

HONDA MOTORWERKS TOURNAMENT RULES 2017

- ❖ Please see last page of rules for pertinent 2017 law changes, as well as local rule variations.
- ❖ Eligibility and Team composition
 - Maximum Roster Size:
 - U5-8- 12 Players
 - U9/10- 14 Players
 - U11/12- 16 Players
 - U13/14- 22 Players
 - All teams are required to register at the Registration Tent prior to the start of the team's first game. This can be done by either the coach or the team manager.
 - Teams need to come to the Tournament with 2 copies of their rosters. One of the rosters will be kept by the Registrar of the tournament. No additional players can be added after registration. All rosters must present players name and date of birth and have a official seal of the state soccer association or the park and rec logo on the roster.
 - Each team must have two coaches and/or managers who have coach passes/cards that are presented at the Registration Tent. If a coach pass is not available, approval of the coach must go through tournament director Cesar Golfetti.
 - THREE roster changes/substitutions/guest players are allowed prior to start of the first game. Teams may not exceed the maximum allowable roster size. Players may be allowed to play one age up in the same group. Rosters/players will be checked prior to the start of all Championship games.
 - With regard to the following age groups the maximum allowable overage players will be as laid out below:
 - U9/10: 2 over age.
 - U11/12: 3 over age
 - U13/14: 4 over age
 - In addition: no more than 50% of your overage players can be on the field at one time.
 - Registrars will verify age of each player to be appropriate for the age level of the team based on guidelines above. If there is a player whose age is questioned during play, the coach/parent rep/parent will provide documentation for player in question.
 - Medical releases for each player will be verified at registration. Forms are available on our web site or at WYSA which is www.wiyouthsoccer.org. A form must be filled out for each player on the team. The form must include the concussion format.
 - Roster/players will be checked prior to the start of all Championship games and at any games if there is a complaint regarding players.
 - A cell phone number for each team is REQUIRED to receive any changes that may occur during the event. This will be the official form of communication for weather and/or any game/field/time changes.
- ❖ Duration of games shall be:

- U5/6- Two 15 minute halves
 - U7/8- Two 20 minute halves
 - U9/10- Two 25 minute halves with a five minute half-time break
 - U11/12- Two 30 minute halves with a five minute half-time break
 - U13/14- Two 35 minute halves with a five minute half-time break
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- ❖ All games must begin on time! Teams need to be at their assigned fields 15 minutes ahead of game time so the field marshal can complete the team check-ins.
 - ❖ **Home Team:** the home team is responsible for supplying an acceptable game ball and changing jerseys in case of a color conflict. Home team will begin the game kicking off to the North or East. Coaches are expected to be generally aware of and stay within a technical area, even if it is not clearly marked.
 - ❖ **Team Areas:** Both teams will be located on the same side of the field with ALL spectators located on the opposite side of the fields. Spectators not in their designated area, will be asked to move.
 - ❖ **Substitutions:** Substitutions may be made prior to a throw-in in favor of your team, prior to a goal kick by either team, following a goal by either team, following an injury to a player from either team or at half time. Substitutions may also be made for your team on the opposing team's throw-in if the opposing team also has a player at the half-way line
 - ❖ U5/6 will have 2 games, U7/8 will have 3 games, with no scores recorded. All players on U8 and below will receive a participation medal.
 - ❖ All U9 and older teams will play a minimum of three games. These games will be scored using a ten-point system. Points will be used to determine either 1) which teams will participate in the Championship matches, or 2) overall winner if no championship play is planned. All players on U9 and up will be provided with a sports drink.
 - ❖ 12. Division Size and Playoff Games – U11 and older
 - ♣ 4Team Flights: Teams play a round robin. Where possible then play a final between two top teams.
 - ♣ 5Team Flights: Teams play all other teams in their group during group play. There is no playoff round. Points determine champion and Runner up. Use tiebreaker rules for placement in case of tie.
 - ♣ 6t Team Flights: Two three team brackets each play a round robin format (2 games). After these games, the lowest ranked teams in each bracket play a single consolation game. The first place team in each bracket plays the second place team in the opposite bracket, with the winners of these two games then playing in the championship game.
 - ♣ No 7team flights will be formed. The seventh team to register (by date of registration) will be waitlisted until

an eighth team can be found. ♣ 8Team Flights: Two 4 team groups play round robin (3 games) format. Group winners play for the championship.

❖ **Overtime for Championship games:**

- If a championship game is tied at the end of regulation play, the teams will take a 5 minute break and then start overtime which will consist of two 5 minute halves. At the end of the first 5 minute overtime, the teams will switch ends and immediately begin play unless the referee determines a break is needed due to heat or other circumstances.
- If tied at the end of overtime, teams will participate in kicks from the mark.
- Teams will select 5 players for kicks from the mark; only those players who have been on the field at the close of overtime shall be eligible for kicks from the mark.
- If there is a tie at the end of the 5 person kicks from the mark, teams shoot alternating shots until the tie is broken. Players who were part of the first five shooters cannot shoot again until all players, including the goal-keepers, have taken one shot.

❖ **Awards**

- Will be given to the first and second place teams for the U11 and older divisions.

❖ **Tournament Points** will be awarded in the following manner for all U9 and older divisions. There will be no overtime during bracket play. During each bracket game, points will be awarded based on a 10 point system.

- Win = 6 points
- Tie = 3 points
- Loss = 0 points
- Shutout = 1 point
- Goal differential = 1 point for goal differential up to 3 goals

Forfeit will be scored as a 1:0 win and awarded 8 points maximum.

Bracket play tiebreakers:

- 1) Total points
- 2) Total wins
- 3) Head-to-head record (if there are only two teams tied)
- 4) Goal differential (max of +3 or -3 per game)
- 5) Fewest goals against
- 6) Most Shutouts

7) Kicks from the mark overseen by the tournament to break the tie. If the tie does not impact the determination of a final champion, then the tie will not be broken.

- In the event of a tie of more than two teams the following procedure will be followed. The teams in the tie will work through the tiebreakers in the order above. Once a team is promoted, the teams remaining will go back to the beginning of the tie breaker to be evaluated until a second team is promoted.

❖ **Discipline**

- Players receiving a Red Card will be disqualified for a minimum of one game and up to the rest of the tournament. Tournament officials will determine the length of the suspension on an individual basis.
- Tournament officials reserve the right to expel from the tournament any coach, player, bystander, or team for gross misconduct on or off the playing field.
- Coaches and Spectators:
 - o Harassment of officials and players will not be tolerated. Referees may stop the game temporarily or may suspend play in the face of persistent sideline harassment or intimidation. In the case of game suspension, only the tournament officials are empowered to decide the outcome of the game.
 - o Coaches are responsible for the behavior of the team's parents and supporters.
 - o Coaches, players, and spectators who use profane language toward referees or other tournament officials may be disqualified and be asked to leave the tournament site. In the ejection of a coach, the team must present an alternate coach for the remainder of the game. If a coach is disqualified from a match, a conference with the match official/field marshal, referee, and tournament officials will be conducted following the game to review the events of the game and whether or not the coach will be allowed to coach the remaining tournament games. This includes games for other teams the disqualified coach is coaching.
 - o Forfeits: Use of a suspended player will result in forfeiture of the match in which the suspended player was used. Coaches and managers should be aware that use of a player who received a red card in the previous match will result in a forfeit. The result of the forfeited game will be recorded as 1-0.

- ❖ Tournament officials reserve the right to shorten or cancel games as deemed necessary.

❖ **Player equipment:** *Casts or splints will be allowed if they are deemed safe by the referee of the match. Referee decisions regarding safety of casts will be final and supported by tournament staff.*

❖ **Weather Related Conditions:**

- Weather conditions will be monitored during the course of the tournament.
- In the event that severe weather requires stoppage, tournament officials will inform participants through the field marshals.
- In the event of bad weather that prevent the completion of games, games will be shortened or eliminated. In the event that games are indeed cancelled, games that have been completed the first half of play will be considered final.
- All field marshals will be informed by the tournament official of the need to make accommodations due to weather conditions.
 - Moderate Heat Condition: 2 minute water break at the middle of each half will be instituted. The clock will be stopped during the water breaks.
 - Extreme Heat Condition: Game length will be shortened by 5 minutes per half. In playoff rounds, the overtime periods may be eliminated. Instituted water breaks will continue.
 - Suspension of Play: Heat, inclement weather or other emergencies may cause suspension of play. Note: Suspension does not mean cancellation of games. After the suspension is called, games may be restarted.
- Flags-
 - Green- Normal playing conditions
 - Yellow- Moderate heat conditions
 - Red- Extreme heat conditions
 - Black- Suspension of Play

PROTESTS: The decisions of the referee and those of the tournament director are final. Feedback about referees will be accepted, but only in writing and from the team's coach, via a form available at the Tournament HQ.

Refunds: If the event is called off prior to its commencement, fees shall be returned to the teams less \$100 per team ages U9 and up, \$50.00 for ages U5-U8. If the event is called off refunds will not be given to teams having completed two or more matches. No refunds will be

given to teams that drop out after the schedule (even in preliminary/draft form) is communicated.

Important 2017 Law Changes:

- **U10 and Below:** Build-out lines will be present on all U9/U10 fields. The purpose of the buildout line is to encourage teaching players to possess the ball from the back. On any free kick taken behind a teams buildout line the attacking players must retreat behind the buildout line, and can only cross it once a second defensive player touches the ball, or the ball crosses the buildout line. This includes goal kicks. When a goalkeeper collects the ball, the attacking team must begin to retreat behind the line. They may not cross unless a second player touches the ball or the ball crosses the buildout line. Further, the buildout line will be used as the “offside line” in the same way the center line is at older ages. Punting or dropkicking the ball as the goalkeeper will not be allowed. Purposeful heading is also not allowed. Any infringement pertaining to the above will result in an indirect kick to the appropriate team. Purposeful heading is also not allowed.
- **U11:** To coincide with no purposeful heading allowed at this age group, punting or dropkicking by a goalkeeper will not be allowed. Any infringement pertaining to this will result in an indirect free kick to the appropriate team.
- **U12:** If U11 and U12 age groups need to be combined. That group will play by the rules stipulated in the U11 section above.

If there are any questions regarding specific rules or 2017 updated law changes, please visit the referee tent prior to your first game.