



Tournament Rules

740.322.5588 ▪ www.longaberger.com/soccer

Eligibility

The tournament is open to accepted teams composed of no more than 14 players for age groups U9 and U10 and 18 players for ages U11 through U16. All teams must be currently registered with their state, national or provincial association.

A maximum of three guest players may be added to the official league or association roster as long as the number of players does not exceed stated team capacities.

No player shall be allowed to register with more than one team or switch to another team during the tournament.

Travel permission forms must be filed by all teams outside of the Ohio South Youth Soccer Association (OSYSA) district.

In the event there is only one coach and that coach is ejected, the team must forfeit the game.

Age

All teams will determine their ages per the USSF/OSYSA age guidelines. Player passes with photograph and duly authorized by their appropriate USSF State Registrar must be presented at registration and before each game to the field supervisor.

Laws of the Game

International Rules (FIFA/USSF) apply with the following exceptions:

- A. Substitutes must be at the mid-field line
- B. Substitutes may be made with the consent of the referee:
 1. After a goal by either team
 2. Before any goal kick
 3. Before a throw-in in your favor
(The defending team may also substitute if the team throwing-in substitutes)
 4. At the beginning of any period of play
 5. After an injury, by either team, when the referee stops play
 6. After a caution, the cautioned player may be substituted for

Game Format

Age	Preliminary Games	Finals	Ball Size
U13-U16	60 minutes	60 minutes	5
U12	60 minutes	60 minutes	4
U9-U11	50 minutes	50 minutes	4

Discipline Conduct

Any player or coach ordered from the field by the referee for misconduct shall be suspended from the next game. No substitution will be permitted for an ejected player. In addition, the ejected party is required to leave the property.

Scores

Both coaches must insure that the game results are correct and have been reported to the site coordinator at the coordinating registration tent within one hour of the game's conclusion. Both coaches must sign the official game card for the referee after the game.

Forfeits

A minimum of five players constitutes a team for ages U9 and U10, six players for the U11 age bracket and seven players for ages U12 through U16. A 10 minute grace period will be extended beyond kick off time before a forfeit will be declared. Failure to complete a match, or a team leaving the field during play, will result in forfeiture. No team that has forfeited a game will be declared a bracket winner. The team winning by forfeit will be awarded the average number of goals they score in their other games, rounded down to the nearest integer. The opponent's score will be zero. This score will be the official score in case goal differential is necessary. The tournament officials reserve the right to decide all matters concerning a forfeit.

Standings

Each team will be awarded three points for a win, one point for a tie, and no points for a loss. In the event of ties in the standings, the following procedure will determine the winner:

1. Team with the most points
2. Winner of the games played between the tied teams
3. Highest number of total net goals, goal differential (Max three goals per game)
4. Fewest total goals allowed (gross)
5. Penalty Kicks (FIFA-laws of the game)

Tie Breakers Semi-Final /Finals

1. Two 10 minute periods played to their conclusion
2. Penalty kicks (FIFA-laws of the game)

Protests

Protests must be presented in writing to tournament headquarters within one hour of completion of the game and must be accompanied by a fee of \$100. Referee judgment will not be a basis for protests. Coaches wishing to file a protest shall notify the referee of this intention before the completion of the game. If the protest is upheld, the \$100 fee will be returned.

Players Uniforms and Equipment

1. Teams must wear numbers on their shirts. Each player shall have a different number and this number must be the same as it appears on the tournament roster.
2. In the event of color conflict, the home team will change color.
3. Shin guards are mandatory and must be covered by a sock.
4. No cutoffs under or in lieu of uniform shorts are allowed.
5. Shirts/jerseys will be tucked into players shorts at all times.
6. Each team is responsible for providing one game ball of suitable quality and standards (refer to section: Game Format)

General

Coaches are required to bring player cards and medical release forms to every game.

1. A running clock format will be used. All games will start at their originally scheduled time.
If a game is temporarily suspended due to weather problems, field conditions, or other situations beyond the tournament's control, each team involved must check with their site's tournament headquarters for further instructions.
Games interrupted in the first half:
 - a. If time permits, play the full game to completion.
 - b. If time permits, play to completion of at least the first half and record the score as complete.
2. The tournament co-director's interpretation of the foregoing rules/regulations shall be final.
3. The tournament co-directors reserve the right to decide on all matters pertaining to the Longaberger Soccer Shootout.