

## **2019 Mountaineer Open Tournament RULES**

FIFA, with modifications as published below.

### **FORMAT OF PLAY**

U8: 7v7

U10: 7v7

U12: 9v9

### **SUBSTITUTION**

Unlimited substitutions (with the referee's permission) will be allowed at the following times:

- after a goal
- at the beginning of the second half or at the beginning of an overtime period
- at a goal kick for either team
- at a throw-in by the team in possession **by either team**
- at a stoppage of play for an injury on a one-for-one basis for the injured player
- to replace a cautioned player (other team may also substitute a like number)

### **GAME LENGTH**

- U8 : 20-minute halves
- U10: 25-minute halves
- U12: 30-minute halves

Championship games that end in a tie will result in two 5-minute overtime periods (no golden goal). Final games that remain tied after the two overtime periods will be decided by FIFA's penalty kick procedure.

### **HEADING**

Heading the ball is prohibited in U11 games and younger. At age group divisions U11 and younger, whenever the ball strikes a player in the head, play is stopped. If deliberate, then the proper restart is an indirect free kick to the opposing team. If this occurs within the goal area, the indirect free kick should be taken on the goal area line parallel to the goal line at the point nearest to where the infringement occurred. If the play by the head is deemed inadvertent, then the proper restart is a dropped ball.

### **BLUE LINE**

A blue line of restriction will be used at the u8 and u10 levels. The opposing team will be required to stay behind the blue line for goal kicks and when the keeper is in possession of the ball.

### **PUNTING**

Punting is prohibited for u8 and u10 ages groups.

## **DIVISION WINNERS**

Division winners will be determined by a championship match between the first and second seeds. The top two teams in the division will be determined by their total points:

- 3 points for a win
- 1 point for a tie
- 0 points for a loss

Bonus points, which will be used as part of the tiebreaker process only, will be awarded as follows:

- 1 bonus point up to a maximum of +/- 3 per game for the difference between goals for and goals against
- 1 bonus point for each shutout win

In the event of a tie in standings points, division ranking will be decided as follows:

1. Head to head competition
2. Most wins
3. Bonus points
4. Fewest goals against
5. Most goals scored
6. Fewest discipline points (1 pt for yellow card, 2 pts for red card)
7. FIFA penalty kick procedure

In the event that more than two teams are tied, the above tiebreakers will be applied until such time as one or more teams "fall out" of the tie. At that point, the remaining "tied teams" will return to the first tiebreaker and have the process re-applied. This process will occur until all ties have been broken.

## **FORFEITS**

Any team that forfeits a game will automatically forfeit all of its games and may not advance to a semifinal or final game. This includes games actually played as well as unplayed. Forfeits will be recorded as a 1-0 result.

## **GENERAL**

WVFC will not be responsible for any expenses incurred by any team if the tournament is cancelled in whole or in part. Any team that disregards any decision made by the tournament committee will be removed from the tournament and forfeit all of its games. No refunds will be made if the tournament is cancelled in whole or in part due to inclement weather or any other reason.

## **ROSTERS AND REGISTRATION**

Rosters may be official USYS or WWSA documents, or Word, Xcel documents provided at time of registration. Rosters must show player names, jersey number, DOB and emergency contact information.

Teams must maintain medical treatment authorization forms for all players in a form adequate for use at the site of the tournament. They must be presented at registration, and kept at the field during all team activities. These forms are not required to be notarized, but are recommended to be notarized (more likely to be accepted by medical personnel at a hospital).

Players may play for only one team that is entered in the tournament

### **PROTESTS**

All decisions made by the referee and tournament committee are final and binding. No protests are allowed.

### **GENERAL CONDUCT**

Players receiving a red card or a total of two yellow cards during the tournament will be ineligible for their team's next game. The tournament committee reserves the right to suspend or expel any player, coach, or spectator from the tournament for unruly conduct. No coaches or spectators are allowed between the 18-yard line and the end line, or beyond the end line.

- No smoking is allowed on premises
- No alcoholic beverages are allowed on premises

### **REFEREE REPORT**

The referee of each game will forward to the appropriate field marshal his/her official written game report, including the final score, the name and number of each coach, player, or person cautioned or ordered from the field, and reason for any such disciplinary action. The coach of each team must sign the game report at the end of each game.

### **ROSTER SIZE**

Maximum roster size for U8 is 12, u10 and u12 is 14 players. Ineligible players may NOT be in uniform for that particular game.

### **UNIFORMS AND EQUIPMENT**

Shinguards are mandatory for all players. Players must wear numbers on the back of their jerseys that correspond with the team roster. Home team must change to an alternate jersey **or wear pinnys** in the event of a color conflict. Cleats with metal studs are not allowed.

### **INCLEMENT WEATHER**

If inclement weather forces cancellation after at least half of a regulation game has been played, the game shall be considered official and the score at the point of cancellation shall be recorded as the final score. The decision on whether a game will

be "cancelled or recommenced" (if the referee agrees to resume play) will be made by the Tournament Director. If a game must be stopped before halftime, the Tournament Director will rule on its rescheduling or other resolution. Such a game may be temporarily halted or recommenced, picking up where play was halted. Regardless of weather conditions, it is the responsibility of all affected teams to monitor the status of their games and to appear with their team ready to play as scheduled by the Tournament Director if games are recommenced. The referee, Tournament Director, or field marshal may postpone any game. Once the decision is made to cancel a game, that decision is final. Teams that continue to play may be suspended from tournament. In all cases, the Tournament reserves the right to abbreviate or shorten all games in order to adjust to weather or other complications that may occur.