

LONG ISLAND SOCCER SHOOTOUT RULES OF PLAY

The LONG ISLAND SOCCER SHOOTOUT Tournament Committee reserves the right to rule on any situation not specifically listed below. **The Tournament Committee's interpretation of these rules shall be final.**

All tournament games will be played in accordance with the Laws of the Game as issued by FIFA unless modified herein.

The following statement of the Rules and Regulations supplement the Laws of the Game.

All Coaches and Teams must check in with the Registrar 30 minutes before start time of their first match.

RULE 1: ELIGIBILITY

- A. All players must be born in their age group or later.
 - U-18 Born on or after August 1, 1993
 - U-17 Born on or after August 1, 1994
 - U-16 Born on or after August 1, 1995
 - U-15 Born on or after August 1, 1996
 - U-14 Born on or after August 1, 1997
 - U-13 Born on or after August 1, 1998
 - U-12 Born on or after August 1, 1999
 - U-11 Born on or after August 1, 2000
 - U-10 Born on or after August 1, 2001
 - U-9 Born on or after August 1, 2002
- B. No player is allowed to be registered with more than one team or transfer to another team during the tournament.
- C. A team not within the jurisdiction of the Eastern New York State youth Soccer Association must present a Permission to Travel Form from their State or National Association at team Registration.
- D. USYSA Player Passes and Notarized Medical Release forms will be verified against the Official State Roster at Team Registration and are to be carried by the team supervisor throughout the tournament competition. A tournament official or referee may check passes at any time.
- E. Failure to have a player pass will make a player ineligible to participate in any tournament games.
- F. Any team that violates the Eligibility Rules shall forfeit the game in which the ineligible player has participated. The team will also be subject to disqualification from the tournament and the forfeiture of all fees.

RULE 2: ROSTER

- A. Each team U-17 and older may be composed of not more than 22 players, including a maximum of **3 Guest Players**. (Guest players must have a USYSA Player Pass as well as a signed Guest player form.). Only 18 players will be permitted in the sideline per game.

- B. Each team U-12 to U16 may be composed of not more than 18 players, including a maximum of **3 Guest Players**. (Guest players must have a **USYSA Player Pass** as well as a signed Guest player form.)
- C. Each U-10 & 9 team may be composed of not more than 15 players, including a maximum of **3 Guest Players**. (Guest players must have a **USYSA Player Pass** as well as a signed Guest player form.). Maximum number of players at the field is 8.
- D. Each U-11 team may be composed of not more than 15 players, including a maximum of **3 Guest Players**. (Guest players must have a **USYSA Player Pass** as well as a signed Guest player form.). Maximum number of players at the field is 9.
- E. Guest players must have State Association Passes and must meet all guest player requirements of their League and/or State Association.
- F. Each team roster form must be verified by the Tournament Registration Committee and signed by the Tournament Registrar.
- G. The validated Team Roster form, player passes and notarized Medical Releases must be available at ALL games and must be presented upon request to any Tournament Official or Referee.

RULE 3: PLAYERS EQUIPMENT

- A. The Tournament will comply with the Law IV of the Game (FIFA) as stated with the following exceptions:
 1. All players must wear individually numbered jerseys. No duplicates will be permitted on a team.
 2. Players wearing a hard orthopedic cast shall not be permitted to play in any tournament games.
 3. No jewelry of any kind is to be worn (including earrings).
 4. Where jersey colors are similar, the home team will change. (Each team must have an alternate set of jerseys).
 5. Players must wear shin-guards, which must be covered by the socks.

RULE 4: THE BALL

- A. The LONG ISLAND SOCCER SHOOTOUT Tournament game ball will be provided.
- B. Ball size: U-10 thru U-12...size 4, U-13 thru U-17...size 5.

RULE 5: DURATION OF GAME

- A. All games in the U-9, U-10 and U-11 age groups will consist of 2x25 minute halves.
- B. All games in the U-12 thru U-19 age groups will consist of 2x30 minute halves.
The intervals between halves will be 5 minutes.
Games will be played with a running clock.
Due to scheduling constraints, there will be no warm up time allowed on the field prior to the start of a game.
Field Marshals will make sure that all games proceed on schedule.

RULE 6: POSITION OF PLAYERS/SPECTATORS

- A. Each team's coaches and players will take position on opposite side of the spectators during the time that the game is in progress. The first team listed on the schedule is the designated HOME team.

- B. No coach, player or spectator will be permitted beyond the 18-yard line.
- C. No coach, player or spectator will be permitted behind the goal line.

RULE 7: LINES-PERSON

- A. Each team U-9 through U13 must provide a lines-person at each game.
- B. U-14 and above will use a three referee system.

RULE 8: SUBSTITUTIONS

- A. Substitutions can be made without limit at the following times with the permission of the referee at the middle line:
 - 1. Either team scores a goal
 - 2. Throw in for either team
 - 3. Either team's goal kick
 - 4. Half time
- B. Limited substitutions may be made for an injury with the referee's permission. In the case of play stoppage for an injury, teams may substitute on a one-for-one basis for the injured player only. If the injured player is replaced, the opposition may also substitute one player.

RULE 9: PLAYERS EJECTION

- A. If a player is ejected from a game by the referee, the player will be suspended for that game and also the following game.
- B. A team that has a player ejected may not replace the player for the remainder of the game in which the ejection occurred.
- C. The referee shall report any Red or Yellow cards to the Head Referee immediately following that game.

RULE 10: COACH/TEAM OFFICIAL EJECTION

- A. Should any coach or team official be ejected from a match by the referee, that person must leave the area immediately. (At the discretion of the Committee, that person may face further disciplinary action).

RULE 11: RED CARDS/YELLOW CARDS

- A. Any red card received during the tournament will result in a minimum of a one (1) game suspension from the next tournament game.
- B. A review of the circumstances surrounding the card will be made by the Tournament Committee and if necessary, further sanctions being levied against the player, coach or team official. A report will be filed by the Tournament Director to the Home State Association (LIJSL 425A)

RULE 12: CONDUCT

- A. The coaches are responsible for the behavior (conduct) of their players, team officials and spectators and shall be subject to disciplinary action from the Tournament Committee for failure to exercise proper control.
- B. Players, Coaches, Team Officials and spectators are expected to conduct themselves

within the spirit and the letter of the law. Displays of temper as well as dissent by either word or action are cause for ejection.

- C. Any player, coach or spectator involved in fighting will be ejected from the tournament.
- D. Coaches and teams that display a disregard for the Rules of the Tournament will be ejected from the Tournament.
- E. No Air Horns, Mega Phones, voo voo zellas in the soccer park or any kind noise makers.
- F. No Dogs and/or any kind of pets allowed in the soccer park.
- G. No Smoking allowed in the soccer park.

Any infraction of the Rule 12 may cause a disqualification or an ejection of the team from the tournament without refund of the tournament fees.

Rule 13: PROTESTS

- A. There will be no protests. A protest of a game based upon the utilization of a substitute referee will not be considered.

RULE 14: FORFEITS

- A. A team shall forfeit the game if it refused to play after being instructed to do so by the Referee or any Tournament Official. If the team to which the game is being forfeited is ahead at the time of forfeit, the score will stand as is; otherwise the game will be recorded as 3-0 in favor of the offended team.
- B. In all divisions playing 11v11, a game may not start with fewer than 7 properly uniformed players on each team. Furthermore, after a game is started, it may not continue with fewer than 7 players per team.
- C. In all divisions that play 8v8 or 9v9, a game may not start with fewer than 6 properly uniformed players on each team. Furthermore, after a game has started, it may not continue with fewer than 6 players on a team.
- D. Should a team not have the minimum number of players required within 5 minutes of the scheduled start of a game, it shall forfeit the game by a score of 3-0.
- E. Any team forfeiting a game will not be awarded a trophy, and the next placing team will be moved up in the standings.

RULE 15: WEATHER

- A. The Tournament Committee reserves the right to make the following changes in the event of inclement weather.
 - 1) Relocate and/or reschedule a match
 - 2) Reduce scheduled duration of match
 - 3) Postpone a match
- A. In the event of lightning, the tournament director will sound an **Air Horn**. At that time, all games will cease.
- B. Should a match in progress be after half time, the game will be considered official, and the score at the time of termination shall stand.

- a. All games still in the first half will cease with the game clock to continue running, and all players and spectators are to leave the playing fields and go to their cars after fifteen (15) minutes, if no lightning is seen, the tournament director will sound the air horn again, and players, coaches and refs will return to the field to continue the scheduled match. Match will end at scheduled time.
 - b. In the event that lightning is seen within the first 15-minute delay, the Tournament Director will wait another fifteen (15) minutes. If after the second delay, no lightning is seen, the Tournament Director will sound the air horn again, and players, coaches and refs will return to the field to continue the scheduled match. Match will end at scheduled time. If lightning is seen during the second delay, the game will be cancelled and score recorded as 1-1 TIE.
- E. If a game is called due to the weather, the score will be recorded as a 1 - 1 TIE.
- D. Regardless of weather conditions, coaches and their teams must appear on the field ready to play at the scheduled game time or forfeit the game. Only the Referee, the Tournament director or a member of the Tournament Committee is authorized to postpone or cancel a game.

Rule 16: FIELD DIMENSIONS

- A. All fields conform to normal standards and rules where possible.

RULE 17: ALCOHOL BEVERAGES/PETS

- A. NO ALCOHOL BEVERAGES OF ANY KIND ARE PERMITTED ON THE SOCCER PARK.

RULE 18: GENERAL

- A. The TOURNAMENT COMMITTEE, the SACHEM YOUTH SOCCER LEAGUE and THE STONY BROOK SOCCER CLUB will not be responsible for any expenses incurred by a Club, Team or a Team Member if the Tournament is canceled in whole or in part.

RULE 19: STANDINGS OF TEAMS-METHOD OF DETERMINATION

- A. All standings will be determined by the following criteria:
- 1. Points:
 - Win = 3 points
 - Tie = 1 point
 - Loss = 0 points
 - (There is no bonus points considered in the standings, they only come into play in case of a tie).
 - 2. Tie Breaking Procedure:
 - a) Head to head (two teams tied)
 - b) Most # of wins
 - c) Bonus Points based on Goal Differential (Max of 3 per game)

Example: 7-0 Win: Winning team gets 3 bonus points
3-0 Win: Winning team gets 3 bonus points
5-3 Win: Winning team gets 2 bonus points
2-1 Win: Winning team gets 1 bonus point

- d) Most shutouts
- e) Least goals allowed
- f) Penalty kicks

B. All divisions will have a minimum of 4 games scheduled.

RULE 20: GAMES PER DIVISIONS THAT ARE NOT A FIVE TEAMS DIVISION

A. STAND ALONE 4 TEAM DIVISION.

In the end of the second day the first place team will play against the fourth place team and the second place team will play the third place team. The winner of the first place and fourth place teams will play a championship game (fifth game) against the winner of the second place and third place teams to determine the champion (1st place) and the finalist (2nd place) teams. Regardless of the number of points each team has at the time

B. TWO EQUAL STRENGTH 4 TEAM DIVISIONS

Each team will play one game against a team from the other division. The team that has the most points including the cross over game in each division will declare a champion (1st place) team and the team that has the second most points will be declared finalist (2nd place) team.

C. SIX TEAM DIVISION (5 Games)

Each team will play five games. At the end of the second day the team with the most points will be declared champion (1st place) team and the team with second most points will be declared finalist (2nd place) team.

D. SIX TEAM DIVISION (4 Games)

Each team will play four games. At the end of the second day the team with the most points will be declared champion (1st place) team and the team with second most points will be declared finalist (2nd place) team. Each team will skip playing one team in the division.

RULE 21: AWARDS

U- 9 to U-13 Champions and Finalist will receive trophies.

U-14 and above Champions and Finalist receive T-shirts

If a team plays up from U-13 to U-14 Champions and Finalist will receive T-shirts

All Champions teams will receive a team award.