



2011 TIPPCO Soccer Extreme Tournament

Tournament Rules: Updated 2/22/2011

This version replaces all previous versions

Eligibility and Credentials:

All teams must be currently registered with their State or National Association. Teams outside of the state of Indiana must provide valid permit to travel documentation. Teams may carry a roster of no more than 18 players for U13 - U18, 14 players for U11 - U12, and 12 players for U9 – U10 rosters. Rosters may include up to 5 guest players for U13 – U18 and up to 3 guest players for U9 – U12 teams. No roster changes will be permitted after a team roster has been approved at tournament registration. No player will be allowed to either register or play for more than one team in the tournament. Each player must have a valid USSF/USYSA or US Soccer club ID card which must be presented at registration and at the field of play as requested by the Field Marshall or other tournament official. If a player who is not properly registered participates in any game, that game shall be automatically forfeited to the opposing team. For U9 and U10 team rosters - any team using the Academy format should apply for a state roster. No U8 teams – any U9/U10 team with only U8 players registered (onsite) will not be allowed to participate. All coaches must have a valid coaches card.

Age Groups:

Players must be born within the August 1st – July 31st time frames used by the USSF for the division in which they will participate.

Age Group	Born Between
U9	8-1-01 & 7-31-02
U10	8-1-00 & 7-31-01
U11	8-1-99 & 7-31-00
U12	8-1-98 & 7-31-99
U13	8-1-97 & 7-31-98
U14	8-1-96 & 7-31-97
U15	8-1-95 & 7-31-96
U16	8-1-94 & 7-31-95
U17	8-1-93 & 7-31-94
U18	8-1-92 & 7-31-93

Laws of the game:

All games shall be played under FIFA Laws of the Game as modified by USSF or US Youth Soccer for youth games unless otherwise noted.

U9/U10 Modified Rules:

- Format is 6 v 6.
- Minimum number of players to begin a match is 4.
- Punting and/or drop kicks may not cross the midfield line without touching the ground or another player first. Throwing and rolling past the midfield line is allowed. In the case of an infraction, an indirect free kick will be awarded at the midfield line at the point the ball crossed midfield.



2011 TIPPCO Soccer Extreme Tournament

- The distances for direct/indirect kicks will be 5 yards.
- Penalty kicks will be taken from a spot 8 yards from the goal line.
- Offsides will not be called, however teams should not “cherry pick”
- Half time will be limited to 5 minutes
- No red card or yellow card will be given at this age group, but a player that commits an infraction that would have warranted a card can be asked by the referee to sit for a half or the rest of the game.
- Scores of games may be kept and posted, but no standings maybe kept.
- No semi-final or championship games in the U9 and U10 age groups.
- Participation awards will be given to all players at this age.
- Two 25 minute halves.
- Size 4 Ball.

U11/U12 Modified Rules:

- Format is 8 v 8.
- Minimum number of players to begin a match is 6.
- The distances for direct/indirect kicks will be 8 yards.
- Penalty kicks will be taken from a spot 10 yards from the goal line.
- Half time will be limited to 5 minutes.
- Two 30 minute halves.
- Size 4 ball.

U13 and older:

- Format 11 v 11.
- Two 35 minute halves.
- Size 5 ball.

Substitutions are unlimited and will be allowed on goals, goal kicks by either team, on your throw-in or opposing team throw-in where they are substituting and injury one for one.

Game clock will not stop for injuries unless, at the discretion of the referee, the injured player must be removed from the field by medical personnel.

Equipment:

- Home teams shall be the first team listed on the schedule. The home team shall furnish a game ball. When colors of competing teams are similar, the designated home team must change to colors distinct from the opponent. Home teams are encouraged to wear light colored uniform jerseys.
- All players are required to wear shin guards.
- Eyeglasses must be secured by a safety strap or goggles.
- All body piercing and other jewelry must be removed, including newly pierced ears. Medical jewelry may be worn if the player is not to remove it.
- Center referee has final say on any other clothing or jewelry issues that might come up.

Scoring:



2011 TIPPCO Soccer Extreme Tournament

Scoring for the tournament will be as follows:

Win = 3 points

Tie = 1 point

Loss = 0 points

In the event of a forfeited game, the team forfeiting the game will not be allowed to advance out of their group. The team declared the winner of a forfeited game shall receive three (3) points for the win and a score of 1-0. No other scoring points will be awarded. All games previously played against the forfeiting team shall be rescored 1-F (F = Forfeit) with 3 points awarded for the win; all remaining games to be played against the team forfeiting will be scored in the same manner.

Standings:

The following procedure will determine the group winner of a bracket or division:

- Most points
- Winner of the game played between the tied teams (does not apply in the event of a three way tie).
- Most wins
- Goal Differential (Maximum of three per match)
- Fewest goals allowed
- Penalty kicks. Per FIFA rules with the exception of any eligible, roster player may participate. If teams are tied after the first round of five penalty kicks, successive rounds of one shooter from each team will be taken until one team prevails. No player may take a second kick until all other eligible players have kicked. Players, who are sitting out with a red card and not eligible to play on the following game are not eligible to participate in the PKs.

Forfeits:

A five minute grace period will be extended beyond kick-off time before a forfeit will be declared. A team's failure to complete a match or leaving the field during play will result in forfeiture. The winning team of a forfeited game will be awarded three goals. The center referee has the only authority to declare a forfeit.

Blood Rule:

The blood rule is in effect. Any player bleeding must leave the field until the bleeding is adequately controlled. The player must check in with the assistant referee before allowed back on the field.

Overtimes:

- Any regular tournament match that ends in a tie score shall be declared a tie. Any Championship game tied at the end of regulation play will go into overtime. The overtime shall consist of two 5-minute halves with no halftime. Both of the overtime halves will be played in their entirety. Teams will switch ends of the field between the halves. If the game is not decided in the overtime, penalty kicks according to FIFA rules will be used.



2011 TIPPCO Soccer Extreme Tournament

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Red Cards and other Ejections:

Any player receiving a red card in any game will be required to leave the field and playing area for the duration of the game in process and will be suspended for the next game. Substitutions are not allowed for an ejected player. Center referee will retain the player card and submit it with the game report containing the reason for the red card.

Coaches, managers and/or spectators ejected will also be required to leave the field and playing area, failure to do so will result in the match being ended with the team of the offending coach being considered to have forfeited. Ejected coaches are not permitted to communicate with players or coaches by voice or hand signals. Coaches, managers and spectators are required to complete their suspension prior to returning to the playing fields regardless of their status with another team or their club. Center referee will retain the coach's or manager's card and submit it with the game report containing reason for the red card.

Tournament Cancellation Policy:

In the event of a complete cancellation of the tournament 24 hours in advance of the first scheduled game, the Tournament Committee will refund 75% of the tournament fees.

**** Teams that qualify for the finals of the Indiana State Cup, Challenge Cup, or President's Cup (which will be held the same weekend as Soccer Extreme) will be refunded 100% of the registration fee. ****

Policy and Rule Interpretations:

Questions concerning these rules shall be directed to the Tournament Director, who reserves the right to render interpretation or implement modifications, which they judge to be in the best interests of the tournament. **There are no protest procedures for Soccer Extreme;** all decisions and interpretations of the referees or Tournament Officials shall be final.

CODE OF CONDUCT:

The tournament asks that all players, coaches, parents and visitors respect the rules of the game, the referees and each other.