



# RUSH WI WEST SOCCER

## 2020 Rush WI West Winter Invitational Tournament Rules

**PLAYER REGISTRATION:** All teams are required to check in at the registration tent at least 30 minutes before their first game. All players must be listed on their teams' roster form before the tournament begins. A medical release form for each player on roster is required. No changes or substitutions to rosters after the start of a team's first game. All rosters are final at the start of the team's first game. Maximum of six players per team.

**LAWS OF THE GAME:** All games will be played in accordance with the laws observed by the USYSA/FIFA with the exceptions as noted below. All decisions by the Tournament Director are Final.

- Games shall consist of two 20-minute halves separated by a 5 minute halftime period.
- The game will end early if one team has a lead of 10 goals.
- There are four field players and no goal keepers.
- There is no off-sides. There is no slide tackling.
- Substitutes may occur at any time – on-the-fly.
- In all dead ball situations, defending players must stand at least five yards away from the ball. If the defensive player's goal area is closer than five yards, the ball shall be placed five yards from the goal area in line with the place of the penalty.
- The ball shall be kicked into play from the sideline instead of throw in. The ball is placed on the touch line before kicking. The kicker cannot play the ball a second time until it has been played by another player.
- Players on opposing team must be at least 5 yards away from point of kick-in. Players cannot score directly from a kick-in.
- Kickoffs may be taken in any direction. On the start of play, opposing team waits outside center circle. Ball deemed in play once it has been touched. The kicker shall not touch ball before someone else touches it. Kick-offs are taken after goals scored and at start of each half.
- Ball is out of play when it has entirely crossed the goal line or touchline; when the game has been stopped by a referee; when the ball hits the ceiling (restart: kick-in at the place closest to where the ball touched the ceiling by opposing team). Touchlines and goal lines are considered inside the playing area.

- Direct free kicks are awarded when a player intentionally commits any of the following offenses: personal foul against opponent (kicking, grabbing, tripping, etc.), handball, slide tackle. Committing these offenses in the goal area will result in a penalty kick.
- Indirect free kicks are awarded when any of the following offenses are committed: dangerous play, obstruction, or unsportsmanlike conduct (dissent, foul language, etc.).
- Penalty kicks shall be awarded if, in the referee's opinion, a scoring opportunity was nullified by an infraction.
- Penalty kicks are to be taken from the half way line. All players must stand behind the half way line until the ball is kicked.
- The kicker shall not play the ball a second time until it has been touched by another player.
- Goals are scored when the whole of the ball has passed over the goal line, between the goal posts and under the crossbar (except by illegal means).
- Goal kicks are to be taken anywhere on the end line. The kicker cannot play the ball a second time until it has been played by another player. Players on opposing team must be at least 5 yards away from point of the goal kick. Cannot score goal directly from a goal kick.
- Corner Kick - Ball placed on the corner (no corner-kick arc). The kicker cannot play the ball a second time until it has been played by another player. Players on opposing team must be at least 5 yards away from point of the corner kick. Can score goal directly from a corner kick.
- If a player receives a red card, he/she must leave the field and their team will play short a player for 2 minutes. After that they may substitute for the red carded player. The red carded player may not return to the match, and will be suspended from their next match. If a player is awarded a second red card in the tournament – they are suspended from the tournament.

**TEAM UNIFORMS & EQUIPMENT:** All players must wear jerseys/shirts during play and each team must bring both a light and a dark colored jersey/shirt. All players must wear shin guards. Any player without shin guards will not be allowed to play. Futsal balls will be provided.

**SCORING (IN QUALIFYING PLAY):**

Games will be scored according to the following: 3 points for a win; 1 point for a tie; 0 points for a loss. Ties in standings between two teams will be broken by; 1) head to head results between tied teams; 2) goal difference in qualifying play; 3) least goals allowed, 4) goals scored in qualifying play; 5) shootout. Ties between three or more teams will be

broken by; 1) goal difference in qualifying play; 2) least goals allowed, 3) goals scored in qualifying play, 4) shootout with 1 team receiving a first round bye by random draw. If the criteria for 3 or more teams eliminates all but 2 teams, the criteria for a tie between two teams (above) will be used to determine the rank of the two teams. A forfeit will be entered as score of 6-0.

**PLAYOFF OVERTIME:** Shall consist of sudden death overtime period, maximum length of five minutes, with a coin toss to decide kick-off direction. The first team to score in overtime is the winner. If no team has scored in the five minute-overtime period, play will continue with each team removing one player from the field every two minutes until a goal is scored.

**AWARDS:** Awards for all Division Champions

**SPORTSMANSHIP:** The tournament is a family event. Teams are responsible for the behavior of their players, parents and supporters. Harassment of officials and players will not be tolerated. Referees may stop games temporarily or may suspend play in face of persistent sideline harassment or intimidation. In the case of a game suspension, only the Tournament Directors are empowered to decide the outcome of the game (score stand as is, forfeit, etc.). Players receiving a red card will be banned from the next tournament game.

**PROTESTS:** All referee decisions are final. No protests will be heard on any judgment calls by the referee.

**REFUNDS:** Checks will be held until teams are notified of their acceptance. All entries confirmed are final. No refunds issued after acceptance of team. In the event of tournament cancellation, teams will be refunded at least 80% of their registration fee if cancelled prior to their first game. Teams will be refunded up to 30% of their tournament fee, if they have not played in at least two games.