

NEWTON GIRLS SOCCER 2006 COLUMBUS DAY INVITATIONAL TOURNAMENT

Rules of the Competition

Rules of the Competition – Addendum

Advancement to Semi-Finals: The following changes have been made to accommodate the number of teams and the scheduling of competitive brackets:

U10: No change, as all play is non-results oriented.

U12 - Division 1: The four teams with the highest point totals will advance to the Semi-Final games. The Semi-Final matches will be based on point totals as well, with the first highest placed team playing the fourth highest placed team and the second highest placed team playing the third highest placed team. All other Tie Breaker / Advancement Rules will still apply.

U12 – Division 2: The winner of each bracket in round robin play will advance to the Semi-Final games. The winners of the Semi-Final games will meet in the Final. All other Tie Breaker / Advancement Rules will still apply.

U14 – Division 1: The winner of each of the three brackets of round robin play advance to the Semi-Finals and the fourth team to advance will be the “Wild Card,” defined as the team with the highest point total among the teams that did not finish first in their brackets. The Semi Final matches will be based on point totals as well, with the highest placed team playing the wild card team and the second highest placed team playing the third highest placed team. The winners of the Semi-Final games will meet in the Final. All other Tie Breaker / Advancement Rules will still apply.

U14 – Division 2: The winners of each of the brackets in round robin play will advance to the Semi-Final games. The winners of the Semi-Final games will meet in the Final. All other Tie Breaker / Advancement Rules will still apply.

Every U12 and U14 team that does not advance to the Semi-Finals will play a consolation game on Sunday afternoon as well.

The Spirit of the Tournament

Newton Girls Soccer hosts its Columbus Day Invitational Tournament to promote healthy and fun soccer competition for girls' teams from throughout the Northeast.

We recognize that in the heat of competition, emotions can run high. We sincerely hope that all participants, including players, coaches and fans, will strive to maintain a balanced perspective on the purpose of this Tournament. We are here for the girls, for their growth and development both as soccer players and as young women.

We ask your full assistance and cooperation in ensuring that the Tournament be a positive and enjoyable experience for all.

Patch Exchange

This is a patch exchange tournament. Teams are expected to have an adequate number of team patches to exchange with opposing team players and coaches after each game.

Players' Safety is of Primary Importance

It is expected that coaches will keep players who have sustained injuries off the field.

The Referee will inspect players for dangerous items prior to each game. Some examples are casts, splints, jewelry, hats, barrettes, faulty cleats and protective headgear. Please note, under no circumstances will the wearing of any jewelry during play be allowed – no exceptions! This includes earrings in newly-pierced ears. The Referee cannot allow anything to be worn that might hurt a player or an opponent on the field. The Referee must err on the side of safety and his or her judgment will be final. Coaches ***must*** support safety as well.

ZERO TOLERANCE POLICY:

Newton Girls Soccer is a member of the Boston Area Youth Soccer (BAYS) League that has adopted a strong policy that is designed to encourage support for the Referees. This policy, reprinted on the following page, is in force for this tournament. Players, coaches and parents are expected to review this policy in detail.

Tournament Rules – General

FIFA Laws of the Game, including recent changes and interpretations, all as in effect at the opening of Tournament play, will be in effect for the Tournament, except as noted below.

Roster

U10 (6v6):

- Maximum roster of 12 players
- 4 must be present and able to play in order to start or continue a game.

U12 (8v8):

- Maximum roster of 15 players
- 6 must be present and able to play in order to start a game.
- 5 must be able to play in order to continue a game.

U14 (11v11):

- Maximum roster of 19 players
- 8 must be present and able to play in order to start a game.
- 7 must be able to play in order to continue a game.

Tournament-approved Medical and General Release forms and registrar-certified rosters must be in the coach's possession throughout the Tournament weekend.

Game Balls

U10 & U12: Size 4

U14: Size 5

Game Length – Halves

	<u>Preliminary</u>	<u>Semi Final and Final</u>
U10	30 min	n/a
U12 (8v8)	30 min	30 min
U14	30 min	30 min

The Home Team (team listed first on the game schedule) will have the kickoff and the Away Team will have the choice of which end of the field to defend for the first half.

The length of games is subject to change by the Tournament Director and the Referees Committee. Coaches will be notified before the start of the half in which such a change is made. Time is kept by the Referee and is **running time**. Time may be added, *at the sole discretion of the Referee*, in the case of injuries. In the event of unsafe conditions, a game may be terminated at any point by the Referee. If one half has been completed, the score at the time of the termination will stand and the game will be considered officially completed.

Uniforms

In the event of similar team uniform colors, as determined by the Referee, the Home Team shall change colors. Pinnies of contrasting color are acceptable in lieu of alternate jerseys. Each player is required to have a unique uniform number.

Substitutions

Coaches, managers, and team officials are not permitted on the field of play without the permission of the Referee. Anyone in violation of this rule is subject to action by the Referee or the Tournament Committee.

Unlimited substitutions with the permission of the Referee are allowed:

- preceding offensive throw-ins
- preceding defensive throw-ins, provided that the attacking team also substitutes
- prior to goal kicks
- at the start of the half
- following the scoring of a goal
- with the injury of a player - only the player(s) involved may be substituted.

Substitutes must be made for each injured or cautioned player. In event of an injury substitution, the opposing team will be allowed a “matching” substitution. A cautioned player may re-enter, with the permission of the Referee, at the next substitution opportunity.

Ejections

No player ejected (red carded) may re-enter that game, nor may the player have a substitute. Any player or coach ejected from a game will be ineligible to appear until after the completion of the team's next game, and is also subject to disqualification from the Tournament after review by the Tournament Director and Referees Committee. Penalty kick procedures are not considered games. If a team suffers two or more red cards in a game, the Referee will declare that game a forfeit by such team, which will be subject to further action determined by the Tournament Committee and Referees Committee as warranted under the circumstances.

Forfeits

In the event of a forfeit, the opposing team will be awarded a 1-0 win or the score at the time of the forfeit if the goal differential is greater than one.

A delay of 10 minutes from the official starting time will be tolerated, after which the Referee will declare the game a forfeiture. Teams forfeiting a game are not eligible for Semi Final or Final Games.

Protests

All decisions by the Tournament Committee are final. Protests are not allowed and will not be considered.

Special 6v6 Rules – U10

- The U10 (6v6) field will be approximately 40 yards by 60 yards, with goals measuring 6.5' by 12'.
- The Penalty Area is defined by a line 12 yards in from the goal and extending the full width of the field. The goalkeeper may use her hands anywhere in the penalty area. There is no separate defined goal area.
- On goal kicks, or on goalkeeper saves followed by a throw-out, punt, or drop kick, the ball must touch the ground or be touched by any player in the defensive half of the field before crossing the halfway line. Infringement of this rule will result in the opposing team being awarded an indirect free kick on the halfway line at the point nearest where the ball crossed the halfway line.
- There will be no offsides.
- Goal kicks shall be taken within 6 yards of the goal line.
- Indirect kicks awarded to the attacking team within the penalty area will be placed at the spot of the infraction, but no closer than six yards from the goal / goal line.
- Penalty kicks shall be taken from a point directly in front of the midpoint of the goal and 8 yards from the goal line. All the players other than the goal keeper and the player taking the penalty kick must stand beyond the mid-field line.

Special 8v8 Rules – U12

- The field will be approximately 50 yards by 70 yards, with goals measuring 6½' by 18'.
- The penalty area will measure approximately 14 yards by 34 yards.
- There is no separate defined goal area.
- Goal kicks shall be taken within 6 yards of the goal line.
- Indirect kicks awarded to the attacking team within the penalty area will be placed at the spot of the infraction, but no closer than six yards from the goal / goal line.
- Penalty kicks shall be taken from a point directly in front of the midpoint of the goal and 12 yards from the goal line.
- Although NOT a modification, offsides will be enforced.

Score Reporting

Official scores are reported by the Referee to the Tournament Committee at the conclusion of each game. The official scores are centrally posted at the Tournament Committee tent. For teams potentially involved in play-offs, following preliminary round play it is the coach's or manager's responsibility to check and verify a team's scores. Any disagreement with the scores should immediately be addressed to the Tournament Director.

Advancement to Semi-Finals and/or Finals: With the exception of U10, which will play in a 'non-results oriented' format, the following rules will govern advancement to the semi-finals and/or final rounds of play:

U10: All play is 'non-results' oriented and each player will receive a tournament medallion for their participation.

U12: Winner of each section will advance to the Final.

U14: Winner and 2nd place of each section will advance to the Semi-Finals.

Winners and Second place teams are determined by total points from preliminary games within their section: Wins = 3 points, Ties = 1 point, Losses = 0 points.

Tie Breakers / Advancement Rules

In the event of a standings tie following preliminary competition, or round-robin competition, the tie will be broken according to the following system of order:

1. Highest number of points earned in round-robin or preliminary round of play (3 points for a win, 1 point for a tie, 0 points for a loss);
2. Results of head-to-head competition;
3. Most wins;
4. Fewest goals allowed;
5. Goal differential – the difference between goals scored and goals allowed in each game – to a maximum of 3 points per game;
6. Penalty Kick competition according to penalty kick procedure under the supervision of the Referees Committee.

Ties in Semi Finals and Finals

In the event of a tie at the end of regular time, two sudden death overtimes of 5 minutes each will be played with no break between them. In the event of a tie following completion of these overtimes, the penalty kick procedures will be followed.

Penalty Kick Procedure

The players remaining on the field at the end of the second overtime are the only players who may take part. These players must remain on the field following the second overtime period.

The Referee will select a goal.

Teams will alternate taking penalty kicks. After each team has taken five kicks, the winner will be determined based on the number scored by each team. (If, before both teams have taken 5 kicks, one has scored more than the other could, even if it were to complete its 5 kicks, the taking of kicks will cease.)

If the game is still tied after five kicks, teams will continue to alternate taking kicks in the same order until one team has scored a goal more than the other from the same number of kicks.

All players, including the goalkeeper, must take a penalty kick before any player is permitted to repeat.

Cancellations; Refund Policy

In case of inclement weather, the Tournament Committee reserves the right to change location, delay, or reduce the length of the game. Only the Referee or the Tournament Committee may suspend, postpone, terminate or cancel a game.

If a game is terminated in progress due to weather after one-half is completed, the game will be considered official, and the score will be final.

If a game is suspended due to lightning and/or thunder in the area, the Referee will impose an automatic 30-minute delay following the last sighting. Coaches and players are to remain in the area at the field complex ready to play unless advised otherwise by the Tournament Committee.

Although Newton Girls Soccer will do its utmost to see that the tournament games are played and the guaranteed number of games are provided, the Tournament Committee reserves the right to cancel the entire Tournament, due to extended unplayable weather, unsafe field conditions, or other circumstances beyond its control. Should this occur prior to any games being played, the affected team(s) will receive a 50% refund of its registration fee. Should this occur after games have begun, no registration fee refunds will be made.