

## Rules of Play

FIFA Laws of the Game will apply as modified by USYS and NSYSA as described here in.

Duration of games and overtimes, by halves and ball size are as follows:

Age	Preliminaries	Semi Finals	Finals	Overtime	Ball	# of players
U5	20 minutes	participation			#3	4
U6	20 minutes	participation			#3	4
U7	20 minutes	20 minutes	20 minutes	5 minutes	#3	4
U8	20 minutes	20 minutes	20 minutes	5 minutes	#3	4
U9	25 minutes	25 minutes	25 minutes	5 minutes	#4	7
U10	25 minutes	25 minutes	25 minutes	5 minutes	#4	7
U11	30 minutes	30 minutes	30 minutes	5 minutes	#4	9
U12	30 minutes	30 minutes	30 minutes	5 minutes	#4	9
U13-	35 minutes	35 minutes	35 minutes	5 minutes	#5	11
U16	35 minutes	35 minutes	35 minutes	5 minutes	#5	11

All preliminary games will be called not less than (5) minutes prior to the scheduled start of the next game, regardless of the amount of time played in each half up to that point. A game is "complete" upon completion of one half of play regardless, of the circumstances of termination during the second half, with results based on the score at the time the game is called. Preliminary games can end in a tie.

Semi-final games tied after regulation will go straight to PK's.

Final games tied after regulation play will be decided in two equal overtime halves. If a tie still exists after overtime halves in final games, FIFA penalty kicks will determine the championship. Penalty kicks will immediately follow the game.

Half-time: Half time will be exactly 5 minutes.

Substitutions: Free substitutions will be allowed in all age groups. However, teams may substitute ONLY with the referee's permission, and, only at the following times, (including overtimes).

1. Prior to a throw-in by the team in possession
2. Prior to a goal kick, by either team.
3. After a goal, by either team.
4. After an injury on either team, when the referee stops play.
5. On a caution: only the cautioned player may be substituted at that time.

Players equipment: It will be at the Referee's discretion to determine the safety and suitability of the player's equipment, including the wearing of a hard brace. Shin guards are mandatory for all players. A player may not wear jewelry or barrettes.

Coaching: All coaches have total responsibility for the conduct of their team's players, substitutes, and spectators at all times. Coaching from the sidelines (giving directions to one's on team on points of strategy and position) is permitted, provided:

1. No mechanical devices are used.
2. The tone of the voice is instructive and not derogatory.
3. Each coach or substitute remains within 10 yards on either side of the halfway line.
4. No coach, substitute, or spectator uses profanity or incites, in any manner disruptive behavior.

**Cautions and ejections:** A player or coach receiving two cautions (yellow cards) in a single game is considered to have been given an ejection (red card). A player or coach who has been ejected (sent off) will not be replaced and must leave the sight and sound of the field. A player or coach who has been ejected for violent conduct or serious foul play will not be allowed to play for the next two (2) scheduled games. Any player or coach who assaults a referee will be expelled from the tournament and reported to their respective league and State Association.

**Suspended and Terminated games:** If in the opinion of game officials a game must be suspended (for reason), the game may be resumed, but is subject to being ended not less than five (5) minutes prior to the scheduled start of the next game. If in the opinion of the game officials, a game must be terminated for misconduct of players, coaches, or spectators, the offending team could be suspended from further play and forfeits the game and all remaining games. All previous points earned remain as played. Additionally, the home league and State Association will be contacted as appropriate.

**Injury:** Delays of the game due to injury will result in appropriate time being added to the full game time, based on the judgment of the referee. However, all preliminary games will be terminated not less than five (5) minutes prior to the scheduled start of the next game.

**Determining winners:** Teams will be awarded points on the following basis:

1. Six (6) points for each win.
2. Three (3) points for each tie.
3. Zero (0) points for each loss.
4. One (1) point for each goal scored up to a maximum of three (3) per game.
5. One (1) point for each shut out.

A 0-0 tie will be scored as 4 points for each team (3 for the tie, 1 for the shutout). In the event of a tie in points at the end of bracketed play, the teams to advance will be determined as follows:

1. The winner in head to head competition
2. Goal differential
3. Fewest goals allowed with maximum of 5.
4. Most goals scored with maximum of 5.
5. Most shut outs\
6. If a tie still exists after steps 1 through 5, FIFA penalty kicks will be taken fifteen (15) minutes prior to the scheduled start of the appropriate Quarterfinal or Semi-final game.
7. If a three way tie exists within a bracket after steps 1 through 5, the three teams will compete if FIFA penalty kicks.

**Home team:** The home team will be the team that appears first on the game schedule. The home team will supply the game ball. The game ball will be subject to referee approval. The home team will be required to switch to alternate jerseys, to accommodate a color conflict as declared by the referee. No two teams will play from the same side of the field.

**Side of field:**

1. Home team sidelines: North or East side of field.
2. Visitor team sidelines: South or west side of field.

**Forfeits and byes:**

All teams who forfeit will have the game(s) scored a 0-1 loss. The winner will be awarded eight tournament points (six for the win, one for a goal, and one for a shutout). Teams failing to report ready to play within five minutes of the scheduled kick off time will forfeit.

Teams failing to check in at the mandatory registration, or for taking actions that cause a game to be terminated will forfeit. Byes will be scored and tournament points awarded the same as a forfeit.

Protests: There will be no protests.

Disputes: Game conduct is under the jurisdiction of the referee and the tournament will not over rule a referee's decision. All disputes will be settled by the Tournament Director or his/her designee and the decision will be final.

REMINDER: A PLAYER MAY ONLY REGISTER AND PLAY ON ONE TEAM. THIS INCLUDES CLUB TEAMS.

Inclement weather or unexpected termination of play:

Matches will be played in all weather conditions, unless the Tournament Director determines the conditions are dangerous and/or life threatening as per FIFA/USYS/NYSA regulations. The tournament committee will do everything in their control to make sure all matches are played, but if it is out of their control, the standings at that time will be final. No refunds will be given. If a team forfeits, that is out of the tournament committee's control, and the other team has no rights to a refund.

Contingency Plan:

1. All matches will be played as scheduled.
2. Shorten all first round matches to (15) minute halves.
3. Plan B plus shorten all second round matches the same.
4. Plan C plus shorten all third round matches the same.
5. If the fields become totally unplayable, it may be necessary to decide some matches with FIFA penalty kicks.
6. In the event the weather becomes a safety risk, and the matches are unsafe to play, placement will be determined by the standings at the time of the tournament stoppage.