

2018 U11 Rural Challenge Tournament Rules RULES & REGULATIONS

1. TEAM LISTS & PLAYER ELIGIBILITY:

Only registered players listed on submitted rosters will be allowed on the field. Playing unregistered players or players not listed on verified rosters will result in DISQUALIFICATION OF THAT TEAM.

2. GAMES:

- All teams are guaranteed a minimum of (2) games.
 - (a) CANCELLATION OF GAMES DUE TO WEATHER IS AT THE DISCRETION OF THE ORGANIZERS.
- Game Ball Sizes: U11 Size 4
- Duration of Games: U11 30 minute Halves

3. Game Rules (as per ASA Rules and Regulations for U11 – 8 v 8 Modified Soccer)

4. TIE BREAKING PROCEDURE-

Tie Breaking Procedures – Round Robin Format

1. Previous **matches** results – The winner of the **previous matches** between two teams tied in points shall be awarded the higher position.”
2. Goal difference – Goal difference shall be calculated by deducting the total goals against from total goals for, in all of the team’s games. The team with the highest goal difference in the entire regular season or competition will be awarded the higher standing.
3. Most goals **For** – If #1 and #2 do not break the tie, the team scoring the most goals in all of their matches will be awarded the higher standing.
4. Least goals **Against** – If #1, #2, and #3 do not break the tie, the team with the least goals scored against them in all of their matches will be awarded the higher standing
- 5- For any teams still tied under criteria #1-4, **A one game playoff requiring a result will be held at a neutral field with a coin flip determining home team. If game results in a tie it goes directly to penalty kicks. Procedure below:**

Five penalty kicks from each team must be taken, with the team scoring the most goals declared the winner. If, after the first five penalty kicks, there still remains a tie, single penalty kicks must be taken by each team, thus declaring a winner. Only the players on the field at the end of the game shall be eligible to take the penalty kicks.

5. SCHEDULES

- The schedules prepared for the tournament shall not be changed for any reason other than weather.
- If a team is unable to field a minimum of seven (7) players by fifteen minutes after the scheduled kickoff time then that team shall forfeit the game. The official result in a forfeit is a 3-0 win for the non-offending team.
- * If both teams are unable to field a minimum required number of players (as stated above) then both teams will be credited with a 3-0 loss.
- If a team fails to show for a game then the games scheduled for that team shall be awarded as 3-0 wins to their opponents.

6. WEATHER

In the event of poor weather, teams must still report to the field at the scheduled time, unless advised otherwise. Any decision to play, postpone or cancel shall be made by the play down organizers.

7. SUBSTITUTIONS

There shall be no restrictions as to the number of substitutions made during a game. A maximum of two players may be substituted at one time. The Referee must be notified of all substitutions. Substitutions shall be allowed only during stoppage of play, at the Referee’s discretion.

8. PROTESTS:

- The Referee’s decision is FINAL. Referees shall have full discretion during games. Protests that relate to the Referee’s decision or interpretation of the Laws of the Game shall not be entertained.
- Coaches must channel protests relative to other considered irregularities through the organizer(s) within 30 minutes of the game ending. The Discipline Committee shall adjudicate and advise as soon as possible.

9. DISCIPLINE:

- Any ineligible player on a team shall result in immediate disqualification of team.
- Two cautions during a game shall result in a one game suspension.
- Three cautions during the play downs shall result in a one game suspension.
- A red card offense shall result in a minimum one game suspension.
- Serious player/coach infractions shall be referred to the Tournament Committee as well as their local leagues, associations and ASA if warranted.

10. GAME SHEETS

- Each team shall be responsible for filling out the game sheets provided at Headquarters and handing in to Referee prior to game commencement.
- The winning coach shall be responsible for returning both game sheets to the Headquarters within thirty minutes of the game ending.
- Extra game sheets shall be available at Headquarters.

11. EQUIPMENT

Each team shall supply a game ball. Goal nets and corner flags will be provided.

12. TEAM AREA:

Only players, coaches and managers shall be allowed in the team area. Fans shall be situated on the opposite side of the field. Games will not commence until this is adhered to. Coaches shall be responsible to remove fans if in team area.

Coaches, Assistant Coaches and Managers must remain within a 15’ boundary either side of their benches.

13. EQUIPMENT/UNIFORMS:

- Home teams shall be responsible for alternate colors in the event of duplication of colors of Opposing team. Teams with jerseys that conflict with Referee colors must supply an alternate jersey for the Referee.
- Shin guards are mandatory.
- All jerseys must be clearly numbered as per FIFA Laws of the Game. The number of the player’s jersey must correspond to the number listed with the player’s name on the game sheets(s).

“FAIRPLAY.....IT’S BETTER THAT WAY!”