



**TOURNAMENT PROCEDURES
AND
RULES GOVERNING PLAY**

**Tournament Dates: Nov. 30, Dec. 1 & 2, 2007
Location: Hudson Valley Sportsdome – Milton, NY**

TOURNAMENT PROCEDURES

F.I.F.A. Rules apply unless amended below.

1. Coaches must present rosters, team passes, medical release and guest player forms at least 30 minutes prior to their first game.
2. Non-appearance at the start of your scheduled game will cost your team a forfeit. The forfeiting team will be charged with a loss and no goals scored. The winning team will be awarded 2 goals and 3 points for a win.
3. No player is allowed to register with more than one team within an age group and no player may switch from one team to another during the tournament. No player may play with a hard cast.
4. Refunds will not be provided after formal notification of team acceptance into the tournament. There will be no refunds for non-appearance due to inclement weather.
5. Uniforms: Each team must bring an alternate set of shirts in case there is a conflict of colors. The use of shin guards by all players is mandatory. All players must wear soccer cleats, turf shoes, or indoor shoes. Players' uniforms must be similar and extra clothing will be discouraged, but will be allowed at the discretion of the Referee.
6. All rules are F.I.F.A rules except these outlined herein.
7. The first team listed on the schedule is the home team. In case of uniform conflict, the home team shall change uniforms.
8. The duration of the game shall be 27 minutes (20 minutes for U16 and U19 divisions). The start and stop of games will be signaled by the Field Marshal, or their designate. There will be no extension for substitution, time wasting, injury or any other cause.
9. Substitutions shall be unlimited and may be on the fly. Substitutes may not enter until the other player is off the field.
10. There will be no off sides.
11. Balls over the touchline will be thrown in. Corners will be taken.
12. On all restarts the opposing team must be at least 4 yards from the ball.
13. After taking possession of the ball, a goalkeeper can not throw or kick a ball past the center line that was struck from within his/her penalty area unless the ball has touched the floor, outside the penalty area, or a player. The same applies for goal kicks. The penalty for infringement is an indirect free kick, for the opposing team, from the center line.

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14. If the ball hits the ceiling or a fixture overhanging the floor, the restart is an indirect free kick, for the opposing team, from the center line.
15. No slide tackling is permitted. A slide tackle shall constitute a foul resulting in an indirect free kick.
16. Scoring: Points will be awarded as follows:

Win:	3 points
Tie:	2 points – other than 0-0 score
Tie:	1 points – 0-0 score
Loss:	0 points

In case of a tie in the final standings within a division group, the following order will be used to break the tie:

- A: In head to head play, the team that beat the other shall be placed ahead of the other;
- B: The team that allowed the fewest goals shall be placed ahead of the other;
- C: The team with the best goal differential up to a maximum of 4 goals per game shall be placed ahead of the other.
- D: Victory Shoot-Out – First team to gain advantage.

Note: "A" is not to be used if more than two teams are tied.

17. Forfeits: a team winning a game by forfeit shall be credit with a 2-0 win, with 3 points awarded.
18. Champion – for 1st place – individual awards will be presented to each team.
19. Player passes will be checked only at registration. Up to 2 guest players will be permitted. However, any coach has the right to challenge any player on the opposing team. The Referee should be notified prior to the completion of the game and the player and his pass will be examined after the game. Any team using an illegal player shall receive no points for any game played up to the time the infraction is noted. Their opponents will be credit with a 2-0 win, with 3 points awarded.
20. A player or coach who receives a red card is automatically ejected from the entire tournament. A player or coach who receives two yellow cards in a match is out of the match and the following match. A player or coach who receives three yellow cards during the tournament is out of the tournament.
21. Decisions of the Referees are final and not subject to appeal. The tournament Field Marshal shall have final say over anything that is not covered in these written rules.
22. Each team and player participating in the tournament does so at his/her own risk and agrees to accept all responsibility for any injuries. The March of Dimes, East Hudson Youth Soccer League, its officers, tournament officials and the Hudson Valley Sportsdome cannot accept responsibility for any injuries.

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23. Additional information, material, and/or corrections may be issued on or before tournament day, including modifications to the rules governing play.
24. Any team found to not be in compliance with the described definition of teams from the Permission to Host form and tournament application would be required to forfeit their games.
25. Food and drink are prohibited on turf area. Smoking and/or alcohol consumption is strictly prohibited throughout the facility. Coaches are responsible for team/spectator behavior.

OTHER INFORMATION

- A. All non-participants and spectators will be expected to observe the games in progress from designated viewing areas. Only coaches and players will be permitted on any turf/field surfaces.
- B. The Sportsdome does not permit food or drink to be brought into the facility. The Sportsdome concession stand will be in operation.
- C. Coaches are advised to supervise their players and fans at all times.

RULES GOVERNING PLAY

F.I.F.A laws will be in effect during the tournament with the following exceptions:

Law II – The Ball

- All age groups through U12 will use a number 4 ball.
- The U13 and older age groups will use a number 5 ball.

Law III – Number of Players

- Every team must have a minimum of: 8 players for U9 and U10; 7 players for U11, U12 and U13; and 6 players for U14, U16 and U19 – ready to start play within 5 minutes of the start of a game (air horn) or the game will be forfeited. Substitutions shall be unlimited and may be on the fly. Substitutes may not enter until the other player is off the field.

Law V – Referees

- The Field Marshal or their designate will keep the official game time.
- There will be no protests allowed on judgment calls by the Referee. The ruling of the Referee will be final.

Law VII – Duration of the Game

- The duration of the game shall be 27 minutes (20 minutes – U16 & U19 divisions). The start and stop of games will be signaled by the Field Marshal, or their designate, with an air horn. There will be no extension for substitution, time wasting, injury, or any other cause.

Law VIII – Start of Play

- The team listed first on the schedule (home team) will kick-off.