

2018 Pioneer Cup Recreational Tournament

Rules of Competition

All matches will be played in accordance with IFAB rules, with the modifications listed below:

- Game Ball:** Pre-K – 2nd Grade uses size 3 ball
3rd – 6th Grade uses size 4 ball
7th – 8th Grade uses size 5 ball
Game Ball will be provided by the tournament
- Length of Games:** Pre-K – 2nd Grade will play 15-minute halves with a 5 minute halftime
3rd – 6th Grade will play 25-minute halves with a 5 minute halftime
7th – 8th Grade will play 30-minute halves with a 5 minute halftime
- Rosters:** Pre-K – 2nd Grade - 3v3 Roster - max of 6 players
3rd – 4th Grade - 7v7 Roster - max of 14 players
5th – 6th Grade - 9v9 Roster - max of 16 players
7th – 8th Grade - 11v11 Roster - max of 18 players

No added time! The games are scheduled very tightly and unless there is an extreme situation halves will end as scheduled. Matches designated as finals that end in a tie go immediately to kicks from the penalty mark, according to IFAB tie-breaking procedures.

Tournament Scoring System:

- 6 points for a win
- 3 points for a tie
- 1 point for each goal scored (up to 3 goals)
- 1 point for a shutout
- 10 points maximum can be scored per game

Forfeited Games: A forfeiture of any match will result in the following:

The team to whom the match is forfeited received the maximum points allowed (10 points), they game will go down as 4-0.

Standings - Tie Breakers

In the event of a tie in the standings, the following method will be used to resolve the tie:

Head to head competition.

Goal differential up to plus or minus 4 per game.

Goals scored up to 4 per game.

Goals scored against up to 4 per game.

Most shutout victories.

Coin flip by Tournament Director

If more than two teams are tied, the same method will be used, starting with goal differential, until one team is eliminated then the remaining teams will start back at the first tie breaker.

Number of Players: Each team must have a minimum of: 3v3 – 2, 7v7 – 5, 9v9 – 6, 11v11 – 7 players on the field. A team which does not have the minimum players ready within five minutes after scheduled kickoff time, or which falls below the minimum number of players on the field at any time during the game, will forfeit the match. All matches will have a 5-minute grace period (unless extended by the Tournament Director). Failure of a team to appear on time with at least the minimum number of players will result in a forfeit. A forfeited match will be reported as a 4-0 score against the forfeiting team. Pre-K and Kinder teams (3v3) who are rostered as coed teams must have a minimum of 1 female player on the field at all times.

Kickoff

A kickoff may be taken in any direction, but a goal cannot be scored directly from a kickoff.

Substitutions: Unlimited in all age groups. . With the referee's permission, teams may substitute during any stoppage of play (i.e. any dead ball). There will be no limit on the number of times a player may re-enter the game. **Special Modification for 3v3 games:** Substitutes may occur at any dead ball situation, but players must get the referee's attention and enter and exit at the midfield mark only.

Player Equipment/Uniforms: Referees will inspect player equipment before the game. In case of color conflict between the teams, the designated home team (the team listed first on the schedule) must change jerseys. Players may not change shirts during a game except with the referee's permission. Jersey numbers are not required but recommended. Goal keepers must wear a color that distinguishes them from the other players on the field. No jewelry is permitted (including taped over earrings).

Special Modifications for 3rd – 4th Graders: Goalkeepers are not allowed to punt or dropkick the ball. They can throw the ball or play the ball from the ground with their feet. On goal kicks the defending team must retreat to their own half of play. Once the ball is played the defending team may enter the front half of the field.

Heading Rules: There is no deliberate heading from Pre-K through 6th Grade. An indirect free-kick will result from the spot that the ball was deliberately headed.

Red Cards: Any player sent off (red card) may not participate in the next game of the tournament. If a player participates in any game for which he/she is ineligible, his or her team shall forfeit that game. If a coach is dismissed from a game they will be ineligible to coach their or any team's following match until they have served their suspension. If the player was sent off or coach was dismissed for assault that player or coach shall be ineligible for the remainder of the tournament.

Registration/Rosters: All players must be registered with their appropriate organization as recreational players. Classic players will not be accepted. If a classic player is found to have played at all in this tournament, all games played by that team will be forfeited. Future participation in the tournament will be denied to any team or coach, who violates this rule. Players may be listed on one roster only and play with only one team. Rosters are final once a team has checked in. Teams need to bring 5 copies of roster to check in, along with a Roster Certification form signed by their club registrar. Teams will be required to check-in at least 1 hour prior to their first match at the tournament headquarters.

Game Scores: Winning coach should verify game score after the game has concluded. Game scores will be collected by referees and submitted to tournament tent immediately following game.

Protests/Appeals/Refunds: All referee judgments and decisions are final! There will be no appeals. There will be no refunds after the registration deadline.

Lightning: 30-30 Rule - Play will be suspended for 30 minutes after the last lightning strike. Game length can be affected for any/all games following a lightning strike to make sure all games are played that day. The Tournament Director will dictate the game length after lightning has occurred.

Casts: Casts made of hardened material may be worn if sufficiently padded (to the satisfaction of the referee). However, if the

referee determines that the cast presents a danger to the player or others then that player may be prohibited from playing (or continuing to play).

Trainer: The tournament will not have a medical professional or trainer at any of the tournament venues.

The Tournament Director has the authority to modify or waive these rules in unusual circumstances for any games that have not yet begun. (For example, in the event of extremely hot weather, the Director may shorten or otherwise modify the games.)

Special Modifications for Pre-K – 2nd Grade 3 v 3 Games:

Indirect Kicks

All dead ball kicks (kick-ins, free kicks, kickoffs) except for corner kicks and penalty kicks are indirect. The team defending a dead ball, in the case of a free kick or kick-off, shall provide a 5 yard 'buffer area (no encroachment) unless the dead ball is within 5 yards of the goal box. In this case the defending team must stand just outside the goal box area when the kick is taken.

Goal Kicks

Goal kicks may be taken from any point on the end line (not from inside the arc or on the arc lines).