

TOURNAMENTS

2010 SOCCER FEST RULES AND LAWS OF THE GAME

FORMAT AND PLAYOFFS: Each team is guaranteed three games. Depending on the number of teams in the Division, the tournament format will vary. Please consult official tournament game schedules posted throughout the competition venues and online at www.titansoccerclub.com for specific game times, locations and teams.

GAME POINTS:

- Win=6 points, Tie=3 points, Loss=0 points
- Shutout=1 point
- Goals Scored=1 point for each (up to 3 max)

TIE BREAKERS: Ties within a flight or division: Winner determined in following order:

- A: Head to head record.
- B: Goal differential.
- C: Fewest Goals against.
- D: Most Goals for.
- E: Teams shall take Kicks from the Penalty Mark.

OVERTIME: There is no overtime in preliminary round games. There is no overtime in consolation games. In playoff games, overtime shall be two 5-minute periods. Golden Goal Rule shall apply, the first team to score in the overtime period wins the game.

FREE KICKS / PENALTY MARK: Under 7: All free kicks are indirect free kicks and taken from the spot of the foul except for penalty kicks. Penalty kicks are taken from the middle of the half-field line. All players from both teams must be behind the half-field line until the ball is played by the designated field player. If a goal is scored from the penalty kick, play will be restarted by a kick off by opposing team. If a goal is not scored from the penalty kick, play will be restarted by a goal kick by the opposing team.

Under 8: FIFA, laws of the game and USYSA rules of competition, as amended in the document apply.

Overtime & Penalty Kicks: At the conclusion of the overtime periods play is still tied, the game shall be decided by taking Kicks (best of five) from the Penalty Mark (10 yards from goal line) for U9-10 and Kicks from halfway line (best of three) for U7-U8. In this case, the referees will note the numbers of the players on the field at the end of play, and only those players will be allowed to participate in the KFTPM (kicks from the penalty mark). The shootout will commence immediately following the overtime periods.

GUEST PLAYER AND ROSTER LIMIT POLICY: Each team must possess a current certified CSYSA club roster or current roster from their state soccer program, signed by their clubs registrar. The game official will check rosters before the beginning of each game. Teams are allowed to have up to three guest players. Total Roster Size (team roster plus guest roster) may not exceed **10 players** for **U7 4v4** format (no goalkeeper), **12 players** for **U8 6v6** format (with use of **goalkeepers**), and **14 players** for **U9-U10 8v8** format (with use of goalkeepers).

DISCIPLINE:

1. Cautions are cumulative during the tournament. A player or coach who receives 3 cautions is not eligible to participate in their next game, including the championship match. The cumulative penalty will not apply to a second caution in the same match that a player may receive.
2. Any player or coach who is sent off must retire a minimum of 100 yards from the field of play within 2 minutes of being sent off. Any player or coach who is sent off is not permitted to participate in the next scheduled match. The tournament committee reserves the right to review the severity of the offense and may add additional games to the suspension. Passes of players or coaches sent off will be held by the Tournament Committee at the main Tournament Headquarters tent and can be picked up after the participant's sit-out has been served. Passes of participants who are sent off, but who do not have the ability to serve their sit-out, will be forwarded on to the appropriate soccer governing body.

PROTESTS: Referee decisions are final. No protests will be allowed. Rules clarifications may be requested at referee headquarters following completion of the game.

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At the conclusion of each match, the referee shall complete the tournament game card provided to them at referee check in:

1. Report in writing the identity and details of the offense of any participant who has been cautioned or sent off, or has committed equivalent misconduct prior to, during or after the completion of the match.
2. Retain the pass of any participant who has been sent off or has committed equivalent misconduct.
3. Return the rosters and remaining passes to the appropriate team representatives.

Law 6- The Duration of the Match

Division	Duration	Overtime*
U7-U8	2x15	2x5
U9-U10	2x20	2x5
U10 Opt.1	2x25	2x5

Law 7 - The Start of Play/Forfeits

A team must have the minimum number of players on the field 5 minutes after the scheduled start time, or the game is forfeit to the team that meets these requirements. Forfeited games will be scored as a 1-0 final score and the winning team will receive 8 points.

Law 8 – Ball In and Out of Play

Under 7: Throw-ins will be used to restart play when the ball goes over either touch line. Goal kicks may be taken from any point on the goal line.

Law 9 – Offside law

Under 7: There is no offside law in 4v4 soccer.

Law 10 –Goal Scoring

Under 7: A goal may be scored only when the ball is played/touched within a teams offensive half of the field.

All rules are subject to the Tournament Director's discretion.

Inclement Weather Policy:

1. All games at a site may be temporarily suspended or canceled for any of the following reasons: Rain, lightning, excessively high winds, low air temperature, or when the fields are unplayable due to one of the aforementioned reasons.
2. The Tournament Committee, Site Director or Tournament Director only, are responsible for suspension and cancellation of games due to inclement weather. In the event of inclement weather the referee has the authority to suspend play due to unsafe playing conditions.
3. Suspension of games - Suspension of play will be signaled by the blowing on an air horn in one long sustained blast. If the games are suspended, all participants and spectators must go to their vehicles or other permanent structure. Restart of play will be announced by several short blasts of the horn. Play will restart with a dropped ball at the place where the ball was when play was suspended, unless the ball was out of play, then play shall restart with the appropriate restart.
4. Cancellation of games - Prior to the start of the games, or if the games have already been suspended, the Tournament Committee or Tournament Director will decide if the games are to be canceled.

If the decision is to cancel the games;

- a. In pool play, if the first half has been competed, the current score at the time of the stoppage shall be final.
 - b. In all playoff games, if the first half has been completed, the score at the stoppage shall be final. If the score was tied at the time of the stoppage, the two teams will proceed to the Taking of Kicks from the Penalty Mark to determine a winner at a time and place dictated by the tournament Director and/or Site Director.
5. Information on postponement and rescheduling will be published on the Titan Soccer Club Field Cancellation Line (303-767-0139) and also via the Tournament Web-site, www.titansoccerclub.com. It is each team's responsibility to check these sources prior to travel to games to check for game time changes.
 6. Rescheduling Policy -Tournament Director and Site Directors will make decisions on how to reschedule games, and reserve the right to alter the tournament format to do so. Rescheduling of games will be published as soon as possible in two ways: the web site shall be updated, and new schedules will be posted at the sites. Any and all game times and places are subject to change in the event of inclement weather.
 7. If the tournament is cancelled for ANY reasons within or without the control of the Titan Soccer Club only partial refunds will be given.