

2007 Stenger Invitational Tournament

Rules of Play for 8v8 and 11v11 for U9 and Above

A. RULES OF PLAY

1. The rules of play shall be the LAWS OF GAME as published by FIFA with those modifications adopted by CSYSA with additional tournament rules and format of play as listed below.
2. The Tournament Rules Committee for the good of the game shall address any rules not addressed.
3. The Tournament Director or designated representative shall determine the suitability of playing conditions. Teams shall be expected to play in accordance with the tournament game schedule unless severe weather poses a threat to safety. Only the Tournament Director or designated representative shall reschedule the game times and/or locations. Games may be shortened or relocated in order to complete the days' schedule of play. The Tournament Director reserves the right to decide all matters relative to the tournament and the Director's decisions are final.
4. **The Stenger Invitational is open to Developmental teams only.**
Developmental Team means an intraclub team in which—
 - (A) the use of tryouts, invitations, recruiting, or any similar process to roster players to any team on the basis of talent or ability is prohibited;
 - (B) the club administering the league accepts as participants in the league any eligible youths (subject to reasonable terms on registration);
 - (C) a system or rostering players is used to establish a fair or balanced distribution of playing talent among all teams participating; and
 - (D) league rules require that each player must play at least one-half (50%) of each game except for reasons of injury, illness
 - (E) No registered competitive players may be on any roster, or used as a guest player.

B. NUMBER OF GAMES

1. Minimum of three (3) games per team will be scheduled. See Section F. PLAYING CONDITIONS for game cancellations.

C. PROTESTS AND APPEALS

1. The "NO PROTEST RULE" applies. Ruling of referees at time of game is final. Appeals will not be heard.

D. BALL SIZE

1. Each team must have a game ball for each game subject to Field Referee approval as follows:

U-9 through U-12	Size 4
U-13 THROUGH U-19	Size 5

E. STRUCTURE OF THE GAME

1. Teams will be divided into flights by age and sex. Separate flights for option 1 teams may be added in the U10 –U14 age groups depending on number of applications accepted. The tournament committee reserves the right to combine flights or age groups where deemed necessary.
2. During the round robin stage of the tournament, games will not have overtime periods. Team standings will be based on the following point system:

Win	=6 points
Shut-out	=1 point
Tie	=3 points
Loss	=0 points
Goals	=1 point for each goal scored up to three
Tie (0 to 0)	=3 points; and no points for the shut-out
3. Forfeits. If a team does not report for play within five (5) minutes after the scheduled starting time, the game will be declared a forfeit. Forfeited games will be scored as a 1-0 final score and the winning team will receive 8 points. Any team which forfeits a game will lose their bond.

4. Divisions with one flight.
There will be round robin play within the flight. Semi-finals shall be played between the teams with the highest and fourth highest number of points and the teams with the second highest and third highest points. The winners of the semi-final games shall play for the Championship.
 5. Divisions with two flights.
There will be round robin play within the flight. In the event of an odd number teams within the flight, some teams may cross flights to play matches. First place teams will play second place teams from the other flight in a semi-final round. The winners of the semi-final games shall play for the Championship.
 6. Divisions with three flights.
There will be round robin play within the flight. In the event of an odd number teams within the flight, some teams may cross flights to play matches. Winners of each flight plus a wild card team shall play a semi-final round. The wild card team shall be the team with the highest point total of any non-flight winners. The teams with the highest and fourth highest number of points, and the teams with the second highest and third highest points, will meet in the semi-final provided the "wild card" team shall not play the winner of its flight in the semi-final round. The winners of the semi-final games shall play for the Championship.
- In the event that two or more teams in a flight are equal in total points at the end of the round robin matches, the team that will advance shall be determined in descending order of applicability by:
- Head to head.
 - Goal differential with a maximum of 3 goals differential per game.
 - Fewest numbers of goals allowed.
 - Fewest penalty points, Caution (yellow card) =1 point, Ejection (red card) = 2 points
 - Taking FIFA kicks from the mark.
7. Semi-final and final games shall not end in a tie. If the score is tied at the end of regulation time, the teams will play two- (2) full halves of overtime. U-9 through U-13 will have five (5) minute overtime halves and U-14 through U-19 halves will be ten minutes in length. If tied at the end of overtime, the winner shall be determined by taking FIFA kicks from the mark.

F. PLAYING CONDITIONS

1. Games may be canceled or temporarily suspended when fields are not playable due to rain, low air temperature, excessively high winds or lightning.
2. The responsibility of game cancellation or temporary suspension will rest with the tournament committee. Final judgment will be that of the Tournament Director. Kicks from the mark will be utilized to determine winners of games canceled due to weather.
3. In event that play has been stopped by the field Referee, Head Referee, or Tournament Director, the score at the stoppage of play will be the final game score if at least one half was completed and if play is not resumed as ordered by Tournament Director.
4. In Case of bad weather a siren will sound for clearing the fields. When the siren is heard again, play will resume. Do not leave area until games are officially canceled. PARTICIPANTS AND SUPPORTERS SHOULD LEAVE THE PLAYING AREA AND GO DIRECTLY TO THEIR CARS.

G. UNIFORMS

1. The team listed as the "Home" team wears Dark; "Visiting" team will wear White or light.
2. The following items are NOT permitted: Hair control devices with hard parts, earrings of any kind, jewelry of any kind.
3. The following items are CONDITIONALLY permitted: Religious medals or medical tags taped to the body, splints, casts, braces or other joint support devices that, in the referee's opinion, are not dangerous.
4. Shinguards are required.

H. TEAM AND PLAYER CERTIFICATION

1. Each team must possess a current certified CSYSA roster and a **valid player pass** for each player, including guest players, participating in the tournament. THE APPROPRIATE OFFICIAL (referee or Field Marshall) WILL CHECK ROSTERS and PLAYER PASSES BEFORE THE BEGINNING OF EACH GAME. Up to 3 guest players are allowed but only up to the maximum age group roster size. U9-10 teams-Max roster size is 14; U11-18 teams- Max roster size is 18.
2. Registered Competitive players are not eligible to play as guest players.

3. If an ineligible player participates in the tournament, his/her team will forfeit every game in which he/she played and may be expelled from the competition after review by the Tournament Committee/ Tournament Director. Fees will not be refunded for expelled teams and the bond will be forfeited.
4. Rosters will be limited to a maximum of 18 players for 11v11 and 14 players for 8v8 games. U9 and U10 play 8v8.
5. Only developmental and intermediate teams/players are eligible for play.
6. A player may play for only one team during the tournament.
7. All players must receive at least 50% playing time in every game.
8. All player passes are to be returned to the coach or manager at the conclusion of the game except for passes of the players or coaches rejected. It is the responsibility of the coach to retrieve passes from the Field Referee at the end of each match. Passes inadvertently retained by the Field Referee can be picked up at Tournament Headquarters. Passes for players who sat out a match after receiving a game suspension can be retrieved at the referee tent.
9. At the conclusion of the match, the Field Referee will complete the game card in detail. He/she will also forward to the Head Referee any passes of ejected participants for the Tournament records and any possible further action. He/she will also turn in an official supplemental game report if there are any unusual match circumstances to be reported.

I. GAME LENGTH

<u>DIVISION</u>	<u>ROUND ROBIN</u>	<u>SEMIS & FINALS</u>	<u>OT SEMIS & FINALS</u>
U-9 and U-10	2-20 minute periods	2-25 minute periods	2-5 minute periods
U-11 and U-12	2-25 minute periods	2-30 minute periods	2-5 minute periods
U-13 and U-14	2-30 minute periods	2-35 minute periods	2-10 minute periods
U-15 and U-16	2-35 minute periods	2-40 minute periods	2-10 minute periods
U-17 thru U-19	2-40 minute periods	2-45 minute periods	2-10 minute periods

(There will be no overtime periods for round robin play. See E.6 for tie breakers)

J. PLAYER SUBSTITUTIONS

1. Players may be substituted with the consent of the Field Referee at the following times:
 - Prior to a throw-in, by your team
 - Prior to a goal kick, by either team
 - After a goal, by either team
 - After an injury stoppage of play, by either team
 - When the referee stops play to caution a player, only the cautioned player may be substituted, prior to the restart of play
2. No substitute is allowed for an ejected player

K. TEAM DISCIPLINE

1. An ejected player or coach is ineligible for participation in the next tournament game; this includes the Championship match.
2. Yellow cards are cumulative and a player and/or coach will be required to sit out the next tournament game after receipt of the third yellow card.
3. A COACH IS RESPONSIBLE FOR THE ACTIONS OF HIS TEAM'S SUPPORTERS. Abuse from spectators or coaches will not be tolerated. Violations can result in forfeiture of the game and, in severe situations, expulsion from further tournament participation.
4. Any coach, manager or spectator who has been ejected (red carded) must remove himself no less than 100 yards from the playing field within 5 minutes of notice of ejection or the match will be forfeited to the opposing team.
5. Any coach that withdraws his team from the playing field during a match will receive a red card and his team will forfeit the match.
6. The consumption of any alcoholic beverage at any youth soccer match is expressly prohibited. Any player or team official who violates this prohibition shall be subject to disciplinary action and possible suspension. Such violations will be reported to the Colorado State Youth Soccer Association.