

2011 LSC Recreational Spring Shootout

Rules of Play



I. TOURNAMENT HEADQUARTERS AND OFFICIALS

A. **The Tournament Headquarters** is located at: LSC Administrative Office, 12325 Hymeadow Drive, Building 1, Suite 200, Austin, Texas 78750 a remote HQ will be located at the "main" playing venue.
The Tournament Director is: Lisa Talbot – 512-336-5425 ext 3 or via email: lisa_talbot@lonestar-sc.com

II. REGISTRATION AND TEAM ELIGIBILITY

A. **Team Check-in** – Mandatory registration/check-in for teams will be held at the check-in tent located at the "main" playing venue no later than 45 minutes prior to a team's first game of the event. See web site for an exact location and description and required documents.
B. **Check-in requirements:** All Players (including guest players) must present a photo identification card issued by the team's Federation Organization Member (STYSA, USYS, US Club Soccer, etc.) All Players must have a current signed Medical Release Form. All Teams must provide a roster approved by their Federation Organization Member. The roster must include the jersey numbers of all players. USYSA teams from outside the South Texas Youth Soccer Association (STYSA) must provide proof of permission to travel.

III. PLAYER AGE AND ELIGIBILITY

A. **PLAYER ELIGIBILITY** – All players must be registered with USYSA. Current player cards for each player will be required at check-in. No Card-No Play-No Exception.
B. **GUEST PLAYERS** – See Below

IV. TEAMS

A. **HOME TEAM** – The first team listed on the schedule is considered the Home Team. Home team wears dark/colored uniform and the visiting team wears white/light colored uniforms.
B. **UNIFORMS** – All players must wear numbered jerseys. Each team must have an alternate color jersey for each player in case of color conflict. The Home Team, if deemed necessary by the Referee, will be required to change jerseys or wear pennies.
C. **TEAM AND SPECTATOR LOCATION** – Players and Coaches from both teams will occupy the same side of the field. Spectators and parents must sit on the side opposite the players and coaches. No one is permitted to sit or stand behind the goals. No noise makers are permitted.
D. **INSPECTION** – Teams must be at the field no later than 15 minutes prior to match time ready for inspection by the referee with player cards ready for inspection.

V. LAWS OF THE GAME

A. All Matches will be played in accordance with FIFA Laws of the Game, except as specifically modified as follows in the tournament rules:
1. **MATCH LENGTH** - The Tournament Director reserves the right to adjust game length and schedules due to weather or field conditions. Games are on a running clock. The referee may stop the clock for serious injuries. All decisions of this nature are made by the referee on the field and are final. All games will have a 5 minute halve time. No overtime in group play

Age	# of Players	Maximum Roster	Minimum # of Players	Guest Players	Match Length	Ball Size	Format	Referees	Awards
U5/U6	3v3	6	3	2	Four (4) Eight (8) Min	3	New Ball	N	Participation-No score
U7/U8	4v4	8	4	2	Four (4) Twelve (12) Min	3	Restarts*	Y	Participation-No score
U9/U10	6v6	10	4	2	Two (2) Twenty (20) Min Hal	4	Restarts	Y	Champion & Finalist
U11/U12	8v8	14	6	4	Two (2) Twenty-five (25) Min Hal	4	Restarts	Y	Champion & Finalist
U13-U15	11v11	18	7	4	Two (2) Thirty (30) Min Hal	5	Restarts	Y	Champion & Finalist
U16-U19	11v11	22	7	4	Two (2) Thirty (30) Min Hal	5	Restarts	Y	Champion & Finalist
U9 Rec Plus/Academy	8v8	12	6	2	Two (2) Twenty-five (25) Min Hal	4	Restarts	Y	Champion & Finalist
U10 Rec Plus/Academy	8v8	12	6	2	Two (2) Twenty-five (25) Min Hal	4	Restarts	Y	Champion & Finalist

2. **SUBSTITUTION TIMES** – A player may be substituted with the permission of the referee at the following times:

<p>a. Prior to a throw-in in your favor. b. Prior to a goal kick by either team. c. After a goal by either team. d. When the referee approves an injury substitution by one team, the other team may substitute an equal number of players. e.. At half time.</p>	<p>f. When the referee stops to caution a player, only that player may be substituted prior to the restart of the game. g. Players shall enter and leave the field at mid-field. h. No player shall leave the field of play without the consent of the referee.</p>
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B. **PLAYER EQUIPMENT:** Shin guards are mandatory. Per STYSA rules, no Player may play with a HARD cast even if it is padded. All other equipment related issues will be left to the discretion of the Referee
C. **WATER BREAKS:** Water breaks may be taken during the play of all tournament games. These are NOT mandatory. The referee and both coaches should agree before a game begins that such breaks will be taken and generally when they will occur. Water breaks will be taken only with referee's permission, and the game clock shall continue to run during the entire duration of the break period. THE GAME CLOCK WILL NOT BE STOPPED during a water break.

VI. TOURNAMENT AND MATCH SCHEDULES

A. **TOURNAMENT FORMAT** –All teams will be guaranteed 3 games. U5 – U8 will not have advancement. Score will not be kept in these age divisions. U9 – U19 will play round robin games and based on the number of teams in each division a championship will be awarded based on points or a championship match. There will be separate rec Plus and purely Recreational playing divisions.
B. **MATCH SCHEDULES** – To be available on the web site.
C. **PROCEDURES FOR DETERMINING A WINNER** - There will be no overtime periods in group play If match ends in a tie in Semi final or championship matches, still no overtime will be played but the match will go directly to FIFA penalty kicks.
D. **REFEREES** –The tournament shall utilize a three-referee system on all matches U13 and up. A single referee will be utilized on all other matches. U5 and U6 matches will NOT utilize referees.
E. **MATCH DELAYS, SUSPENSIONS, CANCELLATIONS** – In case of inclement weather, the Tournament Directors, Lonestar Soccer Club Soccer Club and the facility manager will determine if games are to be played. Once the game has started, the decision rests with the referee and Lonestar Soccer Club. If any games are canceled, it is up to the coaches of the teams to check with the Tournament Directors for rescheduling information. Games shall be considered complete if one half of the game has elapsed. The se



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at the stoppage of play will be the final score. If one half has not elapsed and the game is stopped, every effort will be made to reschedule to balance of the game. A tournament weather advisory line has been established. TOURNAMENT WEATHER ADVISORY LINE 512-336-RAIN.

F. REFUND POLICY – A team withdrawing from the tournament after being accepted shall forfeit its entry fee in full. In the event of inclement weather, the Tournament Committee has the authority to restructure or cancel the tournament. It will not be rescheduled for another date and no refunds will be issued once play has begun. If the tournament is cancelled prior to the start of play, a refund less expenses will be distributed at the sole discretion of the tournament. A \$35.00 fee will be accessed to any returned check for entry fees and tournament tee shirts.

VII. FORFEITS

- A. FORFEITURE** – Each team must be ready to play at the scheduled time or immediately after the conclusion of the previous game as determined by the referee, and with the minimum number of players, or the team is subject to forfeiting the match.
- B. PERMISSION TO CONTINUE PLAY** – Following the forfeiture of a game, a team will be allowed to continue to play, but will not be eligible to receive awards.
- C. POINTS** – A forfeit will be scored as a win and a total of 3 points will be awarded.

IX. STANDINGS AND TIE-BREAKERS

A. Team Standings and Tie Breakers: – Team standings will be based on the following scoring system:

- Win** 6 points, plus 1 point for each goal scored (max of 3 goals)
- Tie** 3 points, plus 1 point for each goal scored (max of 3 goals)
- Loss** 0 points, plus 1 point for each goal scored (max of 3 goals)
- Bonus** 1 point is awarded for a shutout, 1 point per goal scored (Max 3)

No shutout bonus shall be awarded for a 0-0 tie. Teams shall be awarded the bonus points for goals scored without regard to the outcome of the game. That is, the losing team will receive points for goals scored, and 0 points for the loss. A 0 – 0 tie is scored 3 points for each team.

B. Tie Breakers: While following criteria, never revert back to the top of the list even after a team has been eliminated from the tiebreaker. Ties in the standings will be resolved in the following order:

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|---|--|
| 1. Winner of head to head competition. | 4. Most goals scored (maximum of 3 goals per game) |
| 2. Net goals (goal difference, limit of +/- 3 per game) | 5. Most total wins |
| 3. Goals against | 6. FIFA penalty kicks |

IX. MATCH AND SCORE REPORTING

A. REPORTING – The winning coach, or the home team coach in the case of a tie, will sign and validate for accuracy the official game card. Referee will turn in the Game Card. Each coach is responsible for verifying the posted score prior to the team's next game.

X. PROTESTS AND DISPUTES

A. PROTESTS – There will be no protests. Issues can be raised to the Tournament Director, but all referee decisions are final.

XI. CONDUCT AND DISCIPLINE

A. TEAM AND SPECTATOR CONDUCT – Misconduct by a team, players, coaches, parents, spectators, supporters or officials will not be tolerated on or off the field. A team, player, coach, parent, spectator, supporter or official may be withdrawn from the competition at the discretion of the Tournament Director. In the event that this occurs, a misconduct report will be made to STYSA and/or the team's State or National association. Coaches are responsible for the conduct of their team and supporters both on and off the fields.

B. GENERAL RULES – Verbal abuse or harassment of anyone will not be tolerated. Alcohol, firearms, fireworks and glass containers are not allowed at the park. Artificial noisemaking devices are prohibited. All facilities are Smoke Free.

C. EJECTIONS – Any player or coach who received a red card/ejection during a match is not allowed to play or coach in the next match.

- 1. Players and/or coaches receiving an ejection must leave the match immediately.
- 2. Players may sit on the bench during their suspension. However, they shall not be in uniform. Coaches shall not return to the tournament site during the match for which they are serving the one game suspension.
- 3. ANY PLAYER, COACH OR SPECTATOR GUILTY OF REFEREE ASSAULT WILL BE SUSPENDED IMMEDIATELY FROM THAT MATCH AND SUSPENDED FROM FURTHER TOURNAMENT PARTICIPATION. A REPORT WILL BE MADE TO THE HOST STATE ASSOCIATION AND THE TEAM'S STATE OR NATIONAL ASSOCIATION.

D. YELLOW CARDS – A player or coach receiving two yellow cards during a match is suspended from that match and suspended from the next match (one match suspension). Two yellow cards in the same match is a red card and are counted as a red card.

E. REPORT OF DISCIPLINARY ACTION

- 1. Disciplinary actions taken during a match will be marked on the game card with the name and jersey number of the player or the Coach's name.

XII. GAME BALLS

Each team must provide an appropriate sized match ball for all games.

XV. AWARDS

All teams will be guaranteed 3 games. U5 – U8 will not have advancement. Score will not be kept in these age divisions. U9 – U19 will play round robin games and based on the number of teams in each division a championship will be awarded based on points or a championship match.

