

2018 Spring Shootout Tournament Rules

Classifications and Age Divisions:

The 8th Annual ACYSO Spring Shootout is sponsored by ACYSO and sanctioned by US Club Soccer and the South Texas Youth Soccer Association (STYSA). The tournament is open to boys and girls competitive teams from ages U11 through U18 and boys and girls recreational teams from U8 through U18. Single age group brackets, as well as level of play brackets will be formed where sufficient applications support the groupings. We will group 2 age groups of the same level of play, prior to different levels of play within the same age group. For example, a U11-U12 Division 2 bracket will be formed before a U12 group with D2, Super 2, and D1 teams in it.

Team Registration:

Spring Shootout registration and payment must be completed online through GotSoccer. A team will not be accepted until payment is made.

Team registration fees are as follows:

Registration Fees will be:

4v4 \$230
7v7 \$415
9v9 \$490
11v11 \$610

Payment must be paid by May 4, 2018, or acceptance may be withdrawn. This is an in hand deadline.

Roster Size:

4v4 – 8, 7v7 – 14, 9v9 – 16, 11v11 – 18 (U15+ may have 22 on the roster, but only 18 suited out)

Guest players: maximum 5 (Must have current, laminated/virtual player card and medical release on all guest players)

Electronic Check in:

Please fill out the information at the following link:

[Spring Shootout Electronic Check-In](#)

After completing the info at the link, make sure all guest players are registered in Gotsoccer and added to your roster. The roster on Gotsoccer will serve as your official tournament roster and all players need to be listed there. You will need to carry laminated players cards or virtual cards (USYS or US Club Soccer Cards are fine) to all games and be prepared to present them on request. Please make sure you have a medical release on all your players as well. Medical releases can be found at:

[Medical Release Form](#)

You can also use one that you already have for USYS or US Club Soccer.

Game information:

All teams will be guaranteed to play three games. In preliminary play, ties at the end of regulation time will stand. In all advancement games including semifinals and finals the taking of penalty kicks (according to USSF guidelines) will break ties at the end of regulation.

Team, Player and Coach Credential Check:

Each team must be able to present laminated or virtual player cards to either a Tournament Official or the Referee team before the start of each match, if requested. Coach's must have an official "Kid Safe" pass for the current year. A player may play for only one team in the tournament, and must be listed on the gotsoccer roster. If a player plays in a game and is not properly registered, the team will automatically forfeit that game and may face further penalties as determined by the Tournament Director and/or Home Association. **The wearing of hard casts, whether padded or not, will not be permitted at any time.**

Game length:

Teams must be at the field and ready for inspection 15 minutes prior to game time. Preliminary and semifinal games will be: 4v4 17 min halves, 7v7 2 x 20 minute halves, 9v9 2 x 25 minute halves, 11v11 2x30 min halves. Finals will be Full Length games (U15 35 min halves), but will go straight to Penalty Kicks in the event of a tie. Both Coaches must agree in order to shorten the halves on the Final games.

Playing Conditions: In the event of inclement weather, the Tournament Director has the authority to restructure or cancel the tournament. In the event the tournament is canceled prior to the start of the tournament, partial refunds will be given (Tournament Fee less expenses at a minimum of 25%). Once play begins on Saturday, refunds will not be issued. ACSC may, at its sole discretion, take extreme events (ie. Rain forces cancellation of the entire tournament Sat morning) into consideration. Every effort will be made to complete the tournament. Once a game has started the decision will rest with the referee and Director of Referees. Games will be considered complete if one half has been played in full. The home team is listed first on the schedule. Both teams will occupy the same side of the field. Parents and spectators will occupy the opposite side across from their team's bench.

Uniforms:

The home team will wear their dark colored jersey and the visiting team will wear their light colored jersey. The team that does not follow these instructions will be required to change. In the event that the home dark jersey and the away light jersey are the same color, the home team will change. All uniforms must have a number that matches the number listed on the game card. If you have a duplicate number, you must make the referee aware and be able to distinguish between the players with duplicate numbers. GK jerseys do not have to have a number, but if the GK comes onto the field as a field player, his jersey number must be listed on the card.

Scoring:

6 points for a win, 3 points for a tie, 0 points for a loss, 1 point for a shut-out, 1 point for each goal up to 3. Forfeit equals 10 points. If a team forfeits more than one game, the team will be considered to have abandoned the tournament and the points from all of their games will not be counted in the standings. In the event of a 0-0 tie, the scoring will be 3 points for the tie and 1 for the shut out, for a total of 4 points per team.

Advancement:

4 teams: Round robin, top 2 points will play in a Final

5 teams: Straight round robin, top two points will be given awards

6 teams: 2 brackets of 3 teams where you play the other 2 teams in your bracket. Your 3rd game will either be in the semi final or consolation game. The winners of the semi finals will play in the final.

6 teams (where there are 3 teams from the same club): 2 brackets of 3 teams, cross bracket with the 2 highest points playing in the final.

8 teams: 2 brackets of 4 teams. Round Robin within bracket. Top points from each bracket will play each other in the final.

Tie breakers: 1 . Results of head to head competition 2. Goal difference (total goals for minus total goals allowed) up to +/- 5 per game 3. Total goals scored up to a maximum of 5 per game 4. Total goals allowed up to a maximum of 5 per game 5. Penalty Kicks

Score Cards:

All players with numbers should be listed on the game card in order to be eligible to play in the match. Game Card rosters will be used to verify players in the event an illegal player is being used. If a player is sitting out due to misconduct or illness, please note that on the game card and let the referee and opposing coach know. Score cards must be checked at the conclusion of the game to verify the score and any cards issued. The referee must record the score and sign the card after each game. Both coaches should also sign the card. Game cards will be brought to the fields by the referees. The winning team (or home team in the case of a tie) will turn the game card in to the Tournament Headquarters or Field Official. Game cards should be turned in no later than 30 minutes after the conclusion of the game.

Discipline:

Team and Spectator Discipline:

A red carded player is ineligible for their next scheduled game, unless they are given a Red Card for Violent Conduct or Foul and Abusive Language, then there is a minimum 2 game suspension with possible dismissal from the tournament pending the referee report and tournament director's decision. A dismissed coach, trainer or spectator is ineligible for the remainder of the day (for all teams) and to include the next scheduled game for the team he was coaching at the time. If a coach, trainer or spectator is dismissed for Foul and Abusive Language or Violent Conduct, they will be removed from the tournament for all teams. A second red card/dismissal to the same individual results in that person being expelled from the tournament. Any dismissed/red carded player, coach or trainer must report to the complex HQ or leave the complex. Violation could result in further game suspensions. In addition, any coach/player receiving a second caution in the tournament will be ineligible to participate in the next scheduled game. The coach is responsible for the actions of verbal and physical abuse of referees by his/her spectators. Such abuse will not be tolerated. Violations may result in termination of the game and further sanctions by the Tournament Director. Any individual that has been sent off must leave the field area within two minutes of the dismissal or the game could be terminated by the referee with further sanctions added by the Tournament Director. Any coach who removes his/her team from the field during a game will cause the match to be abandoned by the referee and further sanctions may be added by the Tournament Director. If a player refuses to give his or her correct name when requested by a referee or Tournament Official, the referee crew will terminate the game and additional penalties could be imposed by the Tournament Director. Teams exhibiting poor sportsmanship will not be allowed to participate in subsequent ACYSO tournaments.

Playing Time:

As a reminder, all players must play at least 50% of every game. The exception to this is a Division One bracket at U13+, though those teams are still encouraged to play everyone 50% of the game. If a player is not going to play at least 50% of the game, and does not fall into the exception listed above, you must notify the referee and opposing coach of the reason (illness, injury, misconduct, etc.) Failure to follow playing time requirements may result in a forfeit. If you have a concern about playing time, please bring it to the referee and Tournament officials attention during half time. Do not wait until the end of the game.

Team Protests and Appeals:

Protests and appeals will be allowed only in the event a team is believed to have used an ineligible player. No other protests will be considered. The offended team may file a protest by submitting in writing the nature of the violation within two hours of the incident, along with \$100 in cash to the Tournament Director. If the protest is upheld, the fee will be returned and corrective action as determined by the Tournament Director will be taken. The Tournament Director must determine that the violation defined by the written protest materially affected the outcome of the game. The decision of the Tournament Director on protests is final. If the protest is not upheld, the protest fee is forfeited to the ACYSO. If you believe an ineligible player is being used in a game, please get a tournament official during the game so that the rosters/cards may be checked prior to the game ending (this is the best way to prove that an ineligible player is being used or not used.) If you wait until all the players are gone, it will be hard for us to prove an ineligible player was being used.

Awards:

Awards will be presented to the 1st and 2nd place teams within each 7v7, 9v9 and 11v11 group immediately after the championship game or last round robin game in 5 team brackets. 4v4 brackets will be played in a festival format with participation awards at the conclusion of the last game.

Special Rules:

4v4 - Games will be played with 4 field players, no goalkeepers. There is no offside, no penalty kicks, and no throw ins. Goal kicks can be taken from anywhere on the end line. The opponent has to retire behind mid-field line until the ball has been played in. Corner kicks are taken from the corner on the side that the ball went out on. Kick-ins will be taken instead of throw ins and the opponent must be at least 5 yards away. There will be a goal box and a player should not be stationed inside the goal box. Heading is not allowed at this level and any heading will be an indirect free kick for the opposing team.

7v7 -

1. Each match will be played in the 7v7 format, consisting of 6 field players and one goalkeeper.
2. Restriction/build out line - On goal kicks and when the GK has possession of the ball, the opposing team must drop behind the restriction/build out line. The opposing team's players may cross the restriction/build out line once the ball has broken the plane for the penalty area.
3. Punting the ball - there is no punting by the goalkeeper.
4. Heading the ball
 - a. If a player heads the ball outside the penalty area, a drop ball shall be awarded at the spot the ball was headed at.
 - b. If a player heads the ball inside the penalty area, a drop ball is awarded on the restriction/build out line.
5. Players must be a minimum of 8 yards away from restarts.
6. All other rules conform to regular standards.

9v9 - U11 only

Heading the ball is not allowed at the U11 age group (2007). If a player intentionally heads the ball, then an indirect free kick for the opposing team is awarded. If it happens in the goal area, the ball is placed on the goal area line.

Other Matters:

Noise makers will not be allowed during the soccer games.

Pets are not allowed at either field location.

Consumption of alcoholic beverages or smoking on tournament grounds is prohibited.

Refunds are not issued once brackets or schedules are posted, unless tournament canceled for weather.

The Tournament Director will decide upon any matter not provided for in the tournament rules. Decisions of the Tournament Director will be final.