



2011 Tournament Rules

Laws of the Game

All games will be played in accordance with the laws set forth by the FIFA/USYSA.

Eligibility

The tournament is open to teams composed of the following:

- All teams must be currently registered with their local USSF/USYSA state organization.
- U10 teams with no more than 14 players.
- U11/12/13/14/15 with no more than 18 players.
- U16/17/19 teams with no more than 22 players on their roster. Teams must declare 18 eligible players prior to each game and provide a game roster identifying those players to the referee prior to each game.
- U10 may include up to two (2) eligible guest players.
- U11/12/13/14/15/16/17/19 may include up to three (3) eligible guest players.
- No player may play for more than one team.

Registration

You will need to bring the following to registration:

- All properly signed USSF or US Youth Soccer player cards for all players are required prior to all matches.
- All out-of-state teams must provide "Permission to Travel" documentation.
- Properly signed and notarized medical releases will NOT be checked at registration but should be with the team at all times.
- A copy of the approved roster must be on file with the tournament. U16/17/19 teams carrying more than 18 players will need 5 copies of their roster.

Duration of Matches, Ball Size and Number of Players (pool play, semi-finals, and consolations)

Age Group	Halves	Ball Size	# Of Players
U9/10	2-25 min.	4	6v6
U11/12	2-25 min.	4	8v8
U13/14	2-30 min.	5	11v11
U15 & up	2-35 min.	5	11v11

- All games will be played with a running clock. Half-time will last 5 minutes.
- Championship games will be play with standard USYSA lengths
- Teams will not be afforded warm-up time on the field in an effort to keep the matches on schedule.
- All U10 divisions will be festival format. Awards will be given to all players.

Protests

- No protests will be entertained. The decision of the referee is final.

Schedules

- All schedules are subject to change. KITB will make every effort to keep the schedules you have received, but cannot be held responsible for schedule changes beyond our control. These changes may result in a game time earlier or later than your original schedule.

Scoring and Championship Procedures

Points will be awarded in preliminary matches as follows:

- 3 points for a win.
- 1 point for a tie.
- 0 points for a loss.
- Teams with the highest number of points in each group advances to the finals.

- No team forfeiting any game may advance to the finals.
- All forfeits will be considered as a 3-0 score, and reviewed by the Tournament Committee.

Tie-Breakers

- Head-to-Head competition (if more than two teams are tied this does not apply).
- Goal Differential: Goals FOR minus goals AGAINST (maximum three per game).
- Fewest Goals allowed.
- Goals scored (maximum three per game).
- Team with the most wins by shutout.
- Team with the fewest red cards.
- FIFA Kicks from the mark. If required, these kicks will be taken 30 minutes prior to scheduled semifinals or championship games.

Semi-Finals

Semi-Finals must have winner. In the event that a semi-final match ends in a tie, FIFA Kicks from the mark will determine the winner.

Finals

Finals will be played according to USSF Guidelines. Two five minute overtime periods played in full (NOT GOLDEN GOAL). If the game is still tied after two Overtime Periods, FIFA Kicks from the mark will determine the winner.

Substitutions

There is no limit to the number of substitutions during the match. They may be made at the following times and upon proper notification of the referee.

- After a goal by either team.
- Upon a goal kick by either team.
- Half time.
- In the event of an injury, by either team.
- Throw-ins, your possessions or other teams possession if they are substituting.
- Cautioned player. Both teams may substitute, as long as the offending team is substituting.

Ejections

Any player or coach ejected from a match will be ineligible to participate in the team's next scheduled tournament match. No substitutions will be permitted for the ejected player(s). **Player card(s) will be retained by the Tournament Committee, unless the last game of the tournament. If the last game of the tournament, the card(s) will be returned to the Coach/Team Manager and a game report sent to the State Association.** In the case where a coach who coaches two or more teams is ejected, the suspension shall be served with the team he/she was coaching at the time of the ejection. In addition, he/she shall not be allowed to coach any of his/her other teams until the suspension is served. **Any red cards for fighting will result in suspension from the remainder of the tournament.**

Uniforms and Equipment

Shin guards are required and socks must be worn to completely cover shin guards. All players must wear the same team uniform, each with a DIFFERENT NUMBER. If a uniform color conflict occurs, the home team will be responsible for changing uniforms.

Blood Rule

Any player who is bleeding and/or has blood on any part of the uniform will be sent off the field by the referee. A substitution can be made. The player sent off may return once the bleeding is stopped and/or bandaged. The affected uniform must be cleaned before the player may re-enter the game. The player MUST check-in with an official before re-entering the field of play.

Scores

Scores will be posted as quickly as possible.

Inclement Weather

Teams should have on Tournament record at least two mobile-phone contact numbers for direct communication with Tournament officials. Please have the team manager provide these numbers at registration.

The safety of players and spectators is the top priority. Every effort will be made to play scheduled games on time. The Tournament Committee is responsible, and will determine, when and if postponed games will be rescheduled. The Tournament Committee reserves the right to order the following changes in the event of inclement weather:

- Relocate and/or reschedule a match.
- Reduce the scheduled duration of a match.
- Change the division structure.
- Cancel a match.
- Cancel any or all matches.
- Change the Finals format.

Under no circumstances whatsoever will the Tournament Committee, including Woodford Youth Soccer Association and Bluegrass Soccer Club, its affiliates, sponsors or members be responsible for expenses incurred (including tournament entry fee) by any team. This includes the unfortunate situation whereby the tournament or any match is cancelled in part or in whole. Entry fees are non-refundable.

In the event of inclement weather forcing playing times to be altered or preventing matches from being completed during the scheduled times, the score will stand if at least one half has been played. In the case of matches halted prior to the end of the first half, the Tournament Committee reserves the right to declare the match final, thereby counting the score at the time the match was halted. Regardless of weather conditions, teams and coaches must be at the match site and ready to play at the time the match is scheduled. Failure to appear constitutes a forfeit.

Should inclement weather or field conditions prevent the completion of matches during the tournament; the following procedures will be used to determine the final places of teams within a bracket:

- If any team within an age division has completed fewer than two matches, all teams within the age division will be evaluated based on the first match. The team with the best record will be deemed the Champion. The team with the second best record will be the Finalist.
- If any team within an age division has completed fewer than three matches, teams within a group will be evaluated based on the first two matches. The team with the best record in each age group will be deemed the winner of that group. The team with the second best record will be deemed the Finalist.
- If all teams within an age division have completed three matches, the team with the best record is declared the Champion. In the event of a tie, the criteria detailed above will be used to determine the Champion. If weather or field conditions prevent the use of penalty kicks, a coin flip will be used to determine the Champion. The home team calls the toss.

***** NO PETS ALLOWED *****

Questions concerning these rules should be directed to the Tournament Committee, who shall reserve the right to render interpretation or implement modifications, which they feel are in the best interests of the tournament.