

SAO PAIO INVITATIONAL SOCCER TOURNAMENT

TOURNAMENT RULES

All tournament games will be played in accordance with the "LAWS OF THE GAMES", unless modified by the rules below.

1. TEAM ELIGIBILITY

The tournament is open to teams composed of players who are registered with CJSA, with any other U.S. Soccer affiliated club within Connecticut or with the equivalent organization if the team is from outside Connecticut. This tournament requires a certificate of insurance from any non US Youth Soccer Affiliate team, evidencing liability and player medical coverage. The minimum liability limits must equal or exceed CJSA's minimum of \$1,000,000 and the minimum excess player medical limits must equal or exceed \$25,000.

U-11 and U-12 teams can roster no more than eighteen (18) players and the U-13 and U-14 teams can roster no more than twenty (20) players. Both groups will be allowed to have up to three guest players. Each guest player is required to have a Guest Player Approval Form available for review by the Field Marshal before each game. U-9 and U-10 teams are E bracket teams can roster no more than sixteen (16) players, guest players **are not** permitted. U-9 through U-12 will play 8v8. U-13 and U-14 will play 11v11. Players will not be allowed to play on more than one team regardless of age group.

Before being permitted to participate each team must provide at the time of registration (1) a roster authorized by the state association, (2) player passes for U-11 through U-14 age groups, (3) medical release forms for each player on the roster, (4) *Permission to Travel* form (only required of teams from New Jersey or traveling from outside Region I) and (5) *Guest Player approval Form* if using guest players.

Coaches of U-11 through U-14 will be asked to provide their certified roster and player passes before each match by the Field Marshal. The Field Marshal will hold the passes until the match is concluded.

The U-9 and U-10 age groups will be asked to provide their certified roster before each match. Passes will not be required for U-9 and U-10.

Premier, Select and all-star teams may not participate.

2. AGES

Participants must comply with the USYSA age division rules:

- Under-14 – born on or after 8/1/94
- Under-13 – born on or after 8/1/95
- Under-12 – born on or after 8/1/96
- Under-11 – born on or after 8/1/97
- Under-10 – born on or after 8/1/98
- Under-09 – born on or after 8/1/99

If there are enough teams, a second division will be added to each age group.

Combining of age groups may be done at the Tournament Director's discretion if needed but will be limited to combining U-13 with U-14, U-11 with U-12, and U-9 with U-10.

3. SUBSTITUTIONS

Substitutions shall be unlimited in all age groups in accordance with FIFA laws of the game and with the permission of the referee. Substitutions may be made only upon proper notification of the referee through linesman and with the referee's permission.

4. DURATION OF PLAY

Two equal halves will be played with a five-minute half time interval. Halves will be twenty-five minutes running time in all age groups. No injury time will be added

5. BALL SIZE

Per USYSA guidelines

6. LOCATION OF PLAYERS/SPECTATORS

Each team and its' coaches will be on the same side of the field. Each team will be limited to its own designated half of the field. Spectators will be on the opposite side of the field from the teams. Spectators may use the entire sideline, but must remain behind the spectator line (if provided) or three yards from the touchline if a spectator line is not provided.

7. CONDUCT

Players, coaches, and spectators are expected to conduct themselves within the spirit of the LAW as well as the letter of the LAW. Displays of temper or dissent are cause for ejection from the game and the surrounding field area. Repeated violations may result in the suspension of the team from the tournament as decided by the Tournament Director.

Players, coaches and team officials ejected from a game by the referee shall be ineligible for the next scheduled game. NO substitutions may be made for an ejected player during the game that the offense occurs.

It is the responsibility of the team's coach or the person acting in the coach's behalf to control the conduct of its parents and other spectators. Failure to do so may result in a warning to the coach or the person acting in the coach's behalf by the referee. If unacceptable conduct continues, the referee may eject the team's coach, or the person acting in the coach's behalf, from the game.

In accordance with the USYSA Tournament Hosting Agreement, all red and yellow cards and other matters involving team conduct will be reported to the home club and State/Provincial Association of the team involved as well as the US Youth Soccer National Office.

Artificial noise-making devices are prohibited.

Smoking and alcoholic beverages are not permitted at any of the field sites.

8. FORFEIT

Each team must report to the field and be ready to play no later than fifteen minutes prior to the scheduled game time. There will be a 10-minute grace period from the scheduled start of a game before a forfeit is declared. A minimum of seven players constitutes a team for U-11 thru U-14 and six players for U-9 thru U-12. If the minimum number of players is present, the game must be played. Once the game begins, if a team falls below the minimum number of players for any reason (injury, send-off etc.), the game will be declared a forfeit. Any team forfeiting a game is not eligible for first or second place or a berth in a Championship match.

9. DETERMINING WINNERS

Division winners (excluding U-9 and U-10, who will receive participation awards) will be determined by the following point system:

Teams will be ranked in order of match points:

Win	3 points
Tie	1 point
Loss	0 points
Win by forfeit	3 points

A win by forfeit will result in a (1-0) win and 1 bonus point.

The team with the most points finishes first. If teams are tied, the following tiebreaker rules will be applied:

- A. Winner of head-to-head matches (not used when more than two teams are tied).
- B. Bonus Points – During the preliminary rounds only, Bonus Points will be awarded for positive goal differential. Up to three Bonus Points per game are allowed.
- C. Fewest goals allowed.
- D. Fewest red cards
- E. Fewest yellow cards
- F. Penalty kicks from the spot. FIFA rules apply. However, coaches may select any player on their roster to take the kicks. A team must have the minimum of seven players to complete the penalty kicks. If a team does not have the minimum number of players to complete the penalty kicks, the team with the minimum number of players present will be declared the winner.

10. TIES (CHAMPIONSHIP & SEMI-FINAL GAMES ONLY)

Teams will be given a five minute rest period prior to two, ten minute overtime periods. Both overtime periods must be played in their entirety, there will be no "golden goal" winner. If the score is still tied at the end of overtime play, penalty kicks will be used to decide the outcome. The following format will be used:

- A. Only the players on the field at the end of the second overtime period will be eligible to participate in penalty kicks. The coach of each team will provide the referee with the order his players will shoot.
- B. The referee will decide which goal is to be used.
- C. Winner of the referee's coin toss will have the choice of shooting first or second.
- D. If one team has fewer than eleven players taking penalty kicks (due to injury, sending off, etc), the opposing team may designate the same number of players to take penalty kicks.
- E. Each team will take five shots, alternating chances. The team scoring the most goals is the winner.
- F. If the score remains tied after the five shots by each team, the penalty kicks continue, alternately, until one team scores and the other does not.
- G. Goalkeepers hurt during the penalty tie-breaking kicks may be replaced by one of the eligible players already on the field.

11. INCLEMENT WEATHER

Teams must appear on the field of play as scheduled regardless of the weather, unless otherwise notified by a member of the tournament committee. Failure to appear will result in a forfeit. If both teams do not appear, a double forfeit will be declared and no points will be awarded for that game.

BEFORE A GAME – PRELIMINARY ROUNDS

The referee and/or the tournament committee may reduce the length of a game by up to 50%. However, both halves must be of equal length. If a game is cancelled, the tournament committee will award a 0-0 tie.

BEFORE A GAME – CHAMPIONSHIP GAME

Penalty kicks will take place to determine the winner if a championship game cannot begin. If penalty kicks cannot be taken, co-champions will be declared.

DURING A GAME – PRELIMINARY ROUNDS

The game will be considered complete and the score will stand if half of the game is completed. If less than half of the game is completed, the tournament committee will award a 0-0 tie.

DURING A GAME - CHAMPIONSHIP GAME

The game will be considered complete and the score will stand if half of the game is completed. If less than half of the game is completed, penalty kicks determine the winner (see rule 10, A through G). If penalty kicks cannot be taken, co-champions will be declared.

Notwithstanding the rules above, the tournament committee reserves the right to reschedule games during the weekend due to inclement weather, including the option of moving games to Monday (Labor Day). Changes to the schedule will be communicated to the listed team representative as quickly as possible.

12. REFUNDS AND EXPENSES

Under no circumstances whatsoever is the Connecticut Junior Soccer Association, Inc., the Naugatuck Youth Soccer League, the SPIN Tournament Committee, or any of their official representatives, responsible for any expenses (including the Tournament entry fee) incurred by any team. This includes a situation when the Tournament and any game(s) are canceled in whole or part.

13. PROTESTS

Protests will not be permitted.

14. TOURNAMENT FORMAT

Six Team Divisions: The teams will be divided into two brackets of three. Each team will play their two group opponents on Friday and/or Saturday. The top two teams from each group, as determined by point standings, will play semi-final games on Sunday morning (Winner Group A vs Runner-up Group B and Winner Group B vs Runner-up Group A). The two third place teams will play a consolation game on Sunday morning. The winners of the semi-final matches will play a Championship match on Sunday afternoon.

Eight Team Divisions: The teams will be divided into two groups of four. Each team will play the other three group opponents in a round robin format to be completed by Sunday morning. The top team in each group, as determined by point standings, will play a Championship match on Sunday afternoon.

Four Team Divisions: Each team will play the others in a round robin format to be completed by Sunday morning. The first and second place teams will play a Championship match on Sunday afternoon.

Five Team Divisions: Each team will play the others in a round robin format (four games for each team). Total points will determine first and second place.