



2nd Annual SA United Spring Kick Off! Tournament Rules

Game Information:

All teams will be guaranteed to play at least three games. In round robin play, ties at the end of regulation time will stand. For semi-final and championship games, ties at the end of overtime periods will be broken by the taking of FIFA penalty kicks.

In the event of inclement weather, the Tournament Director has the authority to restructure or cancel the tournament. In the event the tournament is canceled, partial refunds will be given. Every effort will be made to complete the tournament.

Age Group	Ball size	Player on Field	Round Robin Game Length	Semi-Final game Length	Final Game Length
U5 – U6	3	4 v4	2 X 12 Min	-	-
U7 – U8	3	5 v5	2 X 12 Min	-	-
U9 – U10	4	6 v6	2 x 20 min	2 x 20 min	2 x 25 min
U11 – U12	4	8 v8	2 x 25 min	2 x 25 min	2 x 30 min
U12 – U14	(4-U12) 5	11 v11	2 x 30 min	2 x 30 min	2 x 35 min

There will be no winners for the U5 – U8 Brackets; all teams will be guaranteed 3 games. Also, please note there will be 8v8 brackets and 11v11 brackets for U12s.

Teams must be at the scheduled game field and ready for inspection by the referee at least 15 minutes before the scheduled game time. Each team must be ready to play at the scheduled time or immediately after the conclusion of the previous game as determined by the referee, or the team is subject to forfeiting the match. Each team must be prepared to present a game ball of appropriate size, weight, and pressure to the referee before the start of the game for his/her selection. All games will have a 5 minute half.

Player Substitutions:

Players may be substituted with the consent of the match referee at the following times:

1. Before a throw-in in your favor
2. Prior to a goal kick by either team
3. After a goal is scored by either team
4. When the referee approves an injury substitution
5. At half time

No player shall enter or leave the field of play without the consent of the referee.

Playing Conditions:

The Home Team is listed first or on top in the schedule. Both teams shall occupy the same side of the field, as identified by the Tournament Director at each complex. All game spectators, including parents and un-rostered visitors for both teams will occupy the opposite side of the field. A coin toss will decide which team defends which goal to start the game. The team that loses the toss will kick off. In case of inclement weather, the Tournament Director and/or Site Coordinator will determine if a game is to be played. Once the game has started, the decision rests with the referee. If any games are canceled, it is up to the coaches of the teams to check with the Tournament Director for rescheduling information. Games shall be considered complete if one half of the game has elapsed. The score at the stoppage of play will be the final score. If one half has not elapsed and the game is stopped, the game will be rescheduled if it could affect the outcome of the tournament and if conditions permit as determined by the Tournament Director.



Uniforms:

Should there be a conflict in uniform colors, the away team as listed on the game card will be required to change uniforms. Each player's uniform should have an easily identifiable number. Teams without two sets of uniforms will be allowed to use "pennies" to provide a unique identification. Uniforms and pennies colors and condition must be approved by the referee.

Team and Player Credential Check:

Each team must be able to present its validated roster and player cards to either a Tournament Official or the Referee before the start of each match, if requested. Coaches will also be required to have a valid kids safe badge in order to coach on the sidelines with their team. A player may play for only one team in the tournament, and must be listed on the approved roster. If a player plays in a game and is not properly registered, the team will automatically forfeit that game and may face further penalties as determined by the Tournament Director and/or Home Association.

Safety of the players

- The wearing of hard casts, whether padded or not, will not be permitted at any time.
- No jewelry is to be worn unless granted permission from the referee.
- No metal studded cleats will be allowed.
- Shirts are to be tucked in at the start of the game.

Team Standings and Tie Breakers:

Team standings will be based on the following scoring system:

Win: 6 points, plus one point for each goal scored (maximum of 3 goals)

Tie: 3 Points, plus 1 point for each goal scored (maximum of 3 goals)

Loss: 0 points, plus 1 goal for each goal scored (maximum of 3 goals)

Bonus: 1 point awarded for a shut out. Shut out bonus **will be** awarded for 0-0 ties.

Maximum number of points awarded to a team in one game is 10. Each team's total points from all first-round games will determine the placement of teams in each bracket, with the team earning the highest total points being the bracket winner. In the event, a team forfeits a match, all points from tournament games involving that team will be dropped from the calculation of final standings.

Ties in the standings will be resolved in the following order:

- Round Robin games/Qualifiers

1. Result of head-to-head
2. Goal differential (maximum 3 goals for/against)
3. Goals against – max 3 per game
4. Most goals scored – max 3 per game
5. Coin Toss or FIFA Penalty Kicks. Decision to be made by the Tournament Director.

- Semi Finals and finals

1. All semi final and final games ending in a tie will go straight to FIFA style penalty kicks.

The coach of the winning team of each game will be responsible for taking the game card to the results officials. Each coach is responsible for verifying the posted scores prior to the team's next game.



Wild Card Selection & Advancement Pairings

For brackets with wild cards, wild cards will be selected from the pool of remaining teams after the others from the listed grid have been identified. Ties on points will be broken in accordance with the rules listed above. Where possible advancement pairings will be made to avoid any duplication of preliminary games. Once the wild card team has been determined then the group of advancing teams will be paired as follows:

Teams	Format	Round 1	Semi-Finals	Finals
4	1 group of 4 Bracket G	Bkt G - Round Robin	none	1G v. 2G 3G v. 4G
5	1 group of 5 Bracket D	Bkt D - Round Robin	none	Awards for 1 & 2 based on points
6	2 groups of 3 E1-E3 and E4-E6	Bkt E - Cross Group	1. 1E v. 4E 2. 2E v. 3E	W1 v. W2
8	2 groups of 4 Brackets A, B	Bkt A - Round Robin Bkt B - Round Robin	1. 1A v. 2B 2. 1B v. 2A	W1 v. W2
10	1 group of 4 1 group of 6 Brackets A and E	Bkt A - Round Robin Bkt E - Cross Group	1. 1A v. 2E 2. 1E v. Wild	W1 v. W2
12	3 groups of 4 Brackets A, B, C	Bkt A - Round Robin Bkt B - Round Robin Bkt C - Round Robin	1. 1A v. Wild 2. 1B v. 1C	W1 v. W2

Where possible advancement pairings will be made to avoid any duplication of preliminary games.

Awards:

All U5 – U8s will receive a participation award. For U9 – U14s, first and second place teams in each age group and competition level will receive awards. Awards will be presented immediately after the final game.

Team and Spectator Discipline:

An ejected player is ineligible for their next scheduled game. An ejected coach or trainer is ineligible for the next scheduled game, regardless of team. A second red card to the same individual results in that person being expelled from the tournament. Any ejected player, coach or trainer must report to the complex tent or leave the complex. Violation could result in further game suspensions.

In addition, any player or coach receiving a second caution in the tournament will be ineligible to participate in the next scheduled game. All red cards will be reported to your State Association. The coach is responsible for the actions of verbal and physical abuse of referees by his/her spectators. Such abuse will not be tolerated. Violations may result in termination of the game and further sanctions by the Tournament Director. Any individual that has been sent off must leave the field area within two minutes of the ejection or the referee could terminate the game with further sanctions added by the Tournament Director. Any coach who removes his/her team from the field during a game will cause the match to be abandoned by the referee and the Tournament Director may add further sanctions. If a player



refuses to give his or her correct name when requested by a referee or Tournament Official, the referee crew will terminate the game and the Tournament Director could impose additional penalties. Teams exhibiting poor sportsmanship will not be allowed to participate in subsequent Club tournaments. Consumption of alcoholic beverages on tournament grounds is prohibited at all times.

Team Protests and Appeals:

Protests and appeals will be allowed only in the event a team is believed to have used an ineligible player. No other protests will be considered. The offended team may file a protest by submitting in writing the nature of the violation within two hours of the incident, along with \$200 in cash to the Tournament Director. If the protest is upheld, the fee will be returned and corrective action as determined by the Tournament Director will be taken. The Tournament Director must determine that the violation defined by the written protest materially affected the outcome of the game. The decision of the Tournament Director on protests is final. If the protest is not upheld, the protest fee is forfeited to SA United Soccer Club.

Complex Restrictions.

No pets of any kind allowed at the complex.

No glass containers or alcoholic beverages allowed in the complex.

Matters Not Provided For:

USYSA and STYSA Administrative Rules books will govern any situation or questions on rules of competition not covered herein. Any matter not provided for in the Tournament rules or STYSA or USYSA rules shall be determined by the Tournament Director, whose decisions shall be final.