



2017 Winter Invitational Tournament Rules

FIFA LAWS of the game will apply as modified by USYSA and NYSA as described herein. Please note additional rules changes apply herein following recommendations from the U.S. Soccer Federation.

REGISTRATION: Teams must check-in at the field at least 60 minutes prior to first scheduled game of the tournament. All players must present laminated league cards or copy of his or her birth certificate for age verification. Unlimited guest players are allowed, however all guest players must check-in on day one. All declared players must be listed on the final team roster (players not playing the first game must be listed on the roster). No additions will be allowed after the first game. Players that do not play on Saturday are ineligible for play on Sunday.

GAME CHECK IN: The Field Marshall or Referee will check player I.D. cards and equipment prior to each game. Players must wear shin guards to play. Home team is listed first in the schedule and will have choice of sides. In case of conflict the home team must change jerseys. Failure to have 4 players (5v5), 5 players (6v6), 6 players (7v7), or 7 players (9v9) available within 5 minutes of scheduled game time may constitute a forfeit. The winner will be awarded 3 points and a score of (5-0).

GAME LENGTH: Game lengths for all 2009-2007 (7v7) games will be 22 ½ minutes halves. Game lengths for 2006 and 2005 (9v9) games will be 27 ½ minutes. All halftimes will be exactly three minutes. No overtime periods will be played to resolve a tie at the end of any games. There will be no time allowance for injuries. In case of inclement weather or field conditions, games may:

1. Be shortened
2. Go to FIFA penalty kicks from the penalty mark to determine the winner
3. Be canceled

SUBSTITUTIONS: Free substitution will be allowed for all open field games age groups. However, teams may substitute only with the referee's permission and only at the following times: Prior to a throw-in by the team in possession; prior to a goal kick, by either team; after a goal, by either team; after an injury on either team when the referee stops play; at halftime; on a caution, only the cautioned player may be substituted at that time.

COACHING: All coaches have total responsibility for the conduct of their players, substitutes, and spectators at all times. Coach and player sidelines are separated from spectators and only coaches listed on the roster may participate from the coach's sideline. Coaching from the sidelines, giving direction to one's own team on points of strategy and position, is permitted, provided that:

1. No mechanical devices are used;
2. The tone of the voice is instructive and not derogatory;
3. Each coach or substitute remains within (10) yards on either side of the halfway line;
4. No coach, substitute, or spectator makes derogatory remarks or gestures to the referees, other coaches, players, substitutes, or spectators;

5. No coach, substitute, or spectator uses profanity or incites, in any manner, disruptive behavior

CAUTIONS AND EJECTIONS: A player or coach receiving two cautions (yellow cards) in a single game is considered to have been given an ejection (red card) for the purposes of awarding points for the tournament competition. A player who has been ejected (sent off) will not be replaced. A player or coach who has been ejected will not return for that game and will not be allowed to participate in the next scheduled game. A player or coach who is ejected for violent conduct or serious foul play will not be allowed to participate in the next two scheduled games. Any player or coach who assaults a referee will be expelled from the tournament. For the purpose of this tournament a Coach can be carded. Red cards will be reported by the field marshal to the tournament D&R Committee and the number of game suspensions will be recorded. For U.S. Teams, each State Association will be notified of any disciplinary action taken or required to be taken.

SUSPENDED AND TERMINATED GAMES: If in the opinion of game officials, a game must be suspended (for any reason), the game may be resumed, but is subject to being ended not less than (5) minutes prior to the start of the next scheduled game. If in the opinion of the game officials, a game must be terminated for misconduct of players, coaches, or spectators, the offending team could be suspended from further play and forfeits that game and all remaining games. All previous points earned remain as played. Additionally, the home league and State Association will be contacted as appropriate.

DETERMINING WINNERS: A five goal sportsmanship rule is in affect for all games. No team will record (for points) more than a five goal advantage. Teams will be awarded points on the following basis: Three (3) points for each win. One (1) point for a tie. Zero (0) points for a loss. In the event of a tie in points at the end of bracket play, the winner for the advancement to Quarter-Final, Semi-Final or Final will be determined as follows:

2 Team Tie-breaker:

1. Points;
2. Head-to-head play;
3. Goals against;
4. FIFA Kicks from the penalty mark immediately following the game.

3 Team Tie-Breaker:

1. Points;
2. Head-to-head play;
3. Goal differential between the three teams (maximum of 5 goal differential for sportsmanship);
4. Goal differential in group play.

FIFA PENALTY KICKS TO DETERMINE WINNER OR ADVANCEMENT: at the conclusion of a tie game that determines advancement or within quarter-finals, semi-finals, or finals with teams that are tied, the best of 3 FIFA kicks from the penalty marker will determine advancement. If, after 3 kicks the teams are tied, each team will continue to take kicks in the same order until one team wins. Players on the field at the conclusion of the game must take a kick prior to free substitution for follow on kicks. Meaning, if the field play is 7v7, then all seven players must take a penalty kick, if required. The same applies for 5v5, 6v6, and 9v9.

HOME TEAM: The home team will be the team which appears first on the game schedule. The home team will supply the game ball, unless supplied by the tournament. The game ball will be subject to referee approval. The home team will be required to wear a light colored jersey and the visitors will wear dark colored jerseys unless directed otherwise by the field marshal or event staff.

FORFEITS AND BYES: All teams who forfeit will have the game(s) scored a 0-5 loss. The winner will be awarded 3 tournament points (for the win). Teams failing to report ready to play within five minutes of the scheduled kick off time will forfeit. Home teams unable to supply alternate jerseys, or teams failing to check in at mandatory registration or for taking actions which cause a game to be terminated, will forfeit. Byes will be scored and tournament points awarded the same as a forfeit.

PROTESTS/APPEALS: NO PROTESTS OR APPEALS WILL BE ALLOWED.

DISPUTES: All disputes will be settled by the Tournament Director or designee and the decision will be final.

REFUNDS: No refunds will be granted to any team accepted.

OTHER RULES IN EFFECT: Slide tackling to the ball is allowed for 2009-2005 open field games. No sliding at all is allowed for arena games. Off-side rules are in effect for 2009-2005 open field games. FIFA outdoor youth direct and indirect rules are in effect.

HEADERS: in concert with recommendations by U.S. Soccer Federation, headers have been eliminated for 2005 age groups and below. The penalty assessed for an intentional headers is an indirect kick from the spot of the foul, regardless of where the foul occurs.

GOALIE PUNTS: no goalie punts are allowed in 2007-2010 age groups. Goalies may drop and pass or throw out from the goalie box. Once the ball hits the turf it is a live ball. For 5v5 arena games, goalies may only throw underhand.

TOURNAMENT PLAY Each team is guaranteed a minimum of 3 games, with a maximum of 3 games per day. Teams that make the finals are guaranteed a fourth game.

THREE TEAM DIVISION PLAY Each team will play two games on Saturday for group play. 2nd place will play 3rd place in the semi finals. The winner will advance to play the first place team for the finals.

FOUR TEAM DIVISION PLAY Each team play all of the teams in their bracket for a total of 3 games. The two teams with the most points will play for the finals.

SIX TEAM DIVISION PLAY Six teams will be split into two groups of three and play each other once for a total of 2 group play games. 3rd place teams will play each other for a consolation game. 1st from group A will play 2nd from group B, (and vice versa) in the semi finals. The winner will play in the finals for the championships.

INCLEMENT WEATHER CONTINGENCY PLAN: As a result of inclement weather, and at the direction of the Tournament Director, one of the schedules will be implemented:

1. All games are to continue as scheduled.
2. Eliminate pre-game warm-up on the field, game times to continue as scheduled

3. Eliminate pre-game warm-up on the field and shorten all games. The Tournament Committee will determine the game length.

4. Shots from the Penalty Mark will replace games.

SPORTSMANSHIP ZERO TOLERANCE POLICY: All Spectators, Coaches and Players MUST Show Respect for Each Other and the Authority of the Referees. Help us Set a Great Example for Our Youth. Please cheer enthusiastically for your team. Please acknowledge the good play of both teams. Have fun and encourage fun.

AWARDS: First and second place players receive individual medals upon conclusion of the finals. Winners of 2005-2010 outdoor field games (excluding arena) receive the 1st place trophy.