East Valley Turkey Shootout Rules

Tournament Headquarters will be located at the EV/NSFC Soccer Complex 3761 S. Power Road, Mesa, AZ 85212. Tournament Director: Casey Baker * cbaker@nsfcaz.com

MATCH PLAY

All games will be played under FIFA rules as modified by US Youth Soccer/ASA unless otherwise stated below. The Tournament Director or Field Coordinator will settle all rules disputes. Rules may be modified by the Tournament Director.

U7 and U8:

- 4v4 without a Goalkeeper (Academy Style)
- 30x20 yd Field/ 6x4 ft Goal
- A minimum of 3 players must be present to start the game.
- No offsides.
- Home team starts with ball.
- No throw-ins. Replaced with kick-ins.
- All free kicks will be indirect kicks.
- No slide tackles.
- Unlimited substitutions at any stoppage
- There is no ball contact allowed within the goal box.
- All fouls will conform to FIFA rules, but all free kicks will be indirect and there will be no penalty kicks.
- There are no scores kept.
- No referees are provided. Coaches must work together to referee the match.

U9-U19:

- 5v5 with including Goalkeeper.
- 40x30 yd Field/ Penalty Box 6x12 yd/ 10x6.5 ft Goal
- A minimum of 4 players must be present to start game.

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- Offsides will only be called inside the Penalty Box.
- Home team starts game with ball.
- No throw-ins. Replaced with kick-ins.
- All free kicks will be indirect kicks and opponents should be ten (10) feet from the ball on all restarts.
- No goal can be scored on an indirect kick without touching a scoring team player first.
- When the goalkeeper has the ball, either during play or from a goal kick, the opposing team must move to the center line. After the ball is put into play by the goalkeeper, the opposing team can cross the center line and play resumes. (Definition of “put into play” is when the goalkeeper places the ball on the ground after using their hands or completes a goal kick)
- The goalkeeper cannot punt the ball.
- Throws by goalkeeper cannot cross the centerline in the air.
- Penalty Kicks will be awarded from the 11 yd mark.
- Coaches may substitute at any stoppage of play.
- No jewelry, metal or hard plastic hair ties/bows, or hats allowed during play.
- Proper safety equipment will be worn.

Games will start at the given start time. In case the team does not have the minimum players present, there will be a maximum of five (5) minutes grace period before awarding the game to the opponent. A forfeit will be scored 1-0. Any team forfeiting a game will not be eligible to advance into the playoff rounds of the tournament. Tournament officials can waive the rule if in their opinion it is in the best interest to play the match. Match length can be adjusted to finish on schedule.

Headers are not allowed in U11 and younger. If during a match an intentional header is performed the opposing team will receive an indirect kick at the spot of the infraction.

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Age Bracket	Halves	Format	Ball Size	Max Per Game/Max Rostered
U13-19	25 min	5v5	5	12/Unlimited
U9-U12	20 min	5v5	4	12/Unlimited
U7-U8	10 min Qtrs	4v4	3	10/Unlimited

All Halftimes are 5 minutes.

Referees will comply with FIFA rules regarding substitutions. Substitutions can be made at any stoppage or dead ball but ONLY with the permission (discretion) of the Referee. Substituted in players must remain on the sidelines until the player they are replacing has completely left the field. There are no limits to the number of substitutions.

All preliminary games will be called not less than five minutes prior to the scheduled start of the next game regardless of the amount of time played up to that point. A game is “complete” upon completion of one half of play regardless of the circumstances of termination with the results based on the score at the time the game is terminated. Preliminary games can end in a tie. Final matches tied at the end of regulation time will be decided by kicks from the mark, according to FIFA rules. There will be no overtime.

REGISTRATION AND TEAM ELIGIBILITY

East Valley 5v5 Tournaments (EV5) shall be open to all youth players. Team age will be determined by the age of the oldest person on the team.

No field player may play for more than one team in the tournament without permission from the tournament director. Goalkeepers can play for more than one team if they do not play the field for any team. If any field player is found playing for more than one team without permission, and either team won its game, the game will be forfeited. If either team lost the game, the existing score

would stand. Under both conditions, the players will not be allowed to play for the remainder of the tournament.

All teams must enter their rosters complete with bench personnel into the tournaments on-line Gotsport scheduling system. The minimum required information is Name, Date of Birth, and gender. This information will appear on the tournament game reports to be used by the Referees for check-in on the field prior to each game. Teams failing to input this information are subject to removal from the event. No player may play if they are not on the Gotsport team roster.

It is the responsibility of the individual team to have all players on the official roster in Gotsport.

PRE-MATCH CHECK-IN

Prior to games, game rosters will be inspected by the game Referee. Tournament officials may assist under necessary circumstances.

Only at the pre-game procedure may a player be challenged by an opposing manager/coach. Challenged player(s) will be noted by the Referee on the game report and will be allowed to participate in the game (if said player has been certified as eligible by the EV5 Credentials Committee). A late-arriving player may be challenged at the time when he/she is allowed to participate by the referee. any team using an ineligible player will forfeit all tournament matches past, present, and future as well as all tournament fees.

Player equipment must conform to FIFA rules. All players will wear shin guards. (under the socks). It will be at the Referee's discretion to determine the safety and suitability of player equipment including the wearing of an orthopedic cast or hard brace. No hard casts are permitted. No jewelry or hair pins allowed. Teams will wear uniforms of matching design and color. In case of similar team colors, the **away** team will be required to change to a color accepted by the referee. The first team listed on the game report will be considered the home team and receive ball first. The uniform of the goalkeeper must be distinctly different in color from the basic colors of the competing teams and the Referee. Pennies can be worn in lieu of goalkeeper uniform.

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TOURNAMENT PLAY

U7 – U8 Age Groups:
Teams will be placed in flights of four, five, or six teams. Teams will play three games between the other teams in their flight. There will be no playoffs for this group.

Possible U9 – U19 Flights:

- Four Team Flights
  - Each team will play all teams in its bracket. Final standings shall be determined by the total points accumulated during this round robin play. In the event of a tie after all scheduled matches have been played, the tie shall be broken under the tie-breaker format.

- Six Team Flights
  - Flights consist of two brackets (A and B) of three teams each. Each team will first play the other two teams in its bracket for a total of two preliminary round matches. The teams in each bracket with the highest number of points will play each other in the final. The second-place teams in each bracket will play in the third-place game. Teams with the lowest number of points after the two preliminary matches will advance to a consolation match. In the event of a tie after the preliminary matches have been played, the tie shall be broken under the tie breaker format.

CONDUCT AND DISCIPLINE

The Tournament Director will review and rule on all reports of unacceptable conduct by players, managers, coaches, referees, spectators, etc. A player, manager, or coach ejected will have an automatic minimum one (1) game suspension regardless of the cause of the ejection.

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A coach ejected from the game, whether by red card or referee expulsion, shall leave the field to the satisfaction of the referee. Coaches who either refuse to leave or deliberately continue to coach after ejection will forfeit the game.

The Tournament Director will determine the length of any suspension using U.S. Soccer guidelines, however final decision will be made by the Tournament Director prior to the next game. There are no appeals, and all decisions are final.

If a coach is ejected and there are no remaining registered assistant coaches and/or a team manager, the team will forfeit the game.

The team of any player or coach that receives a red card shall receive minus two points against their tournament standings and may affect tiebreakers. A red card for Violent Conduct will receive an additional minus one point. This includes red cards given to the coach for the behavior of their spectators.

Coaches are responsible for the conduct of their players and spectators. Referees will have complete authority immediately before, during, and immediately after games, and will not allow abusive or profane language or threats of any kind. If in the opinion of the referee, a game must be terminated due to misconduct, the offending team shall be declared to have forfeited the game per the tournament rules.

Players, reserve players, managers, coaches, and fans are expected to conduct themselves within the letter and spirit of "The Laws of the Game." Tournament Officials have the authority and the responsibility to remove any person(s) from the tournament for abuses of conduct, in addition to any specific disciplinary action brought about by any other authority.

TOURNAMENT GAME SET-UP

- HOME TEAM
    - Is the team that appears first on the schedule.
    - Will take the south side of the field.
    - Will furnish a three game balls (team is responsible if lost or stolen)
    - Will wear light colored jersey.

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  - Will clean up their side of the line.

- VISITING TEAM
  - Is the team that appears second on the schedule.
  - Will take the north side of the field.
  - Is required to switch to alternative jerseys to accommodate a color conflict as declared by the referee. If the away team cannot supply an alternate jersey, they can wear a penny or practice shirt.
  - Will clean up their side of the line.

- SPECTATORS:
  - No spectators, coaches or parents may be along the end line or behind the goal.
  - Spectators shall be seated on the same side as the team.
  - Artificial noise making devices are prohibited.

<u>DETERMINATION OF GROUP WINNERS</u>

There will be no overtime games. Standings in a group will be determined by:

- Maximum ten (10) points per match
- Six (6) points for a win
- Three (3) points for a draw
- No (zero) points for a loss.
- One (1) point for each goal scored up to a maximum of three per match, regardless of win, loss, or draw.
- One (1) point for a shutout win (excluding 0-0 shutout)
- Eight (8) points for a forfeit win (scored as a 1-0 shutout win)
- Minus three (-3) points for a forfeit or a match abandonment loss
- Minus two (-2) points for every red card given to a player or coach upheld by the Tournament Director
- Minus one (1) point for Violent Conduct red card

TIE BREAKERS:

- Goal Differential (limit of 4 per game)
- Least amount of red cards

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- Goals Against (limit of 4 per game)
- Goals For (limit of 4 per game)
- Most Shutouts
- Most Wins
- If teams are still tied at this point, the Tournament Director will give instructions for resolution.

TIE BREAKERS – FINALS

Final matches tied at the end of regulation time will be decided by kicks from the mark according to FIFA rules. There will be no overtime. In the event of a three-way tie at the end of bracket play, the winner for advancement will be determined as above without consideration for comparison of head-to-head competition to eliminate one team. If the teams are still tied and FIFA Kicks must be taken there will be a draw by the Tournament Committee. The first team drawn will receive the bye; the next team drawn will be the home team against the remaining team in the first contest of penalty kicks. The winner of the first contest will then compete against the bye team in penalty kicks to determine the group winner. The bye team will be the home team. In the quarterfinal, semifinal and final game, if a clear winner is not decided after regulation time, penalty kicks will be taken in accordance with FIFA "Taking of Kicks from the Penalty Mark." No overtime will be played. The tournament reserves the right to adjust pairings of the first elimination round so teams will not play teams already played.

SCORING

Referees are responsible for reporting the match results, cautions, and ejections to the tournament headquarters at the completion of each match. A team representative will be required to sign the complete game card at the end of the match. Tournament officials will update the tournament scoreboards from the official game cards.

PROTEST AND DISPUTES

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There will be NO PROTESTS. Decisions by referees may not be appealed. All disputes will be resolved immediately by the Tournament Director or Site Director. These decisions will be final and may not be appealed.

EXTERNAL CONDITIONS, WEATHER, ETC.

In the event of inclement weather or other events which affect our ability to play as planned, the Tournament Committee may modify Tournament Rules to safely and fairly complete the tournament successfully. We will do our very best to start games on time, but the Tournament Director may adjust as necessary. This includes modifying game times and duration of halves as necessary to complete the tournament in a timely manner. The Tournament Committee will make its decisions on what is best, considering the health and safety of the players. Several of the fields being used are owned/operated by the City of Mesa. During inclement weather, the city will take into consideration the need to prevent the destruction of the fields and facilities. Coaches and team managers are asked to remain flexible to the changes in fields/locations as required and to keep in contact with tournament officials for these changes. Regardless of weather conditions, players and coaches must be on the field at the scheduled time, ready to play. In case of inclement weather, unplayable field conditions, or games running behind games may:

- Be shortened. The Tournament Director may reduce the length of matches due to weather conditions or time constraints before the start of a match; all such matches will be considered official.
- Be rescheduled (time and location determined by Tournament Director)
- Go to “Taking of Kicks from the Penalty Mark” (time and location determined by Tournament Director)
- Be canceled. If matches are unable to continue due to any reason(s), tournament placement will be based upon the last fully completed round of play. Bracket tiebreakers will be used to satisfy any ties that remain. If bracket-tiebreakers cannot resolve a tie, the Tournament Committee will utilize a coin toss to resolve the situation.

In the unlikely event of game cancellation(s) due to inclement weather, entry fees may be forfeited, in whole or in part. EV5 will make no guarantees of any refunds. However, EV5 recognizes the financial commitments of teams entering the

tournament. As such, EV5 may, at its discretion, refund a portion of the entry fee(s) after all other expenses have been paid.

If the Tournament Director rules that during the preliminary round "Taking of Kicks from the Penalty Mark." will be done due to inclement weather or field conditions, the following rule will apply:

- Each team will take a maximum of five (5) penalty kicks.
- At the end of five (5) kicks the game will be scored as a 1-0 win for the team that has scored more penalty kicks, or a 0-0 tie if both teams are tied in penalty kicks at the end of five (5) kicks.
- In the overall standings, 3 points will be given for the win, 1 point for a tie and 0 points for a loss.
- The 1-0 win in penalty kicks will not be counted for or against determining the tie breaker for advancement.
- If regular games have been played in the bracket and the Tournament Director has determined that other games go to penalty kicks due to inclement weather or field conditions, the regular games score will revert to a 1-0 win or a 0-0 tie. Only referees or facility managers can suspend a match already started due to weather conditions. Any one single suspension of a match may last no longer than 60 minutes or to the next scheduled game start time whichever is later.

TERMINATED GAMES

In the event a referee terminates a pool play match (different from temporarily suspending), before half time, it will be up to the Tournament Director whether to record the score at the time of the termination or finish the game at a rescheduled time and location.

In the event a referee terminates a playoff match (different from suspending) the score will be recorded as it was when the game was stopped. In the event, a match, other than the final, ends in a tie, the team that earned the most points during the round robin play will be declared the winner. If the teams have the same number of points, the criteria in the DIVISION RANKING CRITERIA will be used to break the tie.

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In the event a referee terminates a final match (different from suspending) while the teams are tied, co- champions will be declared.

Games terminated for other than inclement weather, i.e. violent or uncontrollable situations will not be replayed.

The decision as to the score of such games and whether teams advance will be made by the Tournament Director after receiving reports from game officials. The decision of the Director will be final and is binding on all parties. Further disciplinary actions may be taken.

GENERAL

The EV5 does not issue entry fee refunds to any team for any reason once accepted to participate in the tournament. EV5, the Tournament Committee, Arizona Youth Soccer Association and/or the host affiliate will not be responsible for any expenses incurred by any team due to the cancellation of part or whole of this tournament. The tournament committee's interpretation of the foregoing rules and regulations shall be final and reserves the right to decide on all tournament matters. The Tournament Director reserves the right to modify the rules at any time in the interest of the tournament and fair play. EV5 is not responsible for the behavior of players, coaches, and spectators off the field, or damage resulting from such behavior. Coaches and players committing breaches of the law may be ejected from the tournament at the discretion of the tournament committee.

No alcoholic beverages or glass containers allowed on the tournament fields.

No smoking in the vicinity of players.

No dogs are allowed in East Valley Soccer Complex.