

# The Rock Challenge Rules



All games will be played under FIFA rules modified by USYSA/WSA for youth competition. Each team will play a minimum of three games. Rules regarding conduct of spectators, coaches, and players will be in accordance with FIFA rules and regulations and outlined below.

## Eligible Players

**\*No player can play on more than 1 team at any point during this tournament**

**Any team playing an illegal, ineligible, or non-rostered player will forfeit that game or games, and will no longer be eligible to participate in the tournament final game.**

**AGE DETERMINATION:** the player's playing age is determined by the following USYSA guidelines for 2018/2019.

Age Division	Eligible Birthdates	Age Division	Eligible Birthdates
U8	Born on or after 1/1/2012	U14	Born on or after 1/1/2006
U9	Born on or after 1/1/2011	U15	Born on or after 1/1/2005
U10	Born on or after 1/1/2010	U16	Born on or after 1/1/2004
U11	Born on or after 1/1/2009	U17	Born on or after 1/1/2003
U12	Born on or after 1/1/2008	U18	Born on or after 1/1/2002
U13	Born on or after 1/1/2007	U19	Born on or after 1/1/2001

## Number of Players

U8	4v4 no goalies *no heading
U9-U10	7v7 *no heading
U11-U12	9v9 *no heading
U13-U19	11v11

## Max Roster Size

U8	8 players
U9-U10	14 players
U11-U12	16 players
U13-U19	18 players

## **Guest Players**

Guest players must register as guests through GotSoccer or be written in at the bottom of the roster. A player may only play for one team during the tournament.

U8-U10            3 guest players

U11-U12          4 guest players

U13-U19          5 guest players

## **Withdrawn Teams**

No team will be scheduled until payment is received. If a team withdraws after the schedule is published, no money will be refunded.

## **Financial Responsibility**

The tournament officials or any member of the tournament board or sponsor will not assume any financial responsibility or liability for any injuries or illnesses occurring during and/or while traveling to or from The Rock Challenge tournament. The individual team assumes all financial responsibility and liability.

## **Team Check-In**

Check in will be online. Please visit [www.avengersrockchallenge.com](http://www.avengersrockchallenge.com) for more details.

## **Forfeits**

Teams failing to be previously checked-in with the Field Reps at their designated field five (5) minutes after their scheduled kick-off time will forfeit the game. Teams must have a minimum of seven (7) players present for U13-U19 (5 for U9-U12). Forfeiture shall result in the awarding of eight (8) points to the non-forfeiting team.

## **Abandonment**

The results of any game terminated as a consequence of abandonment, defined as misconduct by players, coaches, and/or spectators as called by the referee, shall be based on the score at the time of abandonment. However, at no time shall the non-abandoning team be awarded less than eight (8) points. The abandoning team shall have two (2) points deducted from its point total.

## **Inclement Weather**

The results of any game terminated as a consequence of inclement weather, as determined solely at the discretion of the referee shall be as follows:

1. If a game is 5 minutes into 2<sup>nd</sup> half of play, the game will stand as if played in its entirety and scored accordingly.
2. If a game is called before that, FIFA kicks from the mark will be taken at a later time as determined by the tournament committee to determine the winner. If FIFA kicks are taken to determine a winner of a preliminary game, a maximum of 5 kicks will be taken per team. At the end of 5 kicks the game will be scored 1-0 win for the team that has scored more penalty kicks, or a 0-0 tie if both teams are tied after 5 kicks. If possible Semifinals and Final games will be delayed and played in their entirety at a later time determined by the Referee Assignor and tournament committee. If weather does not allow these games to be played we will follow the same rules for FIFA kicks from the mark and a winner will be determined by applying FIFA rules for this circumstance.

If your team completes 2 games before the tournament is cancelled, no refund will be given.

If your team does not complete 2 games before the tournament is cancelled, your team will receive a 25% refund.

## **Home Team**

The home team is the team listed first. The home team will provide the game ball.

(Size 4 ball for U8-U12 / Size 5 ball for U13-U19)

## **Visiting Team**

The visiting team is the team listed second.

## **Uniforms**

1. The two teams must wear colors that distinguish them from each other and from the referee and assistant referees.
2. The home team shall wear their lighter colored jerseys and the visiting team shall wear their darker colored jerseys.
3. If there is still a conflict, the home team must change.

## **Game Duration**

1. Under 8            20 min halves, 5 min halftime break
2. Under 9, 10      25 min halves, 5 min halftime break
3. Under 11, 12    30 min halves, 5 min halftime break
4. Under13 – 19    35 in halves, 5 min halftime break

*If a Semi-Final or Championship game is tied at the end of regulation play:*

1. For Under 8 – 12 teams there will be two five (5) minute overtime periods.
2. For Under 13 - 19 teams there will be two five (5) minute overtime periods.
3. There will be no break in-between overtime periods. The official will blow the whistle, teams will switch sides and play will resume.
4. All overtime periods will be played in their entirety – no “Golden Goal”.
5. If after two overtime periods the score remains tied, the game will be decided by penalty kicks per FIFA rules.

## **Substitutions**

1. Unlimited Substitutions
2. Prior to any throw in
3. Prior to any goal kick
4. Prior to any corner kick
5. After a goal is scored by either team
6. Injury if play is stopped, one for one

## **10U Division Rules:**

No heading the ball.

- a. Intentional heading will result in an in-direct free kick to the opposing team. Kick Off, Corners and throw-ins are taken like normal.
- b. When the goalkeeper has the ball in his or her hands during play from the opponent, the opposing team must move behind the build out line until the ball is put into play
- c. Once the opposing team is behind the build out line, the goalkeeper can pass, throw or roll the ball into play (punts and drop kicks are not allowed)

- d. After the ball is put into play by the goalkeeper, the opposing team can cross the build out line and play resumes as normal.
- e. The opposing team must also move behind the build out line prior to a goal kick and may only cross the build out line once the ball has left the penalty area
- f. If a goalkeeper punts or drop kicks the ball, an indirect free kick should be awarded to the opposing team from the spot of the offense.
- g. If the punt or drop kick occurs within the goal area, the indirect free kick should be taken on the goal area line parallel to the goal line at the nearest point to where the infringement occurred.
- h. The build out line will also be used to denote where offside offenses can be called.
- i. Players cannot be penalized for an offside offense between the halfway line and the build out line.
- j. Players can be penalized for an offside offense between the build out line and goal line.

## **Coaching**

No excessive coaching from the sidelines will be allowed. Coaches must stay in the technical area (18 yard line extended). The Coach is responsible for all spectators. Warnings may be issued to coaches for unruly spectators and coaches can be ejected from the game. Unruly spectators will be asked to leave the premises. Failure to comply may cause a team to forfeit the game.

## Sideline Policy

The home team has first choice as to where it wishes to locate its bench area. Coaches and substitutes are required to remain within their bench area during the game. Parents and spectators should occupy the same half of the field as the team they are supporting on the opposite side of the field from the benches. Spectators are not allowed to observe the game from within 15 yards behind the goal line.

## Scoring

1. Maximum ten (10) points possible for the winner
2. Six (6) points for a win
3. Three (3) points for a tie
4. Zero (0) points for a loss
5. One (1) point for a shut out win (0-0 tie does not award shutout point)
6. One (1) point for each goal scored, up to a maximum of three (3) for each team, regardless of where the team wins, loses, or ties
7. Ties in flight games shall remain a tie. No overtime games to be played in flight play.
8. Should any team forfeit; the opposing team shall be awarded eight (8) points.

## Standings

If tied when all games in a flight are complete, standings will be determined as follows:

1. Winner of any head to head game (disregard if more than 2 teams tied)
2. Goal differential (goals scored minus goals allowed – max of 3 per game)
3. Most goals scored (max of 3 per game)
4. Least goals allowed (no max)
5. Shutout wins (forfeits not counting)
6. FIFA kicks from the penalty mark

## Sportsmanship

1. Unsportsmanlike conduct exhibited by players, coaches, or spectators, will be reported by the referees to the Tournament Committee. Spectators displaying unsportsmanlike conduct may earn a red or yellow card for the coach of the team they are supporting
2. A player receiving a red card or two yellow cards in one game shall be expelled from the game and cannot be replaced. Furthermore, this player is automatically disqualified from participating in their team's next scheduled tournament game.
3. A coach that gets ejected from a game shall be expelled from the game, must leave the field of play to the satisfaction of the referee, and is automatically disqualified from coaching their team at any time during the next scheduled tournament game.
4. **In the event that a player or coach is ejected (red carded) from a game for fighting, the player or coach will not be permitted to play or coach in any other game in the tournament. Furthermore, any player, coach, or spectator who physically strikes a referee will be ejected from the tournament, the State Organization will be contacted for disciplinary action and law enforcement officials will be notified.**
5. Yellow cards accumulate; a player or coach who receives three yellow cards will be disqualified from participating in the next scheduled tournament game. The team will also have a point deducted.

6. Any player or coach receiving a red card or two yellow cards in one game, who then plays or coaches in their team's next tournament game will cause their team to automatically forfeit the game and the game shall be scored as if a forfeit had occurred.
7. The use of any noise making device is prohibited.

### **Protest**

No protests or appeals will be accepted or considered. The decision of the Referee is final.