

2017 CENTERVILLE RECREATIONAL SOCCER TOURNAMENT INFORMATION

The end-of- season tournament for Centerville Recreational Soccer is about to begin. Attached you will find the rules for tournament play. All the rules for the regular season apply with the additions of tie-breaking provisions since no semi-final or finals game can end in a tie. The following guidelines will help assure a successful tournament:

1. The head coach must check in, Rain or Shine, at the tournament headquarters shelter at least 30 minutes prior to game time. The purpose of this check-in is to verify field and time slots. Have the rest of the team arrive 15-30 minutes in advance of your game time and meet at a pre-arranged location. Coaches will also pick up a field marshal form for their game.
2. The higher seeded team of each game is the home team, provides the game ball and assures that there is no color conflict between team shirts. If the two teams have shirts indistinguishable from each other, as determined by the referee, a member of the Recreational Board will assist in providing scrimmage vests. Visiting team calls all coin tosses.
3. **Coaches are responsible for the proper behavior of their players, spectators and themselves.** The referee will bring any situations, not appropriate for the game of soccer, to the attention of the coach who is responsible for correcting the situation. Failure to correct the situation may result in the removal (red card) of a player, spectator, and /or coach from the playing field. Any player or coach who is removed from a game cannot participate in the next game.
4. Please clear the field promptly for any post-game activities so that the next team may prepare.
5. **Bring all your CENTERVILLE RECREATIONAL SOCCER provided equipment to the field. After playing in your final tournament game, you must turn in your equipment to the tournament headquarters at the shelter. Awards will not be given until equipment bags are checked in.**

THANKS FOR A GREAT YEAR AND GOOD LUCK IN THE TOURNAMENT!



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Regular season rules apply with the following clarifications, exceptions, and adoptions:

U14 Coed Division

The coed "standard" number for girls and boys on the field is applied to coed teams. U14 teams play 11v11 and must have at least 3 girl players, unless an insufficient number of girls are available for either team to do so (allowing for at least 1 girl sub), in which case the teams should play an equal number of girls.

Field Marshals

Each team is responsible for providing a field marshal for each game that they play. League rules require that each player must play at least one half of each game except for reasons of injury, illness or discipline. Please note that if a coach decides not to track playing time, they forfeit the ability to protest a playing time concern later.

Team Rosters

The Field Marshals will be responsible to verify that all players participating in the game according to CENTERVILLE RECREATIONAL SOCCER rules, each player is to play a minimum of 50% of each game based on the time that they arrive at the playing field.

Substitutions

All substitutes must report to the field marshals at the centerline. The field marshal will assist in notifying the referee of a substitution at the proper time. The referee will indicate permission for a player to enter the field of play. Any player leaving the field of play must report to the field marshal to re-enter the field with the referee's permission. Player field time begins when they check in with the field marshal and are available for play regardless of when they enter the field. For example, if a player subs at the 6-minute mark of a 12-minute game but cannot enter the field until the 7-minute mark, the player's time still counts, as they were available to play.

Timekeeping

The referee keeps the official time on the field. The game will begin at the notified game time and the coaches are required to have the minimum number of players at the field ready for inspection before the game officially starts or the game is a forfeit.

Duration of Games

The duration of the game is consistent with the season.

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Scoring

1. Coaches and referees will sign the game card envelope certifying the final score which will then be delivered to the Tournament Headquarter Shelter. Posted scores will reflect a maximum goal difference of 3. Bracket standings, leading to championship play, will be determined on the following basis:
 - Points
 - Win = 3 points
 - Tie = 1 point
 - Loss = 0 points
 - The team with the most points in each group wins the Group Standings and will advance to the Championship Game (except U10 Boys and U10 Girls, which first have semi-final games).
 - U10 Boys and U10 Girls only – The three group winners advance to semi-finals along with the 2nd place team with the most points.
 - U8 Boys and U14 Coed only – The teams with the second most points in each group will advance to the Third Place Game.
 - Ties in Point Standings – Preliminary Round
 - In the event of ties in the Group Standings, the following sequence will be used to determine the group winner:
 - Result of Head to Head game (2 teams involved in tie only). If three or more teams are tied for the group lead, the result of head to head games is not considered.
 - Highest Total Net Score for Tournament Games (Goal Differential)
 - Net Score = Goals scored less goals scored against
 - A maximum of 3 goals per game will account for this purpose.
 - (i.e. For a score of 4-1, goal differential is 3 for the winner and -3 for the loser. For a score of 6-2, goal differential is also 3 and -3)
 - Fewest Goals allowed
 - Penalty Kicks (U10 through U14)
 - 5-minute sudden death game. (U7-U8) Rules will be the same as the overtime for U7-U8 finals games.

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Tie Breaking: U7/U8 Divisions – Final Games

Tournament games may end in a tie except for the semi-finals and finals. If a final game ends in a tie there will be 3 minutes between the end of the regular game and the beginning of the first overtime period. We observe the “GOLDEN GOAL” rule. The first team to score in OT will be the winner.

Tie breaking procedures are as follows:

1. Team captains must immediately report to the referee for a coin toss with the winner choosing their goal and the loser kicking off. The visiting team calls the coin toss.
2. The first overtime period will be five (5) minutes long with the normal number of players.
3. If no goal has been scored and the game is still tied, after a one-minute break, a second five (5) minute overtime period will begin with the normal number of players but NO GOALIE. The total number of kids on the field per team will stay the same; the “goalie” will be on the field but as a field player and not allowed to use their hands. Teams will change ends of the field for the start of the second five (5) minute period.
4. If no goal has been scored and the game is still tied after the second five (5) minute period, U7/U8 will conduct a 3v3 competition with no goalie instead of a shootout. Players are to be organized into groups of three (3) to continue five (5) minute overtime periods, until a goal is scored. All players on a team must have participated in the 3v3 before any of the three (3) players may repeat. If there are insufficient players on a team to complete the next group of three (3), players from the unused group will take the field and players from the first group will be used to fill in for the missing number of players. After all players have participated in the 3v3 and if the game is still tied, the same groups of three (3) repeat in order. This will continue until a goal is scored and a winner has been declared.

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Tie Breaking: U10/U12/U14 Divisions FINALS AND U10 “PLAY-IN” GAMES

Tournament games may end in a tie except for the finals. Also, U10 play-in games may not end in a tie. In the event of a tie after regulation in a play-in game or in finals or 3rd place games, there will be overtime. There will be 3 minutes between end of the regular game and the beginning of the first overtime period.

Tie breaking procedures are as follows:

1. Team captains must immediately report to the referee for a coin toss with the winner choosing their goal and the loser kicking off. The visiting team calls the coin toss.
2. You will play 2 five-minute periods that are NOT sudden death (no golden goal). The first overtime quarter will be five (5) minutes long with the normal number of players. After the first five (5) minutes is up, a one (1) minute break is taken. The players switch ends of the field and a second five (5) minute overtime quarter begins.
3. If still tied after the second five (5) minute overtime period, the referee will conduct penalty kicks. This will continue until the game is decided. The Field Marshals will record the goals and player numbers.
 1. Each coach will pick five (5) players from the players who were on the field at the end of the second overtime period. The coach identifies the shootout order of players by shirt number. The goalie may be a different player and may be changed at any time.
 2. The visiting team calls the coin toss to decide which team kicks first. The referee will select the goal to be used in the shootout. No player may kick a second time before all players have kicked in turn. No player may kick the ball twice in one attempt. The referee will declare the ball dead if it is in the possession of the goalie, deflected away from the goal or the shot is missed. Any ball completely crossing the goal line before being declared dead by the referee is a goal.
 3. The group of five (5) players alternates kicks. The team with a goal advantage at the end of the five players is declared the winner. If there is no winner, the process continues with the remaining players that were on the field at the end of the second overtime. The format will be one kicker from each team alternating shots until a goal differential is established. If all players have shot once with no winner, the process repeats with players continuing to shoot in order.

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Overtime Substitutions

You may sub players during overtime periods and in between the (2) 5- minute periods (all divisions). Players on the field at the end of overtime leading into penalty kicks (U10/U12/U14) are the players responsible for participating in the shootout. Allowances will be made for injuries at the referee's or Board's discretion.

Trophies

Trophies will be awarded for first and second place teams in the U7 Boys, U7 Girls, U8 Girls, U10 Girls, U12 Boys, U12 Girls and U14 Coed divisions. Trophies will be awarded for first, second and third place teams in the U8 Boys and U10 Boys divisions. Participation trophies will be awarded to all U5 and U6 teams, in addition to U7 and U8 teams that do not place in the tournament. All trophies/participation awards can be collected at the tournament headquarters shelter when the team equipment bags are turned in, except for U5 and U6. Both divisions will receive their participation awards when the coaches check in on Saturday.

Parking at Oak Grove

Please park only in designated parking spots. You may be ticketed if you park in an area not designated (ex: along Gebhart Road).

Miscellaneous

1. Protests must be handled at the time of the infraction and can only be made on a misapplication of the "Laws of the Game", not on a referee's judgment! Time is called, and the tournament officials must be called to review the decision of the referee creating the protest before the game can resume. The finding is final when ruled upon by the tournament officials.
2. Any player, coach or spectator declared ineligible (red carded) must vacate to a distance from the field as dictated by the referee before the game can continue. If this is not done in a prompt and orderly manner, as determined by the referee, the player's coaches, or spectator's team will forfeit the game.
3. Board Members and Volunteers will be identifiable by their Yellow Neon "traffic" vests or shirts. Any questions or concerns may be presented to any board member.

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FIELD MARSHAL DUTIES

1. Important equipment for the Field Marshal is a stopwatch, pencil, field marshal form and copy of the tournament rules. See a league representative at the tournament tent or shelter if you have any questions.
2. Field Marshal sheets will be given to the coaches at check-in at the tournament tent.
3. Your major duty is to ensure that each player of the OPPOSING team plays at least one half of the game. League rules require that each player must play at least one half of each game except for reasons of injury, illness or discipline. At the beginning of the game, record the starting time of the game and the jersey numbers of each player who is sitting out. Players must report to you before entering the game and when leaving the game. Simply record the time and jersey number for each player that checks in or out. Player availability to enter the field is what is counted toward playing time. **IMPORTANT: At the end of the third quarter, make the coach aware of any player who has not played half the game. Immediately inform the referee if a coach is attempting to violate the playing time rule.**
4. Position yourself on the coach's sideline at the centerline. Coaches must stay on their half of the field and not beyond the 18-yard line. No spectators may be behind the goals. No spectators may be on the coach's sideline and coaches are limited to two adults.
5. Parents and/or assistant coaches MAY NOT coach from the parent's sideline, and no one may attempt to influence the referee from either sideline. Although the referee is responsible for bringing infractions to the attention of the coach to correct the situation, you must assist the referee at all times.
6. Assist the referee by having all substitutes come to the centerline and bring the request for substitution to the attention of the referee at appropriate times.
7. In the U10, U12, and U14 age groups, the field marshal is responsible for keeping track of the players if there is a shoot-out. They are to record the player's number as their turn comes up. Only players that were on the field at the end of the second OT can attempt to score. The goalie may be changed at any time. No player may kick the ball a second time before all players have kicked in turn.

THANK YOU FOR HELPING TO MAKE THE GAME MORE ORGANIZED AND ASSISTING CENTERVILLE RECREATIONAL SOCCER!

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Round all the times to the nearest min. Start a watch at the beginning of each quarter and record the times that players enter and exit the game. If you have questions, see a commissioner or league official.

EX. #1 is an 11-member team playing 4 -12 min quarters for a total game of 48 min. Each child should play at least 24 min. This example shows all kids making the min playing time. Ex #2 shows that players 1-4 have only played 12 min of the game SO THEY MUST PLAY ALL THE 4th QTR to get the minimum time. This should be brought to the coach's attention at the end of the 3rd period.

Ex #1

Player #	1st QTR		1st total	2nd QTR		2nd total	3rd QTR		3rd total	Total	4th QTR	
	IN	Out		IN	Out		IN	Out			IN	Out
1	0	6	6	0	6	6	0	12	12	24		
2	0	6	6	0	6	6	0	12	12	24		
3	0	6	6	0	6	6	0	12	12	24		
4	0	6	6	0	6	6	0	12	12	24		
5	0	12	12	6	12	6	0	6	6	24		
6	0	12	12	6	12	6	0	6	6	24		
7	0	12	12	6	12	6	0	6	6	24		
8	6	12	6	0	12	12	6	12	6	24		
9	6	12	6	0	12	12	6	12	6	24		
10	6	12	6	0	12	12	6	12	6	24		
11	6	12	6	0	12	12	6	12	6	24		

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Round all the times to the nearest min. Start a watch at the beginning of each quarter and record the times that players enter and exit the game. If you have questions, see a commissioner or league official.

EX. #1 is an 11-member team playing 4 -12 min quarters for a total game of 48 min. Each child should play at least 24 min. This example shows all kids making the min playing time. Ex #2 shows that players 1-4 have only played 12 min of the game SO THEY MUST PLAY ALL THE 4th QTR to get the minimum time. This should be brought to the coach's attention at the end of the 3rd period.

EX #2

Player #	1st QTR		1st total	2nd QTR		2nd total	3rd QTR		3rd total	Total	4th QTR	
	IN	Out		IN	Out		IN	Out			IN	Out
1	0	0	0	0	12	12	0	0	0	12		
2	0	0	0	0	12	12	0	0	0	12		
3	0	0	0	0	12	12	0	0	0	12		
4	0	0	0	0	12	12	0	0	0	12		
5	0	12	12	0	12	12	0	12	12	36		
6	0	12	12	0	12	12	0	12	12	36		
7	0	12	12	0	12	12	0	12	12	36		
8	0	12	12	0	0	0	0	12	12	24		
9	0	12	12	0	0	0	0	12	12	24		
10	0	12	12	0	0	0	0	12	12	24		
11	0	12	12	0	0	0	0	12	12	24		

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TIE BREAKER REFERENCE CARDS FOR COACHES AND REFEREES For Finals Games and U10 Boys “Play-In” Games

Tie breaking procedures are as follows:

U7/U8 (First team to score in OT wins)

1. Team captains report to the referee for a coin toss (visiting team calls).
2. The first overtime period will be 5 min long with normal number of players (field players and goalie).
3. If no goal is scored in the first OT and the game is still tied, after a 1 min break, a second 5min overtime period will begin with the normal number of players but NO GOALIE. (Goalie is on the field as a field player!). Teams change ends of the field.

IF TIED AFTER 2nd OVERTIME PERIOD:

CARD 2 for U7/U8

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CARD 2 U7/U8 TIE BREAKER PROCEDURES

If still tied after the second overtime, U7/U8 will conduct **3v3** competition with **NO GOALIE** instead of a shoot-out. **The first team to score wins.** Players are to be organized into groups of 3 to continue 5-minute overtime periods until a goal is scored. All players on a team must have participated in the 3v3 before any player may repeat. If there are insufficient players on a team to complete the next group of three (3), players from the unused group will take the field and players from the first group will be used to fill in for the missing number of players. After all players have participated in the 3v3 and if the game is still tied, the same groups of three (3) repeat in order.

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Tie breaking procedures are as follows:

U10/U12/U14

1. Team captains report to the referee for a coin toss (visiting team calls).
2. There will be (2) 5- min long overtime periods. Teams will play with the normal number of players including their goalie. The team that is ahead after the 2nd overtime period is the winner.
3. In the second overtime period, teams change ends of the field.

IF TIED AFTER 2nd OVERTIME PERIOD:

CARD 4 for U10/U12/U14

3 of 4

CARD 4 U10/U12/U14 TIE BREAKER PROCEDURE

If still tied after the second overtime, the referee will conduct a shootout. (Field Marshals will record the goals and player numbers). Each coach will pick 5 players from the players who **WERE ON THE FIELD AT THE END OF THE SECOND OVERTIME PERIOD.** The coaches identify the shootout order by shirt number. The goalie may be a different player and may be changed at any time. The visiting team calls the coin toss. The winner chooses to kick 1st or 2nd. The Ref decides the goal to be used. Kicks are alternated between teams. No player may kick a second time before all players have kicked in turn. No player may kick the ball twice in one attempt. Results will be checked at the end of first 5 shooters (from each team) to decide the winner. If tied, the shootout moves to alternating shots from each team using remaining “2nd overtime” players until a goal differential is established. The process continues with players in the same order.