

TOURNAMENT RULES FOR OWENSBORO UNITED FALL & SPRING TOURNAMENTS

I. REGISTRATION AND GAME DAY

Team Check-in/Registration will take place ONLINE with GotSport.

Requirements

1. Copy of official roster and coach/player cards uploaded to GotSport.
2. Permission to Travel paperwork for teams from outside the Midwest Region.
3. **A copy of the official roster and a laminated player card for each rostered player should be available at each match, including guest players.**

II. ELIGIBILITY

A. Roster Sizes:

1. U9-U10 - 7v7- roster size 16
2. U11 & U12 - 9v9- roster size 18
3. U13-U19 - 11v11- roster size 22 (no more than 18 on game bench)

B. Guest Players:

Teams are limited to four (4) guest players. Guest players must be listed on the official roster (handwritten) and each Guest Player must have a player card.

III. CODE OF CONDUCT

Harassment of the officials from coaches, spectators or players will not be tolerated.

A. Sideline Organization:

1. Both teams will sit on the same side of the field. Only coaches and trainers may stay on the player's sideline.
2. Spectators are permitted on the opposite side of the field from the coaches and players.
3. **No spectators are allowed behind the goal areas. Artificial noisemakers are not permitted.**

IV. PLAYING RULES

FIFA Laws of the Game will be used with the following exceptions:

A. Game Duration:

1. U8-U10 (7v7) will play 25-minute halves.
2. U11-U18 will play 30-minute halves.

- ALL PLAYOFF GAMES: In the event of a tie at the end of regulation, the winner will be determined by penalty kicks (NO OVERTIME). Only those players on the field at the end of regulation are eligible for penalty kicks. 1st round of PKs shall be best of 5, if tied after 1st round, 2nd round of PKs will be 1 for 1 sudden death and taken by NEW players until all players on the field at the end of regulation have taken a penalty kick.

B. Substitutions:

1. Unlimited substitution according to FIFA Rules with the following modifications:

- Before a throw-in, in your favor or any throw-in when both teams have players waiting to be substituted.
- The beginning of any period of play
- Any time the official stops the game for injury (both teams)
- After a goal is scored
- To replace a cautioned player at the coach's option
- NO substitutes on corner kicks.

C. Cautions and Ejections:

The decisions of the referee regarding the application of the Laws of the Game are final.

- Any player or coach ejected from the game will be ineligible for the remainder of that match and shall serve a minimum one-game suspension (ineligible for at least the team's next match). No substitution will be permitted for an ejected player.
- Any parent ejected from a match will be banned from the tournament for the remainder of that day of ejection. Additionally, the coach of the who has a fan ejected or removed shall be cautioned (receive a yellow card). If a second incident requires another parent to be ejected or removed, the coach will receive a second caution, be therefore ejected, and be ineligible to coach the team's next match.

D. Modifications for U9 - U18 Games

Tournament shall utilize US Youth Soccer Rules for Small-sided Games except as adjusted below.

1. Field -The Tournament Director has the right to make any changes or modifications to the fields and/or goals. All decisions of the Tournament Director are final.
2. Offside -Referees will enforce the offside rule for U9 and U10 matches utilizing the Build-Out line. For a player to be offside, he/she shall be in an obvious offside position (in the opinion of the referee, closer to goal than the build out line, the ball and the second to last defender) and an advantage results by being there when the ball is played to him/her.
3. Referees – U9/U10 matches shall have one referee and U11 and older matches will use the three referee system.

4. Build Out Line for 7v7

Build Out Line

- When the goalkeeper has the ball in his or her hands during play from the opponent, the opposing team must move behind the build out line until the ball is put into play.
- Once the opposing team is behind the build out line, the goalkeeper can pass, throw, or roll the ball into play (punts and drop kicks are not allowed).
- After the ball is put into play by the goalkeeper, the opposing team can cross the build out line and play resumes as normal.
- The opposing team must also move behind the build out line during a goal kick until the ball is put into play.
- The build out line will also be used to denote where offside offenses can be called.
- Players cannot be penalized for an offside offense between the halfway line and the build out line.
- Players can be penalized for an offside offense between the build out line and goal line.

Build Out Line Practical Applications

- Ideally, the goalkeeper will wait to put the ball into play once all opponents are past the build out line.
- However, the goalkeeper can put the ball into play sooner but he or she does so accepting the positioning of the opponents and the consequences of how play resumes.
- To support the intent of the development rule, coaches and referees should be mindful of any intentional delays being caused by opponents not retreating in a timely manner or encroaching over the build out line prior to the ball being put into play.
- Coaches are responsible for addressing these types of issues with their players.
- Referees can manage the situation with misconduct if deemed appropriate.
- Referees should be flexible when enforcing the 6 second rule and counting the time of possession should only begin when all opponents have moved behind the build out line.

E. Player Equipment

1. Home Team – The team listed first is the designated Home Team and must change jerseys when the referee determines a conflict to exist. However, as a matter of protocol, **home teams are expected to wear their light uniforms and away teams are expected to wear their dark uniform.**

2. Safety

- The referee's decision as to the safety of the players is final.
- All players must wear shin guards.
- No jewelry of any kind is permitted.
- Casts, splints, or body braces made of a hard substance in its final form such as leather, rubber, plastic, plaster, or fiberglass must be covered on all exterior surfaces with no less than 1/2 inch thick, high-density polyurethane, or an alternate material of the same thickness and similar physical properties to protect the injury. Players may not play with these casts without the approval of the Referee.

F. Heading – Teams that participate in the U11 age groups and below are prohibited from deliberately striking a soccer ball with any portion of their head (aka heading). Heading is allowed in all U12 age groups. **Heading is NOT allowed in combined age groups, U11 and U12 teams and players. The general rules are as follows:**

- An indirect free kick (IFK) will be awarded to the opposing team at the spot of the infraction if a player deliberately heads the ball during a game.
- If the deliberate header occurs with the goal area, the IFK should be taken on the goal area line parallel to the goal line at the nearest point to where the infringement occurred.
- If the ball contacts the player's head and the player has not deliberately played or attempted to play the ball, they play should continue as if no infraction has occurred.
- A player shall not be cautioned nor sent off for persistent infringement, because of a heading infraction.
- A player shall not be cautioned nor sent-off for denying an obvious goal scoring opportunity because of a heading infraction.

G. No Punting / Drop Kicking Rule for all U10 and younger.

If heading or keeper punting occurs the reset is - An Indirect free kick (IFK) is awarded to the opposing team at the spot of the offense. If the offense occurs within the goal area, the IFK is to be taken on the goal area line parallel to the goal line at the nearest point to where the infringement occurred.

H. Forfeits:

Teams not on the field ready to play with a minimum of 7 eligible players (U11-U18), 5 eligible players (U9-U10) at the scheduled game time will forfeit the match at the discretion of the tournament director. Forfeited scores will be counted 4-0. Teams forfeiting games will not be able to advance to the playoff rounds.

V. INCLEMENT WEATHER

Please check the web page for all weather-related updates, www.owensborounited.com.

A. The Tournament Rules Committee reserves the right to make changes to the schedule in the event of inclement weather. These changes may include relocation or rescheduling of matches, change of division structure, reduction of the duration of a match, or even cancellation of matches.

B. In the event of inclement weather forcing play to be halted and preventing the match from completing during the scheduled time, the score shall stand if at least one-half of the match has been completed. If one half of the match has not been completed and the game must be cancelled, a score of 0-0 will be recorded for both teams. The tournament director shall have the sole final decision on field closure.

NO REFUND WILL BE GIVEN IF PART (OR ALL) OF THE TOURNAMENT IS CANCELLED.

VI. REFUND POLICY

If application is accepted then teams acknowledge that their payment will be deposited upon acceptance and if payment is refused, application may be revoked, and teams acknowledge that 1) Payment must be made prior to acceptance, applications may not be considered until payments are received. 2) Application must be reviewed by tournament directors before the team is accepted. 3) Applying does not guarantee acceptance 4) If the application is not accepted the team will receive a full refund and a letter of notification, but 5) Once accepted no refunds are allowed.

VII. FORMAT AND RULES FOR ADVANCEMENT

A. Placement of Division:

- 4 Team Divisions- Two teams with the most points play in the Championship match.
- 5 Team Divisions- Champion determined by points. Each team plays all others in "round-robin" format.
- 7 Team Divisions- Champion determined by points.
- 6, 8 & 10 Team Divisions- The winners of each group will play in the Championship match.

Ages 9U through 11U Division Champions and Finalist receive awards. Ages 12U and up receive Champion awards ONLY. A combined age division of 11U / 12U receive Champion award only.

B. Game Points:

- 3 points for a win
 - 1 point for a tie
 - 0 points for a loss
 - Forfeits recorded score will be 4-0
- ### **C. Tie Breakers:**

1. Head-to-Head (this is not used if more than two teams are tied)
2. Goal Differential (Limit of 4 per game)
3. Goals Against (Limit of 4 per game).

4. Most Shutouts.
5. Penalty Kick Elimination: Three penalty kicks per round, alternating teams. One kick per player is allowed. If the tie continues no player shall kick twice before eleven team members have kicked once. After the first round of 3 kicks, the teams will continue alternate shooters until there is one unmatched goal between 2 opposing players.

If three or more teams are tied, the criteria are followed from 1 through 5 until one team is eliminated and then the criteria starts over again at Rule #2. Rules are repeated until one team remains. The decision of the tournament director shall be final on all questions regarding advancement.

VIII. Protest:

- A. Protests: There will be no protests. All officiating decisions are final.
- B. Exceptions: The Tournament Director reserves the right to modify any rule/regulations at any time with or without notice.