

Appendix E - Special Rules and Standards for SkVYSA Championships

- For U-11 and older teams, the top 4 teams in each division at the end of the regular season will advance to the SkVYSA Championships. Points from the regular season are used to determine seeding. Beyond that, the points no longer matter. Matches are scheduled as follows: For the first matches, the #1 seed plays the #4 seed. The #2 seed plays the #3 seed. For the second matches, the winners of the first matches play each other for 1st and 2nd place. The losers of the first matches play each other for 3rd and 4th place.
- Each team will play 2 matches.
- Place medals are awarded to all teams at the conclusion of the tournament.
- Games will be the full normal time prescribed for the age division (30 or 35 minutes).
- All teams in a given division will play at the same times.
- Game times will be either 9am and 1pm or 11am and 3pm.
- For this tournament, both teams will share one touch line (side line). **ALL** parents and other spectators will share the opposite touch line. Only rostered coaches and assistant(s) will be with the teams during the match (no exceptions).
- There will be a “technical area” enforced during the matches (and Kicks from the Penalty Mark, if applicable). This means that all coaches, substitute players, parents, and other spectators **will remain AT LEAST 2 yards (yes, that is 6 feet) from the touch line**. Everyone will also remain “between the 18's”. This means that no one will be permitted between the top of the penalty area and the goal line at each end of the field. No one will be behind the goal lines.
- These matches must have a winner. There will be no tie/draw matches. If the score is tied at the end of regulation time, then the match will proceed straight to “Kicks from the Penalty Mark” (a.k.a. “shootout”). There are no overtime periods. Kicks from the Penalty Mark shall be conducted in accordance with Law 10 from LOTG. Here are some of the “basic” highlights from Law 10:
- Once the referee blows the whistle to signal the end of the match, no substitutions are permitted. The 11 players (or 9 for U-11/12) that the coach wants to participate in Kicks must be on the field (through a proper substitution) BEFORE the whistle sounds.
- Except for goalkeepers and the player currently shooting, all players participating in Kicks must remain inside the center circle during the taking of the kicks. The goalkeeper who is not currently defending must remain on the goal line where it intersects the penalty area and behind the Assistant Referee.
- A coach may switch goalkeepers at any time during Kicks. However, the change must be made with an eligible field player. There are no substitutions allowed from the bench (except in case of injury to the goalkeeper). Other players injured during kicks may not be substituted.
- Players may shoot in any order (including goalkeepers). However, all eligible players (including goalkeepers) must take a shot before any player can shoot a second time. If the kicks go through all eligible players and start over, the same order does not have to be followed for the next round of kicks. If a goalkeeper takes a kick and is then replaced from the bench due to injury, the replacement player must wait until the next round before taking a kick.
- The kicks are taken alternately by the teams.
- The first kicks are a “best of five”. This means that both teams will take five kicks. The exception is that if, before both teams have taken five kicks, one team has scored more goals than the other could score, even if it were to complete its five kicks, no more kicks are taken.
- In addition to the procedures prescribed by Law 10, the following shall apply:
 - At the end of the match, since SkVYSA does not utilize player passes and allows unlimited substitutions, **NO ONE** enters the field and **NO ONE** leaves the field. **This includes coaches**. All players on the field at the end of regulation time must remain on the field. These are the only players eligible to participate in Kicks from the Penalty Mark.