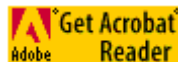


Tournament Rules

16th Annual Houston Easter Invitational 2008

[PDF Version](#)



ROUND ROBIN QUALIFYING GAMES

SCORING SYSTEM

- 6 points for a win
- 3 points for a tie
- 0 points for a loss
- 1 point per goal (3 max)
- 1 point for shutout
- A Forfeit is scored 3-0 and counts as 10 qualifying points

GAME LENGTHS

AGE GROUP	LENGTH OF HALVES
U8 - U10	20 minutes
U11-U19 All Levels	30 minutes

- Halftimes will be 5 minutes for all age groups

TIE-BREAKERS

Ties in qualifying games will not be broken. The following criteria will be used to break ties when teams are tied in qualifying points:

1. Results of Head-to-Head competition;
2. Goal Difference (total goals for minus total goals against; NO LIMIT on goals scored or allowed per game);
3. Total Goals Scored (total goals for; NO LIMIT on goals scored per game);
4. Ties between teams when only 1 team advances: FIFA shootout
5. Ties between teams when both teams advance (for seeding purposes):
Coin flip with representatives of both teams present

FORFEITS

- Any team forfeiting a game after 12 Noon Friday will not be eligible for advancement to playoffs

PLAYOFF (ADVANCEMENT) GAMES

LENGTH OF GAMES

- Semifinal game lengths will be regulation time less 5 minutes
- All Finals will be regulation length for the age group, governed by STYSA rules.

TIE-BREAKERS

- Semifinals: FIFA shootout; **no overtimes**
- Finals: 2 regulation overtime periods for the age group with no "Golden Goal"; if still tied at the end of 2nd OT, FIFA shootout
- Participation in penalty kicks: Only players on the field at the end of regulation time, or a 2nd overtime period, may participate in the taking of penalty kicks. Players on the field at the end of regulation/2nd OT must remain on the field. All other players, spectators, etc. must remain on the sidelines. Only the coach may enter the field to join the team, with referee permission.

PLAYERS REQUIRED/SUBSTITUTIONS/WATER BREAKS

PLAYERS REQUIRED

- 11-a-side games: 7 players
- 8-a-side games: 6 players
- 6-a-side games: 4 players
- The above number of players are required to start or finish a game

SUBSTITUTIONS

- Substitutions with referee permission in ALL cases
- USSF substitution rules apply, as modified by USYSA
- ALLOWED FOR BOTH TEAMS: goal kicks, after a goal, halftime
- ALLOWED FOR ONE TEAM: throw-ins, possession team only, stoppage due to injured player (injured player only); yellow cards (player who received card ONLY).

WATER BREAKS

- Water breaks may be taken during the play of all games
- Referee and both coaches should agree prior to a game when and how long water breaks should be
- Water breaks will only be allowed with the referee's permission
- The clock WILL NOT STOP during a water break

GAME ARRIVAL AND STARTING TIMES

ARRIVAL TIMES

- Teams must be at their assigned field 15 minutes before scheduled game time
- Teams must be ready for inspection by referee and/or field commissioner

STARTING TIMES

- All games START at the time shown on the schedule
- NO GRACE PERIODS will be allowed

UNIFORMS

NUMBERS AND COLORS

- All players shall wear numbered jerseys, shorts and socks of like color which distinguish them from the opposing team and the referee

ALTERNATE JERSEYS

- Each team must have an alternate color jersey in case of color conflict
- The first team listed on the schedule is the home team and must change jersey colors if deemed necessary by the referee

PLAYER JERSEY NUMBERS

- Player numbers (for both uniforms) must be on the final roster submitted at team check-in. Players must wear their assigned jersey number in all games.
- Changes in player jersey number must be reported to the referee prior to the start of each game; no number changes will be allowed after a game has started.

⚽ HOME TEAM RIGHTS/RESPONSIBILITIES -- All Games

- Home team (1st team listed in a pairing or top team in a playoff tree) must provide the game ball and a score card for all games
- Home team has 1st choice of side of the playing field for their team. Supporter must be located on the opposite side of the field and must not go to the team side at any time during the game.

⚽ SCHEDULES AND SCORE REPORTING

SCHEDULES

- The game schedule is final as published
- No changes will be permitted without the consent of the Board of Directors

SCORE REPORTING

- The winning coach (or a representative of the winning team), or **home coach in case of a tie**, must bring the official game report to the official scorer's table within 1 hour of the completion of a game
- A missing game report, or a game report that is turned in more than 1 hour after the completion of a game will be recorded as a loss and zero points for both teams
- Referees **DO NOT** take game reports to the scorer's table; the referee is required to give the completed, signed game report to the winning coach (or home coach in case of a tie)
- Losing coaches do not take game reports to the scorer's table; the winning coach is responsible for bringing the game report to the scorer's table, and the 1 hour time limit will be strictly enforced

⚽ DISCIPLINE

RED CARDS

- Player receiving a red card is banned from that game and the next game (1 game suspension)
- 2nd red card to the same player results in that player's suspension from the tournament

YELLOW CARDS

- Player accumulating 3 yellow cards is suspended for the next game (1 game suspension)
- A player accumulating 1 red card plus 3 yellow cards will be suspended from the tournament

APPLICATION

- Above disciplinary rules apply to tournament games only, but...
- Cases of serious misconduct will be reported to a player or team's governing association for follow-up action

REPORTING

- Referees are required to report all disciplinary actions taken before, during and after the game on the official game report
- All cases of serious misconduct must be reported immediately following the game after which the serious misconduct occurred

PROTESTS

GENERAL

- **All referee decisions are final during the course of a game**
- **Protests will NOT be allowed**

RAINOUTS

- The Tournament Directors have the final decision over field conditions and game cancellations
- In case of rainouts, games will be rescheduled if possible within tournament time constraints

OFFICIAL GAME LENGTH

- A game must be played beyond the 2nd half kickoff to be considered a complete or an official game
- Any game not played beyond the 2nd half kickoff will be reviewed on a cas-by-case basis by the Tournament Committee (excluding rainouts)

REGISTRATION

- Each team must check in at the main tent at least one hour prior to their first game on Friday morning.
- All players and teams must be USYSA-registered for the current seasonal year
- Each player must have a current signed and laminated player ID card (USYSA/STYSA) available for inspection by tournament officials at the site of each game in which the player participates
- Each Player must have a signed (parent and/or guardian if under 18) medical release
- OPEN Flight teams may have as many as 18 guest players
- COMPETITIVE flight teams may not have Div1/ Premier/Gold players rostered - (Exception may be granted to teams "playing up" an age group).
- COMPETITIVE flight teams may not have more than three (3) guest players
- RECREATIONAL teams may not have more than three (3) guest players
- COMPETITIVE teams must provide a copy of an official, signed association roster at check-in
- RECREATIONAL teams must provide a copy of an official, signed association roster at check-in



INSURANCE/OTHER REQUIREMENTS

- The wearing of hard casts, whether padded or not, will not be permitted in tournament games...NO EXCEPTIONS

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