

# SISAC U11 Girls Football Tournament - Pool B

Wednesday, May 17, 2017

AMIS

American International School (Nha Be Campus)  
220 Nguyễn Văn Tạo, Long Thới, Nhà Bè, Hồ Chí Minh, Vietnam



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## Information and Schedule

- All the matches are refereed by the official referees.
- Water will be available but players must bring water bottles to refill.
- Fruit will be provided
- First aid will be provided
- **3pts for a win, 1pts for a draw, 0pts for a loss**
- All games are outside on soccer fields (38x30m, 7v7)
- Games are 2x15 minute halves
  - 5 minute half time
  - 10 minute change over between games

POOL A	ATTENDING?	POOL B	ATTENDING?
AmlS NB	Yes	SSIS-B	Yes
EIS	Yes	CIS	Yes
RISS	Yes	BVIS	Yes

## Round Robin with Playoffs

	Field #1		Field #2	
1:00	Game 1	AmlS-NB vs EIS	Game 1	SSIS-B vs CIS
1:45	Game 2	AmlS-NB vs RISS	Game 2	SSIS-B vs BVIS
2:30	Game 3	EIS vs RISS	Game 3	CIS vs BVIS
3:15	Semifinal #1	1st from Pool A V 2nd from Pool B	Semifinal #2	1st from Pool B V 2nd from Pool A
4:00	3 <sup>rd</sup> Place	Loser of Semifinal #1 V Loser of Semifinal #2	5 <sup>th</sup> Place	3 <sup>rd</sup> from Pool A V 3 <sup>rd</sup> from Pool B
4:45	Finals	Winner of Semifinal #1 V Winner of Semifinal #2		
5:30	Trophy Awards			

If we are running ahead of schedule there is the option of beginning games earlier than the time indicates.

## **1.1. Soccer U11, U14 & U19**

### **1.1.1. U 11 Modifications**

#### **Ball Size**

- U11 Size 4 for boys and girls

#### **Squad Size**

- Maximum squad is double the number of players on the field at one time (14 players)

#### **Playing Time**

- The game shall consist of two (2) periods of 15 minutes. The squad over the course of the match needs to have a similar amount of time each on the pitch providing that the SISAC philosophy (not allowing a large score) is kept.

#### **Substitutions**

- In a city champs a maximum of 4 changes at once by a coach.

*We will follow all other FIFA rules at <http://www.fifa.com/en/index.html>*

### **1.1.2. Squad Size**

Each team shall consist of no more than fifteen (15) team members.

### **1.1.3. Ball size**

- U14 Size 5 for boys and girls
- U19 Size 5 for boys and girls

### **1.1.4. Uniforms & Equipment**

- The uniform of the team members shall consist of:
- Shirts of the same dominant color front and back.
- Shorts of the same dominant color front and back, but not necessarily of the same color as the shirt
- Each team member shall wear a shirt numbered on the front and back with plain numbers, of a solid color contrasting with the color of the shirt. Front numbers can also be on the shorts.
- Team must have a minimum of two (2) sets of shirts and:
  - The home team shall wear light-colored shirts (preferably white).
  - The visiting team shall wear dark-colored shirts
  - However, if the two (2) teams agree, they may interchange the colors of the shirts.
- Required Equipment
  - proper uniform
  - long socks
  - shin guards
  - soccer boots.

### **1.1.5. Field of Play**

- Pitch sizes will vary based on the school's facilities
- The penalty box will be determined by the size of the pitch. Ideally it will be two and a half (2 1/2) times the goal width.
- Goals will be sized based on size of the pitch.

### **1.1.6. Kick Off**

A kick off is the way of starting and restarting play. It occurs at the start of a match, after each goal scored, at the start of the second half and any extra periods of play. A goal CANNOT be scored from the Kick off. The ball must be kicked forward.

### **1.1.7. Playing Time**

The match will last two (2) periods of 20 minutes, unless otherwise mutually agreed between referee and the two teams. Any agreement to alter the duration of the periods of play must be made before the start of play. There shall be a half-time interval of play of 5 minutes.

### **1.1.8. Allowance of Time Lost** - Allowance is made in either period

for all time lost through:

- Substitutions

- Assessment of injury to players
- Removal of injured players from the field for treatment
- Wasting Time
- Any other cause

#### **1.1.9. Tie-Break Procedures**

- In pool play the following tiebreaker system will be used:
  - o Head to head
  - o Goal difference against tied teams - the maximum number of goals scored and conceded is 5.
  - o Goals scored
  - o Goals conceded
  - o Coin toss
- In playoff games be tied at the end of regulation:
  - o the winner will be decided by a penalty shootout – 3 penalties each, followed by sudden death

#### **1.1.10. Penalties**

Yellow and Red cards will be used.

- Any player, coach or team personnel that red card and is ejected from a contest must sit out the remainder of that game and the following contest. Any ejections should be reported to either the primary or secondary rep within 24 hours.

Penalty Kicks

- If a penalty kick has to be taken or retaken, the duration of either half is extended until the penalty kick is completed.

#### **1.1.11. Game Limits**

The maximum number of games allowed to be played by each team on any one day of the tournament is 4 games

#### **1.1.12. Divisional Play**

Following point value to be used during division play – Win 4 pts, Tie 2 pts, Loss 1 pt

#### **1.1.13. Exceptions**

All matches will be played according to the previously stated rules and the Laws of the Game with the following exceptions:

- Opposition to be a minimum of 5 meters away from each corner/ free kick
- No offside
- Substitutions to be 'rolling' and to be made on the halfway line at any time. Please inform referee.
- Back pass rule applies (indirect free kick awarded from where ball is picked up, must be at least 6 metres from goal line)
- All free kicks are direct. Opponents must stand at least 5 metres away
- Goal kicks may be taken anywhere within the penalty box. Opposition must be at least 5 metres away. Penalty kicks to be taken from the spot directly in front of the goal.