

2008 Stenger Invitational Tournament
Rules of Play for U7 4v4 and U8 6v6

- 1) RULES OF PLAY
 - a) The rules of play shall be the LAWS OF GAME as published by FIFA & USYSA with those modifications adopted by CSYSA with additional tournament rules and format of play as listed below.
 - b) The Tournament Rules Committee for the good of the game shall address any rules not covered.
 - c) 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.
 - d) The Under 7 and Under 8 teams will play a "Participation Format", which celebrates the players' involvement and enjoyment of the games. The emphasis of the games will be on participation of the players, not the result of the games. Levels of play may vary in the games, therefore it is expected that all coaches will exercise the utmost levels of sportsmanship in ensuring players from both teams are enjoying the game, and the scores are kept reasonable. The tournament will conclude for each team with a fourth game in the "Celebration Round". In the Celebration round, teams will be matched against a team of equal ability based on points from round robin play.

- 2) PROTESTS AND APPEALS
 - a) The "NO PROTEST RULE" applies. Ruling of referees at time of game is final. Appeals will not be heard.

- 3) FIELD DIMENSIONS
 - a) Under 7: Length- 40 yards. Width- 30 yards.- (See "Goal Box") Goals size will be 4 feet in height X 8 feet in length.
 - b) Under 8: Length- 55 yards Width- 30 yards.- (FIFA Laws apply, except number of players, and size of field). Goals size will be 6 feet in height X 12 feet in length.
 - c) Goal Box:
 - i) Under 7: There are No Goal keepers in 4v4! The goal box will be an arc extending from one foot on either side of the goalmouth. No player may stand or enter, and play the ball inside the goal-arc area until the ball enters the area first. However, any player may move through the goal-arc area. Any part of the player's body that is on the line is considered in the goal-arc. (The player is an extension of the goal-arc.) The spirit of the rule is to have all players involved in the action, and not standing back in front of the goal acting as a "goal-keeper". Coaches should encourage all players to be within playing distance of the ball. If an offensive player or team continues to infringe on this rule, the Referee may award the defensive team an "indirect free kick" at the spot of the infraction. If a defensive player or team continues to infringe on this rule, the referee may award a goal to the offensive team.
 - ii) Under 8: USYSA laws will apply, size of the penalty area and goal box will be adjusted proportionality to the size of the field.

- 4) FREE KICKS & PENALTY KICKS
 - a) Under 7: All free kicks will be indirect, unless, at the discretion of the referee, a foul is committed to take away a clear goal scoring opportunity, or if a player is guilty of serious foul. In these cases, a penalty kick will be awarded.
 - i) 4v4 Penalty Kick: It is a direct kick taken from the middle of the half-field line. All players from both teams must be behind the half-field line until the ball is played by the designated field player. All penalty kicks must be shot directly at the goal before any other player may play the ball. If a goal is scored from the penalty kick, play will be restarted by a kick off by the opposing team. If a goal is not scored from the penalty kick, play will be restarted by a goal kick by the opposing team.
 - b) Under 8: FIFA, USYSA Laws apply

- 5) BALL IN AND OUT OF PLAY

- a) Under 7: Throw-ins will be used to restart play when the ball goes over either sideline. Goal kicks may be taken from any point on the end line or along the goal arc.
 - b) Under 8: FIFA, USYSA Laws apply.
- 6) BALL SIZE
- a) Each team must have a game ball for each game subject to Field Referee approval as follows:
 - (a) U-7 through U-8 Size 3
- 7) OFFSIDE LAW
- a) Under 7: There is no offside law in 4v4 soccer.
 - b) Under 8: FIFA USYSA laws apply
- 8) REFEREE
- a) Under 7: Club certified referee will be provided, no lines persons are used in 4v4 soccer.
 - b) Under 8: Club certified referee will be provided, each team must supply a certified lines person for every game.
- 9) GAME FORMAT
- a) Under 7 4v4 4 field players on the field at one time No goal keepers!
 - b) Under 8 6v6 5 Field players on the field at one time and 1 goal keeper
- 10) GAME LENGTH
- a) The game consists of two 18-minute halves separated by a 5-minute half-time period OR if there is a 10 goal differential in the total game score, whichever comes first. No time-outs.
 - b) (There will be no overtime periods for round robin play. See Section 14.g tie breakers)
- 11) GOAL SCORING
- a) Under 7: A goal may be scored only from touch within a team's offensive half of the field.
 - b) Under 8: FIFA Laws apply
- 12) NUMBER OF GAMES
- a) Minimum of Four (4) games per team will be scheduled. See Section 15. PLAYING CONDITIONS for game cancellations, as well as Section 14 CELEBRATION TOURNAMENT FORMAT.
- 13) AWARDS
- a) All players and coaches will receive a participation medal.
- 14) CELEBRATION TOURNAMENT FORMAT
- a) Teams will be divided into flights by age and sex. The tournament committee reserves the right to combine flights or age groups where deemed necessary.
 - b) During the round robin stage of the tournament, games will not have overtime periods.
 - c) 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
 - Scoring will only be used to flight teams into the "Celebration Round", and will not be made public.
 - d) 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 that forfeits a game will lose their bond check.
 - e) Divisions with one flight
All teams will play 3 round robin games within the flight. After all teams have completed play in the round robin portion of the tournament (three games), all teams will be seeded with a team of equal ability for the Celebration Round. Teams will be matched based on points from the round robin portion of the tournament. Example- 1st in points vs 2nd in points, 3rd in points vs 4th in points, etc. ALL Players will receive participation medals at the conclusion of their celebration match.
 - f) Divisions with two flights.

All teams will play 3 round robin games within their flight. After all teams have completed play in the round robin portion of the tournament (three games), all teams will be seeded with a team of equal ability from the other flight for the Celebration Round. Teams will be matched based on points from the round robin portion of the tournament. Example- 1st in points flight A vs 1st in points flight B, 2nd in points flight A vs 2nd in points flight B, etc. ALL Players will receive participation medals at the conclusion of their Celebration match.

- g) Tie Breakers: 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
- Divisional coordinators decisions on seeding are final- NO PROTESTS!
- h) The tournament will conclude for each team with the Celebration Round. If the score is tied at the end of regulation time in the Celebration game, the teams will play two overtime periods of 5 minutes in length. The "Golden Goal" rule will apply which states the first team to score in the over time periods will be declared the winner. If no goal is scored in the overtime periods, the game will be declared a tie.

15) PLAYING CONDITIONS

- a) Games may be canceled or temporarily suspended when fields are not playable due to rain, low air temperature, excessively high winds or lightning.
- b) 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.
- c) 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.
- d) 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.

16) UNIFORMS

- a) All teams must have two jerseys, a light and dark color in case of a color conflict.
- b) The team listed first on the official game schedule shall be designated the home team and will wear Dark, Visiting team will wear White or light jerseys.
- c) The following items are NOT permitted: Hair control devices with hard parts, earrings of any kind, jewelry of any kind.
- d) 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.
- e) Players are not required to have numbers on their jerseys.
- f) Shin Guards are required. Cleats are optional.
- g) Under 8 Goal keepers must be clearly distinguished from both teams.

17) TEAM AND PLAYER CERTIFICATION

- a) Each team must possess a current certified CSYSA Club roster. THE APPROPRIATE OFFICIAL (referee or Field Marshall) WILL CHECK ROSTERS and BEFORE THE BEGINNING OF EACH GAME. Up to 2 guest players are allowed for U7 & U8 teams up to the age group Maximum roster size. U7 teams- Max roster size is 8. U8 Teams- Max roster size is 12.
- b) 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 team will lose their tournament bond.
- c) Rosters will be limited to a maximum of 12 players for U8 6v6 format, and 8 players for U7 4v4 format.
- d) All players must receive at least 50% playing time in each scheduled game.
- e) Only developmental teams are eligible for play.

- f) A player may play for only one team during the tournament.
- g) Player passes are not required for U7 or U8 players.
- h) 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 reports of misconduct by players, parents, or spectators, which may be subject to further disciplinary action deemed necessary by the tournament committee. See Section 19 Team Discipline.

18) PLAYER SUBSTITUTIONS

- a) Under 7
- b) Substitutions will be allowed at any dead ball, with the approval of the referee.
- c) Under 8
- d) 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
 - No substitute is allowed for an ejected player

19) TEAM DISCIPLINE

- a) An ejected player or coach is ineligible for participation in the next tournament game; this includes the Celebration match
- b) 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.
- c) 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.
- d) 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.
- e) 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.
- f) 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.

2008 Stenger Invitational
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 it's 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>DIVISON</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 with draws 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.

