

5 Aside Recreational Tournament

Tournament is for Recreational Classification Players only. No player, team member or team may be from a state designated competition level program.

NOTE: Recreational Player will be consistent with the Rules and By-Laws of USYS Soccer.

THE PLAYERS:

PLAYER REGISTRATION: All players must be registered player of their respective USYS State Organization. Player must be a current registered recreational player on their team's roster. Roster changes, substitutions and additions, must be made before the start of a team's first game. Any team or player determined by the event director to have falsified age or skill level will be dismissed from the tournament. Players must have a state player identification card to verify age.

NUMBER OF PLAYERS: Twelve (12) is the maximum number of players on a team; there are eight (8) field players and four (4) substitutes. However, due to a player injury or player ejection, a minimum of six (6) players can still compete to complete game.

PLAYER SUBSTITUTIONS: Unlimited substitutions are permitted. Substitutions may be made at any dead-ball situation, regardless of possession. Teams must get the referee's permission and players are to enter and exit at mid-field. There are no substitutions when the ball is in play.

PLAYER EQUIPMENT: All players must provide their own shin guards and wear them during game time. Any player without shin guards will not be allowed to play. All players must wear numbered jerseys/shirts during play, and each team must bring both a light and dark colored jersey/shirt. If both teams are wearing the same color in the pool-play round, a coin flip will determine which team will need to change uniforms. During playoffs the higher seeded team will determine preferences.

PLAYER EJECTION (RED CARD): Referees have the right to eject a player from the game for continual disobedience or as a result of an incident that warrants sending the player off. The team may then continue with their remaining players, however if the player receiving the red card was in the field of play, the team must complete the game with only four players on the field. If more than one player is given a red card while on the field, the team must forfeit as they cannot field the minimum number of players (6). The player receiving the red card will be suspended for the next game. A player receiving two yellow cards during the tournament will automatically miss the next game. A player receiving two red cards during the tournament will miss the remainder of the tournament.

THE FIELD OF PLAY:

FIELD DIMENSIONS:

Use guidelines for USYS as U-12 8V8 field size for common size.

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Suggested Set-up for 8v8 Fields



U13/U14: add 5 yards to both the maximum length and width as written in the U12 Modified Rules

U15/U16: add 10 yards to both the maximum length and width as written in the U12 Modified Rules

PENALTY AREA: At each end of the pitch, 6 yards from each goal post, an arc of a circle having the radius of 6 yards, extending into the pitch, will be drawn at right angles to the goal line. The space enclosed by this arc of a circle is called the penalty area. The goalie may handle the ball in the penalty area, but not from a back pass.

Penalty Mark: A suitable mark will indicate 6 yards from the mid-point of each goal line, measured along an un-drawn line at right angles. This is the penalty kick mark.

SUBSTITUTION ZONES: On the touchline on the side of the field where the team benches are situated, designated substitution area will be marked for both teams to use. Approx size is 32" in length (16" of the line being on the inside of the field and 16" on the outside) and at a 3-yard distance from the centerline on either side. Players may enter and leave the field during a substitution between these two 32" lines.

COACHING AREA: The coaching area extends 1 yard on either side of the designated team seating area and extends forward up to a distance of 1 yard from the touchline. The coach and the officials must remain within the confines of the technical area, except in the special circumstances, for example entering the field of play with the referees' permission to assess an injured player. All people in the technical area must behave in a responsible manner.

BALL SIZE: We will use a size appropriate for each age group.

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GOAL SCORING: A goal may be scored from anywhere on the field. Ball changes possession after a goal is scored.

RESTARTS: All restarts are indirect kicks.

KICK OFF: Is an indirect kick and may be taken in any direction.

THREE (3) YARD RULE: In all dead ball situations, restarts, including game start and halftime start; defending players must stand at least three (3) yards away from the ball. If the defensive player's goal area is closer than three (3) yards, the ball will be placed three (3) yards from the goal area in line with the place of the penalty.

THROW INS: All throw-ins will be taken via a kick-in to restart play. All throw-ins will be indirect.

GOAL KICKS: The goalkeeper or another player may place the ball anywhere within the penalty area and must kick the ball from the ground.

PENALTY KICKS: A penalty kick is taken 6 yards from the goal line. They will be taken from the penalty mark.

LENGTH OF GAME

U-10 - U12: 50 minutes – 2-25-minute

U13/U14: 60 minutes – 2-30-minute

U15/U16: 70 minutes – 2-35-minute

THE TOURNAMENT:

COMPETITION FORMAT: First round consists of a minimum of 3 games in a round robin format. Championship round is single elimination.

GAME DURATION: The game consists of two equal periods of Twenty-five (25) minutes. Games tied after regulation play shall end in a tie except in the playoffs. At the discretion of the referee and the tournament director, a game will be forfeited if both teams are not present at game time. The present team will be awarded a win; the absent team will take a loss, with a score of 2-0 being awarded. Teams are responsible for waiting until their seed for playoffs has been determined.

SCORING (IN POOL PLAY): Games will be scored according to the following: 3 points for a win; 1 point for a tie; and 0 points for a loss.

PLAYOFFS: The playoff rounds are single-elimination.

TIEBREAKERS: For teams that are tied in record, if one team forfeited a game, they are the lower seed. In pool play, ties between teams will be broken by: 1) highest goal difference 2) highest number of goals scored 3) head to head; 4) penalty shoot-out

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CHAMPIONSHIP OVERTIME: If the championship game is tied at the end of regulation an overtime period will follow. Overtime consists of a 5-minute sudden death "golden goal" period, and will begin with a coin toss to decide kick-off direction. The first team to score in overtime is the winner. If no team has scored in the first five-minute overtime period, an additional five-minute overtime period will be played until a winner is determined. If no one has scored after the two overtime periods, each team will alternatively take 3 penalty kicks at goal. If there is still a draw after the penalty shoot-out, a series of single alternate penalty kicks will be taken until all members of the team (including reserves) have taken a penalty kick. The order of play will be repeated until one team wins.

THERE ARE NO OFFSIDES IN 8V8 SOCCER

NO SLIDE TACKLING IN 8V8 SOCCER

FORFEITS: The opponent of a forfeiting team will be granted a 2-0 victory. A 5-minute grace period allowance will be enforced prior to declaration of forfeiture. Any team forfeiting two consecutive games in pool play will be removed from the tournament. If a team withdraws after playing a game, the result of that game will be deemed void and the opposing team will be awarded 3 points and a goal score of 2-0 in their favor. Any team forfeiting a game in playoffs will be removed from the tournament.

PROTESTS: No protests allowed.

FAIR PLAY: Players, coaches, and spectators are expected to act in the nature of "Fair Play" at all times. Abuse of the referees will not be tolerated. Abuse of opponents will result in a red card. Any instance of such conduct will disqualify the responsible team from the event.

SCOREBOARD: The scoreboard will show the entire tournament and allow players and fans to stay updated throughout the day's competition.

FIFA RULES APPLY TO ANY RULES NOT ADDRESSED IN THIS DOCUMENT. SITUATIONS OR OCCURRENCES THAT THESE RULES DO NOT ADDRESS SHALL BE LEFT TO THE SOLE DISCRETION OF THE TOURNAMENT OFFICIALS.

REFEREE USAGE

Required 1 referee – format without offside

 2 referee with off side – with offside

Suggestion to use local/state referee organization as set up as training for development of players.