

South Dakota Youth Soccer Association 2019 STATE RECREATIONAL TOURNAMENT RULES



TOURNAMENT ELIGIBILITY AND FORMAT

Player Age and Team Eligibility:

- The SDYSA State Recreational Tournament/Youth Festival will be for boys and girls recreational teams U8 through U19.
- U8 through U10 will be a festival format with no championship games. In U11 and older age divisions, State Champions will be determined.
- A player may only be listed on one roster and may only play for one team.
- Players must play in appropriate age brackets as defined by USYSA.
- Please note that younger players may “play-up”, but older players may **NOT** “play down” in any age division.
- Teams may add up to a maximum of six (6) guest players.

Tournament Format:

- **U8 Games**
 - The 4 v 4 “festival” format will be used.
 - The Offside rule is **NOT** in effect.
 - Intentional heading of the ball is **NOT** allowed.
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- **U9 - U10 Games:**
 - The 7 v 7 (6 field players plus 1 goalkeeper) festival format will be used.
 - The Offside rule is in effect.
 - Intentional heading of the ball is **NOT** allowed.
 - A “build out” line will be used. The halfway line will be considered the build out line. When the goalkeeper has possession of the ball, either from a save or a goal kick, all opposing players must retreat to behind this build out line. Once the ball is **put back into play**, the opposing players may cross the build out line.
 - The goalkeeper is not allowed to “punt” the ball.
 - All other playing rules will be enforced as per FIFA Laws of the Game.

- **U11 - U12 Games:**
 - The 9 v 9 (8 field players plus 1 goalkeeper) competitive format will be used.
 - Offside rule is in effect
 - Intentional heading of the ball is **NOT** allowed in a U11 Age Division/Bracket.
 - Intentional heading of the ball **IS** allowed in a U12 Age Division/Bracket.

- **U13 – U-19 Games:**
 - The 11 v 11 (10 field players plus 1 goalkeeper) competitive format will be used.

GAME INFORMATION

Home Team:

- The home team is responsible for changing to an alternate color jersey if there is a conflict.
- The team listed on the schedule first during qualifying rounds is the home team. For semi-finals and finals, the team with the highest point total will be listed as the home team.

Start Times:

- Teams must be present, checked in by the referee, and ready to play by the scheduled match time with a minimum number of players. If teams are not present, checked in by the referee, are not ready to play, or if player passes are not present 15 minutes after the scheduled game time, the match will be declared a forfeit. Any team not showing up for scheduled game may be eliminated from the event.
 - U8 (4v4) – no minimum
 - U9/10 (7v7) - 5 players
 - U12 (9v9) - 6 players
 - U14 – U19 (11v11) - 7 players

Length of Matches:

Age Division	Game Length	Overtime Periods
8U	Two 20-minute halves	No overtime
9U – 10U	Two 25-minute halves	Two 5-minute halves
11U – 12U	Two 30-minute halves	Two 5-minute halves
13U – 14U	Two 35-minute halves	Two 5-minute halves
15U – 19U	Two 40-minute halves	Two 10-minute halves

- The tournament director reserves the right to shorten game times to keep the tournament on schedule, or in the case of inclement weather. Games that cannot be completed due to weather may be decided by "Kicks from the mark".

Overtime:

- In play-off competition, including finals, two five (5) minutes for U9-U14 and two ten (10) minutes for U15-U19 overtime periods will be played.
 - **NO** Golden Goal.
 - If the game is still tied at the end of the overtime period, kicks from the penalty mark will be used to determine a winner.

Game Balls:

- Game balls will be provided by the tournament
- U8 games will use a size three (3) ball.
- U9 - U12 games will use a size four (4) ball.
- U13 - U19 games will use a size five (5) ball.

Substitutions:

- With the consent of the referee, unlimited substitutions may be made at the following times:
 - Prior to a throw in. The team in possession of the ball may substitute. If the team in possession of the ball chooses to substitute, the opposing team may also substitute at that time, provided their players are ready and waiting at the halfway line.
 - Before a goal kick by either team.
 - After a goal by either team.
 - During stoppage of play for injury, either team may substitute.
 - Prior to restart of play, a cautioned player may be substituted.
 - At halftime by either team.

Placement of Teams and Spectators:

- Teams will position themselves on the same side of the field. Coaching may only occur on the team's half of the touchline within the ten (10) yards of the halfway line.
- Spectators for both teams will be positioned on the opposite side of the field from the teams.
- No persons (spectators, team officials, players) are permitted behind the goals.

Referees:

- United States Soccer Federation (USSF) certified referees will be used for all matches. All decisions of the referee are final.

Player safety:

- This tournament will follow the US Soccer heading, concussion, and bleeding protocols:
- Intentional heading of the ball will not be allowed in the U11 and younger divisions.
- During a match, if a player suffers a significant blow to the head and/or there are any concussion symptoms exhibited by a player, the game will be stopped, and the player must be removed from the field. The player cannot return to the game unless cleared by a health care professional. If no health care professional is present at the game, the player may not re-enter the game. If any coach or parent tries to permit such player to return to play without proper evaluation, the game will be stopped immediately, and the player will be asked to leave the field and be substituted.
- Players with active bleeding must leave the field of play until the bleeding is controlled and covered as appropriate. The player must receive referee permission to re-enter the game.

TOURNAMENT SCORING

- For "round robin" or "pool" play: WIN = 3 points TIE = 1point LOSS = 0 points FORFEIT BY OPPONENT = 3 points (score is recorded as 3-0)
- Advancement from first round play.
 - One flight: the top two teams advance
 - Two flights: top team from each flight will advance
 - Three flights: top team from each flight plus one wildcard will advance
 - Four flights: top team from each flight will advance
 - More than four flights: as per posted bracket
- In the event teams are tied on points earned at the end of pool play, the team's placement will be determined in accordance using the following tie-breakers in the listed sequence:
 - Head to Head competition
 - Winner of most games
 - Goal differential (goals scored minus goals allowed in all pool games, up to a maximum difference of three goals per game).
 - Fewest goals allowed in all games
 - Kicks from the penalty mark
 - ✓ Note: If more than two teams are tied, the above sequence is followed until one team is eliminated. The remaining teams will then restart the sequence at point a) until the tie is broken.

CONDUCT/DISCIPLINE/DISPUTE RESOLUTION

- Verbal or physical abuse of opponents or referees by players, coaches, or spectators will not be tolerated. Violations may result in forfeiture of the game(s) and / or expulsion from the tournament.
 - A Coach/Team Official who is removed from a game must leave that area of the field. The area of the field includes but is not limited to the bench and spectator areas.
 - A Player who receives a red card or a Coach/other Bench Personnel who is sent off during a match will be suspended for a minimum of one game following the infraction. In the case of a player, the pass for the player receiving the red card will be held in tournament headquarters until the teams next scheduled game has been played. Additional suspensions may result if deemed necessary by the tournament committee.
 - Any protests must be filed in writing with the tournament director within one hour of game completion. Protests shall state all pertinent information and be signed by the coach. A fifty-dollar fee shall accompany the protest, which will be returned if the protest is sustained. A geographical selection of arbitrators will be selected, in any combination, from the SDYSA Board of Directors, the SDYSA Recreational Committee, or the Tournament Committee. A decision will be made, and all parties notified of that decision. That decision shall be final.
 - The Tournament Director/Tournament Committee reserves the right, and has the authority to make changes in scheduling, and modifications of/decisions related to these playing rules.
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- ❖ For clarification of these rules, or if there are any questions, please contact
Tournament Director **Dale Weiler 651-503-8927**

All rules/regulations that are not addressed in this document will be governed using the following:

- 1. South Dakota Youth Soccer Association Rules/Policies**
- 2. United States Soccer Federation Rules**
- 3. FIFA Laws of the Game**