

Southern Tier Travel Soccer League Tournament Rules

Revised 6/1/2017

All coaches must check in their teams at the registration table at least one half hour before their first scheduled game. At that time, they will be required to submit their NYSWYSA rosters and their coaches and player passes for any coaches and players participating in the tournament. Coaches should have copies of their players' medical forms with them also.

To be invited to the tournament, League standing will apply. All games count. If two teams have the same points, the following tie-breakers will be used:

- 1) Head-to-head
- 2) Goal difference with a max of 3goals for each game.

All U9's are invited to the Festival.

2017 league rules as modified below (by section) will be used:

7. Length of games: U09's play 20 minute halves,
U11's play 20 minute halves.
U13's play 25 minute halves.
U15's play 30 minute halves.
U18's play 30 minute halves.

If a game ends in a tie (other than weather-related), there shall be two 5-minute overtime periods, during which the first team to score will be declared the winner and the game will end. Teams start on same side as second half and will switch during the two-minute break between overtime periods. If no goal is scored during the overtime periods, then kicks from the mark will determine the winner.

A U11/ U09 game that ends in a tie will stay as a tie.

10. A player may only play for the team they were originally carded to. The use of "guest" players will not be permitted

11. The league will endeavor to have three referees for games in all age groups, except U11/ U9's will have one.

14. Weather conditions:

14.1 Games shall be played regardless of weather, except during thunder or electrical storms or other unplayable conditions.

14.2 Games will be delayed by 30 minutes after the last incident of thunder or lightning is observed. One weather delay is allowed per game. A second delay will lead to the conclusion of the game, settled by penalty kicks if there is a tie score when play is allowed to resume. If play can't resume a coin flip will decide the winner

14.3 If the first half of a game is completed and the second half cannot be played due to weather conditions, then the game shall be deemed complete at the half. If the game has a tie score, It will be concluded by penalty kicks. If play can't resume a coin flip will decide the winner

14.6 If the second half of a game begins, but cannot be concluded at any point due to weather conditions, the game shall be called complete. If the game has a tie score, it will be concluded by penalty kicks. If play can't resume a coin flip will decide the winner

U11/ 9 games will follow above rules except they will not take penalty kicks.

A game that ends in a tie will stay a tie.