



2010 STATE OF JEFFERSON 6 V 6 SOCCER TOURNAMENT RULES

The tournament will be played in accordance with FIFA rules as modified by the following changes:

PROTESTS

All games will be considered final and NO protests will be allowed.

SPORTSMANSHIP

Good sportsmanship will prevail at all times. Coaches and managers are responsible for the conduct of their players and spectators. The coach can be ejected (RED CARDED) from the game if their sideline is at fault. Bench areas for each team will be on opposite ends on the same side.

ROSTERS - CHANGES FOR 2010 – ID WILL BE CHECKED AT REGISTRATION

A maximum of **11 players** may be listed on any roster, **and all 11 players are allowed to play in each game. Only rostered players can wear a team uniform.**

ALL players and coaches must be listed on and sign their team roster and injury waiver form prior to any games being played. Players may only be listed on 1 roster for 1 team. Players may not switch teams once they have been added to and signed a team roster and that team has played a game, regardless of whether or not the individual player actually played in any game. Teams using **unregistered, illegal**, or players not listed on their roster will forfeit any games in which such players were used. **Tourney officials will review the team rosters for consistency.**

Men's Open

A maximum of two (2) underage U18/High School players may be listed on roster. **This restriction has been removed from women's open.**

Over-30 Co-Ed

There can be no more than 3 men on the field at any time **excluding** the goalkeeper. Goalkeeper can be male or female. Men must be at least 30 years of age, and women must be at least 25 years of age as of the first day of the tournament.

U18/High School Division Roster – CHANGES FOR 2010

All players must be currently enrolled in high school to be eligible to play in this division. Players who graduated in the spring are ineligible and are encouraged to play in the open division. A picture ID may be required to verify High school enrollment.

SUBSTITUTIONS

1. Substitutions are unlimited.
2. Substitutions must be quick and can be made at anytime without notifying the referee.
3. Active players must be off the pitch before a substitute can enter. Substitutions **MUST** take place near the team's bench.
4. Violation of the substitution rules will result in a throw-in at midfield by the opposing team.

SPECIAL FOR 6 V 6 RULES

1. All game starts and after goal restarts are at the center of the field with a whistle from the referee.
2. Goalkeeper **MAY NOT** handle balls with their hands when played back to them from their own team (same as FIFA rules). Resulting penalty will be an indirect kick for opposing team.
3. PENALTY KICKS **MAY BE AWARDED BY THE REFEREE FOR FOULS WITHIN THE PENALTY AREA.** All penalty kicks are taken from the 12-yard spot.
4. **NO SLIDE TACKLING IN AN ATTEMPT TO WIN THE BALL in the vicinity of an opponent. Slide tackles will result in a yellow card or a red card if vicious. Note: Sliding in an attempt to keep the ball in play, complete a pass, or shot, is not considered a violation of the sliding rule as long as opponents are not in the vicinity. It's the discretion of the officiating referee to determine if the play is dangerous and in violation of the sliding rule.**
5. Goalkeepers may slide or dive to win the ball but **may not slide in an attempt to win the ball with their feet.** Violation of this rule will result in a yellow card or a red card if vicious.
6. All kicks are indirect except penalty kicks.
7. All defensive walls including corner kicks have a 5-yard setback.
8. On goal kicks, ball must be touched before crossing midfield. If not touched, ball goes to other team as a throw-in from midfield.
9. If a goalkeeper controls the ball with their hands, the ball must be touched by another player before crossing midfield. If not touched, ball goes to other team as throw-in from midfield.
10. NO OFFSIDE RULE IN EFFECT
11. Aerial headers are allowed.

EJECTIONS

1. A coach/manager **MUST** immediately substitute a yellow-carded player. The Yellow-carded player must remain off the pitch for **5 minutes.**
2. Another player may replace a Red-carded player after **5 minutes.**
3. If a player/coach is ejected from a game (RED CARD), that player/coach shall be automatically suspended from the next game unless the red card was a result of two yellow cards.
4. If a player or coach accumulates 2 RED CARDS at any point during the tournament, that player or coach will be disqualified from participating any further in the tournament.
5. VIOLENT conduct ejections will result in additional disciplinary actions, including immediate total suspension by the TOURNAMENT DIRECTOR AND HEAD REFEREE.

(rules continued on back side)

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SUSPENDED GAMES

If, in the opinion of game officials, a game must be terminated for misconduct of players, bench or spectators, the offending team could be suspended from further play and forfeit all points and position previously earned.

GAME START

All games will be started within 5 minutes of the scheduled time. If a team has not taken the field with a minimum of five (5) players within the 5-minute grace period, the game will be forfeited to the team (with at least 5 players) in attendance will be awarded 8 points for the forfeited game. If neither team shows up, NO points will be awarded.

GAME BALL

1 game ball is to be provided by each team prior to the game.

LENGTH OF GAMES

1. PRELIMINARY GAMES: Two 20-minute halves.
2. CHAMPIONSHIP GAMES: Two 30-minute halves.
3. No injury time will be added except for serious injuries requiring professional attention.
4. Referee may add time at his/her discretion for an unfair delay late in the game.

TIE GAMES

1. In preliminary seeding games, ties will stand.
2. In championship games, ties will be broken in the following order:
 - a. SUDDEN DEATH OVERTIME: Two 5-minute halves. First Goal Wins.
 - b. PENALTY KICKS: Any player may participate. They do not have to be on the field at the end of play. Each team shall designate 10 players to take penalty kicks. A coin toss will determine which team shoots first. The first 5 shooters will alternate shots; if the score is tied after the first 5, the second round is sudden death with each team alternating rounds until one team leads at the end of a round. If still tied, 5 new shooters must be chosen from anyone on the team regardless of whether or not they have taken any shots.

JERSEY CONFLICT

In case of a conflict in the colors of the uniforms, the team with a 2nd set of jerseys will change. If 2nd set of jerseys isn't available, home team (Team listed first on schedule) must change uniforms or they will have to wear the pennies (vests).

GAME POINTS

A team may gain a maximum of 10 points per game. Points will be awarded for each game in accordance with the following schedule:

WIN: 6 points LOSS: 0 points TIE: 3 points

GOALS: 1 point for each goal scored, up to 3 per game, regardless of win, loss, or tie.

SHUTOUT: 1 point for a Shutout. No goals allowed.

FORFEIT: Non-forfeiting team gets 1-0 win and with 8 points (6 for win, 1 for goal, 1 for shutout)

GAME POINT DEDUCTIONS

2 points will be deducted for EACH ejection of any COACH/Assistant.

2 points will be deducted for each RED CARD received by any PLAYER.

1 point will be deducted for each in the event of an ejection of a spectator or player on the sidelines.

TIE BREAKING PROCEDURES

Point TIES within a bracket/flight will be resolved by:

1. HEAD TO HEAD COMPETITION.
2. GOAL DIFFERENTIAL, maximum of 5 per game. For a team with forfeit wins, goals for and goals against in its forfeit wins shall be equal to its average goals scored and goals allowed in its other preliminary games.
3. GOALS ALLOWED in the preliminary round. For a team with forfeit wins, goals allowed in its forfeited wins shall be equal to its average goals allowed in its other preliminary games.
4. If more than two teams are still tied, then two teams will be chosen by lottery drawing to participate in PENALTY KICKS.
5. PENALTY KICKS: As described above.

RAIN OR OTHER FORCES OF NATURE

Games may be shortened, delayed, or postponed to protect fields and players.

ALCOHOLIC BEVERAGES AND SMOKING

Possession or consumption of alcoholic beverages and smoking is expressly prohibited at all of field complexes. **This is a City of Grants Pass Ordinance and an Oregon State law in regards to school property!**

OTHER

The TOURNAMENT DIRECTORS will resolve situations not covered by these rules.

Tournament Directors: Louie Moye and Dave Matheny