

## Rules for the 2016 Penn State 8v8

Maximum roster size for all age groups will be thirteen (13). Players may only appear on one roster in an age group at the tournament. Rosters may include up to eight (8) guests, given that each player is properly carded by a USSF affiliated organization.

### Credentials:

Each coach must check-in at the tournament headquarters at least two hours before their first game. At the check-in, the coach will present credentials to include player passes, medical release forms for each player, an official sealed team roster for verification, and a permission to travel form signed by their National State Association (if required by the state association).

### Directors:

No protests will be entertained. The tournament directors, who will have the right to exclude a team, coach, player(s), or parent(s) not acting in accordance with the tournament rules or policies, will handle all penalties. The decision of the directors is final.

### Alcohol and Tobacco Policy:

All spectators, players, and coaches are expected to respect the tournament rules, facility rules, and any applicable local, state, and federal laws. This includes the prohibition of alcohol and tobacco products from being used/consumed at the tournament soccer fields. This will be enforced throughout the weekend. Any violators will be reported to the Tournament Directors and will be subject to expulsion from the tournament at the discretion of the Tournament Directors. The Tournament Directors thank all fans and participants for their cooperation.

### Jewelry:

No jewelry shall be worn by any player during games. Jewelry should be removed prior to entering the field of play.

### Standings:

The order of finish will be determined by the number of points accumulated. Three (3) points will be awarded for a win, one (1) point for a tie, zero (0) points for a loss, and minus one (-1) for a forfeit. If two teams have an equal number of points, the order of finish will be decided as follows:

- a. Result of head to head competition (game between the teams in question). In the event three or more teams are tied, this tie-breaker will be omitted. Once the first team in a three-way tie is determined, head-to-head competition will be used to determine the next order of finish.
- b. Goal difference in all games, with a maximum of three in each game (This is the first tie-breaker in a three-way tie).
- c. Fewest goals allowed, with no maximums per game.
- d. Most goals scored, with a maximum of three in each game.
- e. Coin toss

### Play-off Games:

If the game is tied at the end of regulation time, teams will play up to two (2) sudden death (golden goal) periods of 5 minutes each. If the game is still tied after the overtime period, penalty kicks will be taken as indicated below until a winner is determined.

Prior to the start of the penalty kick contest, coaches shall choose 8 players (6 players for U9/U10), one of whom shall be a goalkeeper, who shall participate in the kicks. Of these, five (one of whom may or may not be the goalkeeper) shall be chosen to take kicks as described below. The remaining players shall take kicks, if necessary, as described below. No additional players shall be considered eligible to kick, except for injury.

- a. Referee will choose goal at which all kicks will be taken.
- b. Winner of coin toss will take first kick.
- c. Each team shall take five (5) alternating kicks.
- d. If before both teams have taken five (5) kicks, one has scored more than the other could, the taking of kicks shall cease.
- e. If after both teams have taken five (5) kicks, both have the same number of goals or not scored any goals, the taking of kicks shall continue until both have taken an equal number of kicks and one has scored a goal more than the other.
- f. Each kick shall be taken by a different player which shall include the goalkeeper if the goalkeeper was not among the first five kickers.
- g. Not until all eligible players have kicked may a player of the same team take a second kick.

### Tournament Cancellation / Modification:

In the event of inclement weather or any other "act of God" which would prevent continuation of the games, the tournament will be canceled. Partial refund checks will be mailed to each team contact on file once all obligations are paid in full at the discretion of the Tournament Directors. In the event of inclement weather the tournament directors have the right to change the length, format, location, and number of games.

### Withdraws:

All teams withdrawing from the tournament after registering will forfeit a \$50 non-refundable application fee. Teams withdrawing after their acceptance may forfeit up to 100% of their registration fee.

All games will conform to the FIFA Laws of the Game, except where modified below:

Law 1 ♦ The Field of Play

Dimensions:

U9/U10:

Length: minimum 45 yards maximum 60 yards

Width: minimum 35 yards maximum 45 yards

All other age groups:

Length: minimum 70 yards maximum 80 yards

Width: minimum 45 yards maximum 55 yards

A circle with a radius of eight (8) yards will be marked around the center mark.

The Penalty Area: A penalty area will be fourteen (14) yards. The penalty mark will be 10 yards from the goal line. An arch of a circle with a radius of eight (8) yards from each penalty mark will be drawn outside the penalty area.

Goals: Conform to FIFA (8♦ x 24♦) with the exception that U9/U10/U11 may use smaller goals (approximately 6♦ x 18♦).

Law 2 ♦ The Ball:

U9/U10/U11/U12 will use a size four (4) while all other age groups will use a size five (5).

Law 3 ♦ The Number of Players:

U9/U10 will play with six (6) players a side, one of whom is the goalkeeper. All other age groups will play with eight (8) players, one of whom is the goalkeeper.

Substitutions: Unlimited substitutions with the permission of the referee at any stoppage of play regardless of possession.

Law 4 ♦ The Players Equipment:

Conform to FIFA with the following addition: Teams are requested to bring alternate jerseys. Where teams have the same color jerseys, the team listed first in the game schedule will be designated as the home team and will be asked to change jersey.

Law 6 ♦ The Assistant Referees:

Assistant referees will not be used. Matches will be officiated using one USSF certified referee.

Law 7 ♦ The Duration of the Match:

Conform to FIFA with the exception of the match being divided into two (2) halves of twenty (20) minutes each. There shall be a half-time interval of five (5) minutes. Teams are expected to play at the scheduled starting time for each game. If a team has five (5) players available, play will begin. Any team more than ten minutes late will forfeit the game and receive a minus 1 score for tournament placement. The other team will be given three points for a win by a 3-0 margin.

Law 8 ♦ The Start and Restart of Play:

Conform to FIFA with the exception that opponents of the team taking the kick-off are at least eight (8) yards from the ball until it is in play.

Law 11 ♦ Offside:

There will be no offside.

Law 12 ♦ Fouls and Misconduct:

Conform to FIFA with the exception that an indirect free kick is awarded to the opposing team at the center spot on the halfway line if a goalkeeper punts or drop-kicks the ball in the air into the opponents half without first touching a player or the ground. Not subject to this rule are goal kicks and balls released from the keepers♦ hands.

An ejected player or coach is ineligible for the next scheduled game. A player ejected for fighting COULD BE deemed ineligible for further tournament play by the Tournament Directors.

Law 13 ♦ Free Kicks:

Conform to FIFA with the exception that opponents are at least eight (8) yards from the ball.

Law 14 ♦ The Penalty Kick:

Conform to FIFA with the exceptions that the penalty mark is at ten yards and that players other than the kicker and defending goalkeeper are at least eight (8) yards from the penalty mark.

Law 17 ♦ The Corner Kick:

Conform to FIFA with the exception that opponents remain at least eight (8) yards away from the ball until it is in play.