



Kirkwood Soccer Club



KSC TOURNAMENT RULES (Revised - June 2015)

All Tournament matches will be played in accordance with the "Laws of the Game" as issued by FIFA, unless modified herein. The following statements of Rules and Regulations supplements the "Laws of the Game".

RULE I - AGE & ELIGIBILITY

Competition is open to teams composed of no more than fourteen (14) for U9, U10 and U11 8v8, eighteen (18) for U11 - U15, and twenty two (22) for U16-19 players who are registered with their respective State, Provincial and/or National Association. Kirkwood Tournaments are "Unrestricted" and are open to USYSA, US Club and International teams. Teams and their guest players must all be carded by the same youth organization. (For example, if your state roster is through USYSA, then your guest players must also be USYSA.) Players must be born during or after the year indicated by the Age Division in which they are to compete. Authorized player passes will be verified and compared to the "official team roster" at registration. The official team roster will then be stamped "KSC APPROVED". USYSA Teams from outside of Delaware and Region 1 (except New Jersey) must have a "Permission to Travel Form" signed by their Association. Any team using guest players may bring a maximum of 3 players to the tournament.

Note: U-9 and U-10 can bring no more than 14 total players including 3 guest players. For College Showcase events, teams may bring 5 guest players to the tournament.

RULE II - PLAYER EQUIPMENT

- A. Uniforms must meet FIFA Specifications.
- B. All players must wear individually numbered jerseys. The number must coincide with the player's name/number on the official team roster. The individual numbers must be different for each player.
- C. In the event of a color conflict, the home team will change. The home team is the team shown first on the schedule.

RULE III - SUBSTITUTIONS

Unlimited substitutions with the permission of the Referee are allowed as follows:

- A. After a goal has been scored.
- B. At the beginning of the second half and the start of each overtime.
- C. On goal kicks (for either side).
- D. On throw-ins (possession only).
- E. For a cautioned player(s) (only the cautioned player - opposing team may substitute a like number).
- F. For an injured player(s) (only the injured player - opposing team may substitute a like number).
- G. An injured player who is bleeding must leave the match for treatment. The player may return after treatment, upon checking back in with the center referee only.

NOTE: There will be no substitution for an ejected player (see Rule V).

RULE IV - TEAM FIELD POSITION

Coaches, team manager (1), and players will take up a position on either side of MIDFIELD as shown on the complex field diagram. Spectators will take up their position on the opposite side of the field, directly across from the team they are representing. Players, coaches and spectators on the sideline during the match must remain at least three (3) feet from the touch-line.

Home team has kickoff and defends north goal, the away team will kick off in second half.



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RULE V - CONDUCT

- A. Coaches are not only responsible for their own conduct, but also for the conduct of their players and spectators. Team Managers and Kirkwood Soccer Club Field Coordinators are asked to help the coaches in their efforts.
- B. Referees, in addition to the authority vested in them pursuant to FIFA Laws are instructed to award a YELLOW CARD to the bench and to stop play for a five (5) minutes cooling off period, for unruly or abusive behavior on the part of the coach, bench players, and/or spectators. **NOTE: The match clock will not be stopped for the cooling off period.**
- C. Players are expected to conduct themselves within the spirit, as well as, the letter of the laws. Players awarded a Red Card and ejected from the match must sit out the remainder of that match plus the team's next tournament match. Players ejected from a match for fighting must sit out the next two (2) tournament matches. No substitution may be made for the ejected player during the match in which the offense occurred.
- D. Red Cards issued after the end of regulation play or as a result of physical assault are subject to review by the Tournament Rules Committee and a more strenuous penalty may be imposed.
- E. If a Coach receives a yellow or red card the Tournament Rules Committee will review the referee report and make a final determination regarding the remaining and future participation in the Kirkwood Soccer Club Tournament(s).
- F. The authority of the referee shall continue during the exchange of patches.
- G. **No protests are allowed on penalties imposed by the Committee and all Referee decisions are final.**

RULE VI - DURATION OF PLAY

The duration of play will be as shown below. Two (2) equal halves will be played, with a five (5) minute half-time interval. There will be a running clock at all times except halftime. Time will not be added for any reason.

- Age Groups U-9 thru U-10; Two (2) 25 minute halves.
- Age Groups U-11 thru U13; Two (2) 30 minute halves.
- Age Groups U-14 thru U-19; Two (2) 35 minute halves.
- Age Groups for College Showcase; Two (2) 30 minute halves.

In the event that one or both teams appears later than the scheduled time for the start of the match, but within the ten (10) minute grace period, the match will be played; however, the remaining time shall be divided into two (2) equal halves.

RULE VII - BALL SIZE

- #4 - Age Groups: U-9 thru U-12
- #5 - Age Groups: U-13 thru U-19

Note: The "Home Team" is responsible for providing a game ball.



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RULE VIII - TIES

Ties will stand at the end of regulation play for the preliminary round matches. In the semi-finals and championship matches, teams will be given a five (5) minute rest period and immediately proceed with one (1) ten (10) minute sudden death overtime period. If the score is still tied at the end of the overtime play, penalty kicks will decide the outcome, as follows:

- A. Only the players on the field at the end of the second overtime period are eligible to participate in the penalty kicks.
- B. The referee shall decide the goal at which all the kicks shall be taken.
- C. The team winning the coin toss shall take the first kick.
- D. No player may shoot a second time until all eligible teammates (including the goalkeeper) have taken a kick
- E. Each team takes five (5) shots, alternately. The team scoring the most goals wins.
- F. If the score is tied after five (5) shots by each team, the taking of shots continues, alternating, until one team scores and the other team does not.
- G. Other than the shooter and the two (2) goalkeepers, all eligible players must remain in the center circle while the shots are in progress.

RULE IX - INCLEMENT WEATHER

Regardless of weather conditions, coaches and their teams must appear on the field of play as scheduled, ready to play unless notified by a member of the Tournament Committee. Failure to appear will result in forfeiture of the match (SEE RULE X). Only the referee or Tournament Committee can cancel or delay a match.

INCLEMENT WEATHER BEFORE THE MATCH - PRELIMINARY ROUNDS:

Referees and/or the Tournament Committee may reduce the length of the match, and subsequent matches by 50%; however, the halves of the match must be of equal duration. If a match is canceled, a 0-0 tie will be awarded by the Tournament Committee.

INCLEMENT WEATHER BEFORE THE MATCH - CHAMPIONSHIP ROUNDS:

If a championship round cannot begin, a shoot-out will take place to determine the winner. If a shoot-out cannot take place, the match will be decided by the toss of a coin.

INCLEMENT WEATHER DURING THE MATCH - PRELIMINARY ROUNDS:

The match will be considered completed and the score will stand if one-half (1/2) has been completed. If one-half (1/2) has not been completed the match will be a 0-0 tie.

INCLEMENT WEATHER DURING THE MATCH - CHAMPIONSHIP ROUNDS:

The match will be considered completed and the score will stand if one-half (1/2) has been completed. If one-half (1/2) has not been completed, or if a tie exists at the stoppage of play, a shoot-out will take place to determine the winner. Only the eleven (11) players on the field at the time of the stoppage may participate in the shoot-out. See Rule VIII, B through G for shoot-out rules.

EXTREME HEAT:

The Tournament Committee may impose water breaks during any game and with a running clock. Length of time and implementation is at the discretion of the Tournament Committee.

INCLEMENT WEATHER BEFORE START OF TOURNAMENT:

Severe inclement weather causing cancellation of the tournament will result in forfeiture of entry fee.



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RULE X - FORFEITS

- A. A team shall be allowed a ten (10) minute grace period after the scheduled kick-off in the preliminary rounds before the match is awarded to their opponent. A minimum of seven (7) players constitutes a team, and if seven (7) players are present the match may not be delayed. If during the course of the match a team falls below the minimum seven (7) players, the game will be forfeited to their opponent. (U-9 thru U-10 teams; A minimum of 5 players constitutes a team)
- B. A team which has forfeited a game may not be decided a group winner or wild card team. If an apparent group winner forfeits, the group team with the next best record will be named the group winner
- C. A forfeit in the final rounds shall be recorded as a 4-0 match.
- D. A forfeit in the preliminary rounds shall be recorded as a 4-0 match.

RULE XI - PROCEDURE FOR DETERMINING PLACEMENT IN THE CHAMPIONSHIP MATCHES

At the conclusion of the preliminary matches, each team will be ranked according to their performance. This ranking will determine the teams which will meet in the championship matches

The ranking criteria are as follows:

- A. Teams will be ranked in order of total match points:
 1. Win - 3 points; Tie - 1 point; loss - 0 points.
 2. The team with the most match points finishes first.
- B. In the event of a tie, the following tiebreaker rules will be applied in order:
 1. Winner of head-to-head competition.
 2. Goal Differential (4 goals, plus or minus, per game maximum.).
For example: Game 1 a team wins by 5 goals and receives a goal differential of +4 for game 1. Game 2 they win by 1 goal and receive a goal differential of +1 for Game 2. Game 3 they lose by 2 goals and receive a goal differential of -2 for Game 3. Overall Goal Differential for the three games is as follows, $4 + 1 + (-2) = +3$.
 3. Least goals allowed during preliminary matches.
 4. Most Goals scored during preliminary matches, maximum of 4 per game.
 5. Penalty kick shoot-out.

Note: If three (3) teams are tied for first, the above process will be used, however, head-to-head will be eliminated and the first tie breaker will be Goal Differential. Once one or more teams have been eliminated and more teams remain the process will start from head-to-head again.

RULE XII - GENERAL

- A. Coaches, Players and Team Managers are restricted to their side of the midfield line.
- B. All decisions of the referee are final.
- C. No standing behind the goal area.
- D. Harassment of Officials, Tournament Staff and/or Tournament Officials by Coaches, players and/or spectators will not be tolerated. The Tournament Rules Committee reserves the right to impose sanctions and/or penalties for this kind of conduct, including removal of offending party from the field and/or complex site. These sanctions and/or penalties cannot be appealed.
- E. The Kirkwood Soccer Club, Inc., the Tournament Committee and DYSA will not be responsible for any expenses incurred by any team if the Tournament is canceled in whole or in part.

RULE XIII - TOURNAMENT RULES COMMITTEE

The Tournament Rules Committee shall meet daily at Tournament Headquarters to rule on questions of procedure, penalties and/or sanctions. The decisions of the Rules Committee are final. No appeals will be allowed.



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RULE XIV - PROTESTS

The Referee's judgements pursuant to the application of the Laws of the Game are final. No protests will be allowed.

RULE XV- PLACEMENT OF DIVISIONS

- Division of 5: Each team will play a 4 game round robin schedule. The champion will be the top finishing team.
- Division of 6: Each team will play 2 games within a 3 team group. The first and second place in each group will play in a semi-final match. The third place teams in each group will play a consolation game. The semi-final winners will play for the division championship.
- Division of 8: Each team will play 3 games within a 4 team group. The first place team in each group will play in a final match.
- Division of 12: Each team will play 2 games within a 3 team group. The group winner will play semifinal matches. Other teams in the group will play consolation games. The winner of the semifinal matches will play for the championship.

***** NO DOGS OR GLASS CONTAINERS ARE ALLOWED AT THE KIRKWOOD SOCCER CLUB COMPLEX OR GOVERNOR BACON FACILITY*****

***** ALCOHOLIC BEVERAGES ARE NOT PERMITTED AT THE KIRKWOOD SOCCER CLUB COMPLEX OR GOVERNOR BACON FACILITY *****