



SYSA U10 CITY TOURNAMENT RULES

1. GENERAL

1.1 Matches shall be played in conformity with the SYSA Rules of Competition unless otherwise stated herein. Ignorance of these rules will not be an excuse or considered to be proper grounds for any protest.

1.2 The Tournament Committee shall be the final authority in all tournament matters. The Tournament Committee shall consist of the VP of Competition, the Executive Director, one member of staff, and a referee coordinator.

2. ELIGIBILITY OF PLAYERS AND TEAMS

2.1 Roster Maximum for U10 teams is 12 players.

2.2 No players may participate on multiple teams in the City Tournament, even across age brackets.

2.3 Guest players, registered with SYSA by October 31, are permitted in accordance with SYSA Rules & Regulations, and must be part of the official SYSA roster and player card pack, as mentioned in Section 2.

3. TEAM CHECK-IN PROCEDURE

3.1 Teams must provide the following documents to the referee before each game in order to participate:

- a. Official SYSA provided team roster, including player names, photos, and jersey numbers.
- b. Official SYSA provided player cards for each rostered player and Team Staff.

3.2 December 14 Finals and Semi-Finals: a team representative must check in at the SYSA tent with their official SYSA roster and player cards, no less than 45 minutes before their first match

- a. If a team fails to check in before their first game and plays, they will forfeit that game.
- b. If a team fails to check in before its second game and plays, they will forfeit the remaining tournament games.

3.3 Medical Release forms are not required for check-in, but teams should have physical copies available during all matches.

4. RULES

4.1 We will be enforcing the following Washington Youth Soccer Rules of Competition:

- a. No Heading – if a player deliberately heads the ball, the opposing team will be given an indirect free-kick at the spot of the infraction.
- b. No punting or drop-kicking by the goalkeeper.
- c. The build-out line will be in effect.
- d. For goal kicks, the opposition can enter the build-out area as soon as the ball is touched.
- e. When the goalkeeper gains possession of the ball, the opposition must retreat to the build-out line. At any time, the goalkeeper may pass, roll, or throw the ball into play, but the goalkeeper does so accepting the positioning of the opponents at that time (i.e. the opposition may not be behind the build-out line yet).
- f. Offsides is enforced at the Midfield line.

4.2 The Tournament Committee shall be the final authority in all tournament matters.

4.3 The referees shall have total control of their fields during their assigned matches.

4.4 Each coach will be personally responsible for the proper conduct of their team, including players, parents, guests, and staff, as well as himself or herself. Abusive behavior toward referees, opponents, tournament staff, spectators, etc., will not be tolerated. Any such actions are grounds for immediate removal of the individual or team from the tournament and tournament facilities.

4.5 The team listed first on the schedule is the “home” team.

4.6 All teams must have matching uniforms; each player will have an identifiable (unique) number on his/her jersey. Exception: Goalkeepers are not required to have matching uniforms or numbers on their jerseys. When the color of the team shirts conflicts, the team listed as “Home” must change to an alternate color.

4.7 For all matches, the Home team will have kick off and the Away team will select which side to defend before each game. There will be no coin toss.

4.8 Players and coaches from both teams will take one side of the field, and all spectators will be together on the other side, unless otherwise directed by field marshals.

4.9 Game time will be a maximum of 55 minutes, comprised of two 25-minute halves and up to 5-minute halftime.

4.10 Divisions shall be separated into equally-sized groups (when possible) with teams playing matches against every other team in their group. Groups shall be seeded and, when possible, drawn to avoid placement of teams from the same area in the same group.

4.11 Substitutions are unlimited and are allowed at the referee's discretion, during any dead ball.

5. GAMES

5.1 All teams will play a minimum of three (3) matches.

5.2 A minimum of five (5) players are required on the field to begin play.

5.3 In preliminary games, a draw shall stand as played. In the semi-finals and finals, matches that end in a draw shall be decided by penalty kicks or "Kicks from the Mark". There will be no overtime.

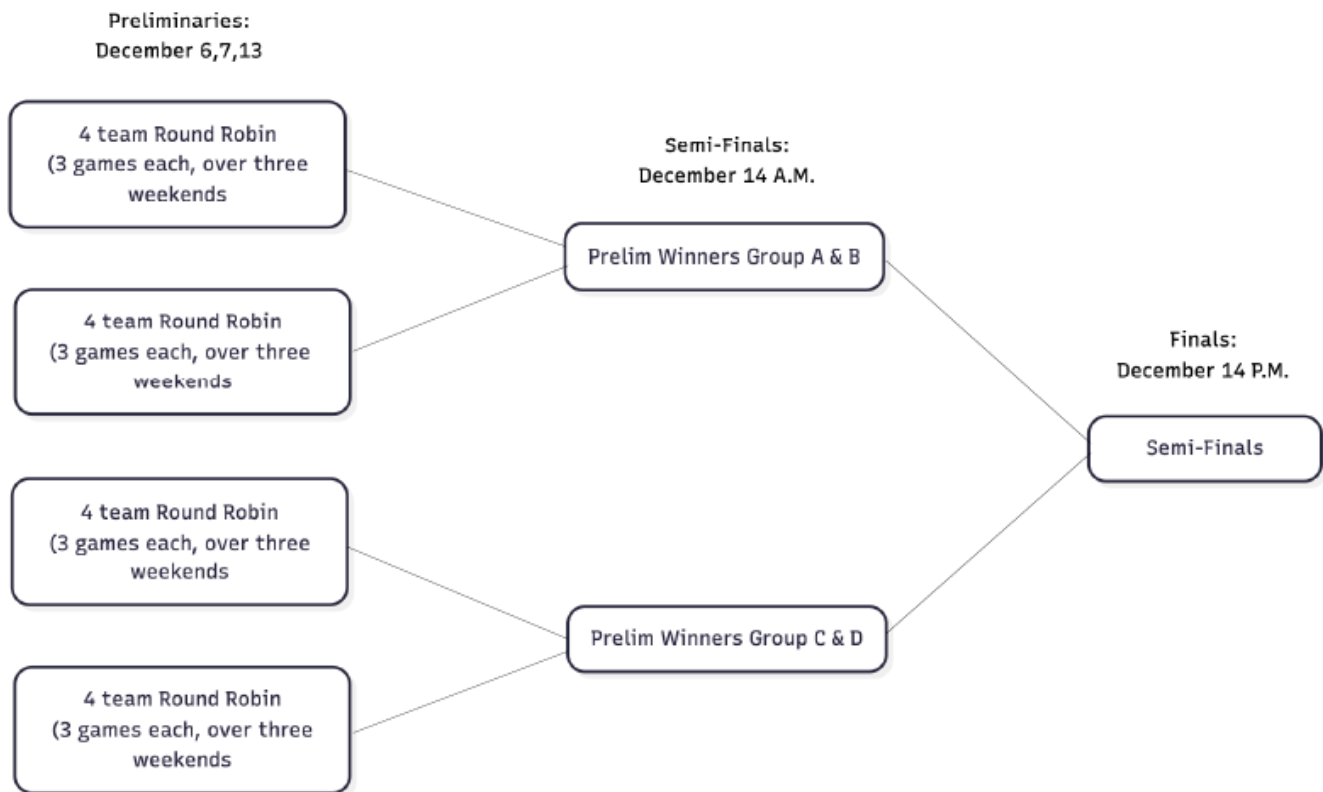
Kicks from the Mark (KFTM) follow FIFA rules. Only players on the field at the end of regulation may participate. Each team designates five players to take alternating kicks; the team with the higher score after five rounds wins (or earlier if the outcome is already mathematically eliminated). If tied after five kicks, the remaining players alternate until one team scores and the other does not. (*Fun fact: the unofficial record is a game decided on the 21st kick!*)

5.4 Preliminary games will be on a point system:

- a. Six (6) points for a win
- b. Three (3) points for a draw
- c. One (1) point per goal up to three goals
- d. One (1) point for a shutout

The team with the most points at the conclusion of the preliminary rounds will be the winner of the group and advance to the semi-finals.

*If there is an uneven number of teams in one bracket and a team must play four games, their score will be multiplied by .75.



5.5 In the event of a tie in points after preliminary rounds have concluded, the following tiebreakers shall be used:

1. Head-to-head winner.
2. Goal Differential
3. Fewest Goals Against
4. Goals For
5. A coin toss by a member of the Tournament Committee in the presence of representatives from affected teams.

5.6 If there is a three-way tie, the tiebreakers shall be followed, starting at #2, until one team advances or is eliminated. Then, the tiebreaker will start again at #1 for the two remaining teams.

5.7 All forfeits are recorded as 4 – 0, with maximum points being awarded to the team receiving the forfeit victory.

6. FORFEITURES

6.1 A match may be declared a forfeit for the following events:

- a. Delay of the game due to SYSA-issued roster and player cards not being available for referee check-in.
- b. Use of ineligible players. The use of unrostered or premier-level players constitutes removal from the tournament.
- c. Delay of the game due to not meeting the minimum of five (5) players.
- d. No registered assistant coach is present to assume coaching responsibilities if the head coach is ejected. A team will not be allowed to participate without a properly registered coach or team manager as submitted on the Association-signed tournament roster.

7. MISCONDUCT & ADJUDICATION

7.1 The Tournament Committee is empowered to issue appropriate penalties necessary to obtain compliance with the spirit and purpose of the tournament, including the disqualification of any offending player, coach, or team from further participation.

7.2 If a player is sent off (red card or two yellow cards) during a match, that player will be suspended for the remainder of that match and the following match, at a minimum. If the offense is of a serious nature, the Tournament Committee reserves the right to impose a longer suspension. All cards and their accompanying referee misconduct reports will be reported to SSRA for possible further adjudication.

7.2 All games are FINAL. No protests are accepted, and the decision on the field is final. We will not review or consider any video evidence to contest any on-field decision.

8. OTHER

8.1 The following are not permitted on SYSA Reserved fields:

- a. Dogs or pets, except for designated service animals
- b. Recreational Vehicles (RV's) parking
- c. Alcoholic beverages, except in licensed areas
- d. Gum or sunflower seeds
- e. Smoking or use of tobacco products
- f. Outdoor grilling
- g. Weapons, including firearms, explosives (pyrotechnics included), and knives

8.2 In the event of inclement weather, the Tournament Committee reserves the right to amend, shorten, and/or cancel scheduled games due to unforeseen and uncontrollable circumstances. If inclement weather causes a lengthy delay, any games that have begun their second half will be considered final.

8.3 Neither the Tournament Committee nor City Parks is responsible for games canceled because of inclement weather or adverse field conditions. Such cancellations are for the safety of the players and referees and SYSA is not responsible for any expenses incurred by tournament participants.

8.4 Air Quality Policy – If air quality is expected to be poor during any portion of the tournament, the Tournament Committee reserves the right to amend, shorten, and/or cancel scheduled games. The air quality index will be monitored closely through airnow.gov.