in the same age bracket, BOTH teams will be disqualified and forfeit all previous games. Previous games will be recalculated and the opposing teams will receive 3-0 wins and three points, no matter what the previous results.**

U10 has a maximum allowed of 14 players and awards will be based on 14 players.

U11-U19 has a maximum allowed of 18 players and awards will be based on 18 players.

ALL U10 (14max.) & U11 (18max.) teams will receive awards.

U12 (18max.) and up will compete for their awards.