

Tournament Rules

2019 Wild West Shootout Tournament Rules (Rev 5_07_2019)

This tournament shall be played in accordance with applicable sections of the FIFA rules except otherwise noted in this document.

CREDENTIALS & CHECK IN

Properly validated USYSA, US CLUB, or AYSO Player passes will be required. A properly validated team roster which contains player names as well as dates of birth and player medical releases must be present at all games. Team representatives will present credentials at Team check-in at designated time. Players will receive hand stamps and coaches will receive wristbands that must be worn/visible throughout the tournament.

Age divisions are birth year as per current US Soccer guidelines. Eligible players are those whose names appear on the validated team roster. Exceptions to the age guidelines must be requested via email to the Tournament Director (wildwest@carsonfc.org) and may be approved under appropriate and applicable situations.

Rosters may not be changed once the tournament begins. Coaches are responsible to play only the players on the validated team roster. Check in 30-60 minutes prior to first game is required for all the players. Random check-ins will be carried out if necessary. All challenges of player eligibility MUST be made BEFORE start of second half to a referee. If a challenge is made, the referees will perform a proper player check with the game cards and the validated team roster. Teams using unqualified players will be excluded from the tournament and all their games considered forfeits.

THE COACHES ARE RESPONSIBLE TO MAKE SURE THEIR PLAYERS ARE PROPERLY EQUIPPED AT ALL TIMES. This includes the following:

- Matching uniforms with numbers located on the back of the jerseys. Goalkeepers must wear a jersey that does not match the color of either team.
- Uniform shirts must be tucked in before the start of the game and start of the half. All teams must have an alternate jersey color.
- Soccer cleats and shin guards are mandatory. Socks are to be worn on the outside of the shin guard completely covering the shin guard.
- Warm clothing must be worn under the uniform.
- No jewelry of any kind is allowed, and taping of earrings is not acceptable.
- Orthopedic casts and braces MUST be padded and allowed at the discretion of the referee.

If a player is on the field without being properly equipped, then the referee will send them off the field and no substitution can be made nor the player return to the field until a stoppage of play, and then allowed only with a referee's permission. So, your team would be playing a man down until the next stoppage!

GUEST PLAYERS

U10 | 7v7 | Maximum Roster Size (14) Players | (3) guest players maximum.

U11-U12 | 9v9 | Maximum Roster Size (16) Players | (3) guest players maximum.

U13-U19 | 11v11 | Maximum Roster Size (20) Players | (3) guest players maximum.

All guest players must have the above credentials and be on the validated team roster.

SMALL SIDED GAME RULES

- **NO HEADERS FOR U12 AND UNDER.** If the referee believes a player (U12 and under) intentionally headed the ball, then an indirect kick will be given at the spot of the foul.
- **BUILD OUT LINES WILL BE USED FOR 7V7 U10 GAMES ONLY.** Full build out lines clarification can be found below.
- **FULL BUILD OUT LINES CLARIFICATION THROUGH USYS:**
 - The build out line promotes playing the ball out of the back in a less pressured setting. When the goalkeeper has the ball in his or her hands during play from the opponent, the opposing team must move behind the build out line until the ball is put into play. Once the opposing team is behind the build out line, the goalkeeper can pass, throw or roll the ball into play (punts and drop kicks are NOT ALLOWED). After the ball is put into play by the goalkeeper, the opposing team can cross the build out line and play resumes as normal. The opposing team must also move behind the build out line during a goal kick until the ball is put into play.
 - If a goalkeeper punts or drop kicks the ball, an indirect free kick should be awarded to the opposing team from the spot of the offense. If the punt or drop kick occurs within the goal area, the indirect free kick should be taken on the goal area line parallel to the goal line at the nearest point to where the infringement occurred.
 - The build out line will also be used to denote where offside offenses can be called. Players cannot be penalized for an offside offense between the halfway line and the build out line. Players can be penalized for an offside offense between the build out line and goal line.
 - Practical Applications- Ideally, the goalkeeper will wait to put the ball into play once all opponents are past the build out line. However, the goalkeeper can put the ball into play sooner but he or she does so accepting the positioning of the opponents and the consequences of how play resumes. To support the intent of the development rule, coaches and referees should be mindful of any intentional delays being caused by opponents not retreating in a timely manner or encroaching over the build out line prior to the ball being put into play. Coaches are responsible for addressing these types of issues with their players. Referees can manage the situation with misconduct if deemed appropriate. Referees should be flexible when enforcing the 6 second rule and counting the time of possession should only begin when all opponents have moved behind the build out line.

DURATION OF MATCHES

U9 – U12 (2) 25 minute halves, with 5 minute halftime break

U13 – U19 (2) 30 minute halves, with 5 minute halftime break

All matches will be terminated no less than (5) minutes prior to the start of the next scheduled match.

NOTE: Injury time will NOT be added to the length of the game, except under the most extenuating circumstances. This will be at the discretion of the referee. **THERE WILL BE NO OVER TIME PLAY IN ANY REGULAR GAME.**

- **Semi Final Games** If the score is tied at the end of regulation time in the semi final games, kicks from the penalty spot will be taken per FIFA rules to determine the winner. Only players on the field at the end of regular time are eligible to take a Penalty Kick.
- **Championship Games:** If the score is tied at the end of regulation time in the Championship games, the teams will have a 5 min. break then start over-time play. Over-time consists of two (2) 5 minute halves with the Golden Goal Rule in effect. If it is still tied at the end of the second overtime period, kicks from the penalty spot will be taken per FIFA rules to determine the winner. Only players on the field at the end of Overtime are eligible to take a Penalty Kick.

TOURNAMENT SCORING

Teams shall be awarded points for match results as follows:

- (6) Points for each win.
- (0) Points for each loss.
- (3) Points for each tie.
- (1) Point for shutout.
- (1) Point for each goal up to 3 goals.

(-1) POINT DEDUCTED FOR EACH RED CARD AND/OR EJECTION RECEIVED INCLUDING COACHES AND SPECTATORS

(-1) POINT WILL BE DEDUCTED IF A TEAM EXCEEDS A GOAL DIFFERENTIAL OF 8 IN A SINGLE GAME

- For a forfeit match, the winner will be credited with a 3-0 win, and awarded (10) Points (six for the win, one for the goal and one for a shutout).
- Any team leaving the field prior to determination of a winner shall forfeit the match.
- No points will be awarded if neither team shows up.
- The total number of points accumulated during group play will determine consolation and playoff games for each division. Except in the case of a 5 team bracket, where points will determine final standings for that division.

GAME FORMAT AND AWARDS

At the conclusion of the final or championship matches, first (**1st**) place in each age group will receive individual medals, and the team will receive a "Tournament Champion" prize; second (**2nd**) place will receive individual medals.

Award presentations will be held immediately after the respective playoff game, or at the conclusion of the final game in each division at the large stage located near the vendors. There will be no awards mailed.

TIE BREAKING WITHIN A FLIGHT

Ties in FLIGHT standings will be broken by employing a tiebreaker. If more than two teams are involved in the tie, the first team to move ahead of the remaining teams will be awarded the highest place, and the tiebreakers continued until all ties are broken.

1. Head to head (if all teams played each other.)
2. Largest goal differential (max. of plus or minus (5) per match)
3. Least goals allowed. ((5) max)
4. Most goals scored (maximum of (5) per match)
5. FIFA penalty kicks (site and time at the discretion of the Tournament Director).
 - a. (7) Players for U10, (9) Players for U11-U12, and (11) Players for U13-U19 from each team must be ready to participate within (5) minutes of the appointed time or else that team will forfeit its opportunity to prevail in the tiebreaker.

SUBSTITUTION RULE

MANDATORY substitution for a potential head injury, AND for any player injured that require coach's attention on field. Substitutions are allowed with the referee's approval at any stoppage of play as per FIFA rules. It will be at the discretion of the referees to allow substitutions and keep the game flowing. Ejected (Red carded) players may NOT be substituted; they are to leave the field and area immediately.

SPORTSMANSHIP AND CONDUCT

Good sportsmanship shall prevail. Coaches are responsible for the conduct of their players, parents and spectators. **ALL SPECTATORS MUST SIT ON THE OPPOSITE SIDE OF THE PLAYERS AND COACHES BUT ON THE SAME HALF OF THE FIELD AS THEIR TEAM. ALL PERSONS MUST REMAIN AT LEAST THREE (3) FEET BEHIND THE TOUCH LINES.**

Coaching shall be done from an area ten (10) yards from either side of the mid-field line.

Any player receiving a red card will have a one game suspension. A 2 game suspension will be given for (a) violent conduct (b) foul and abusive language.

HOME TEAM

- The team listed **FIRST** on the schedule for each game is considered the "Home Team".
- **The Home team will get ball and direction** – there will be NO coin toss until the Championship Games.
- **The Game Balls are provided by the Wild West Shootout!**
- *Home* team jersey should be a **lighter-colored** jersey.
- *Away* team jersey should be **darker-colored** jersey.
- The **HOME** team will be responsible for change of jerseys when conflict of color occurs.
- The Goal Keeper must not wear colors similar to either teams.

GAME CARDS

Tournament officials will provide referees with a game card for each game. Coaches are to sign the game card at the field after the game to confirm scores. The referee will complete the game card and turn into the field marshall tent after each game.

ADVERSE WEATHER/UNEXPECTED TERMINATION OF PLAY

Matches will be played in all weather conditions, unless the Center Referee or Tournament Director determines the conditions are dangerous and/or life threatening as per FIFA/USYSA/USYSNV regulations. The tournament standings at that time will be final. **No refunds will be given unless the tournament as a whole is cancelled!**

Contingency Plan:

Plan A: All matches will be played as scheduled

Plan B: Shorten all first round matches to 15 min. halves.

Plan C: Plan B, plus shorten all second round matches the same.

Plan D: Plan C, plus shorten all third round matches the same.

Plan E: In the event the fields become totally unplayable or the weather becomes hazardous condition, it may be necessary to decide some matches with FIFA penalty kicks.

ALTERNATE MATCH SCHEDULING

The Tournament Committee has the authority to alter the schedule, move matches to the next day or move match sites for the good of the tournament.

DISPUTES

The Tournament Committee shall settle all disputes and their decision is final. **NO protests will be allowed.**

Any verbal abuse directed at committee members, referees or other volunteers will result in suspension and ejection from the tournament, and may include the forfeit of all remaining matches.

Referees have complete authority during all matches and will not allow abusive or profane language, threats of any kind or style of play that detracts from the Game of Soccer.

The Tournament Committee is the final authority in ALL matters!