

# PYSA Fall Shootout Rules

All Matches will be played in accordance with FIFA Rules, with the modifications listed below:

## Game Ball:

- U8 to U12 use size 4, U13/14 use size 5
- Game ball provided by Home team
  - Team listed first in the schedule is the Home Team



## Length of Games:

- U8 – 4v4 – 2, 20 minute halves using Bazooka Goals
- U9/10 – 7v7 – 2, 20 minute halves using 6' X 18' Goals
- U11/12 – 9v9 – 2, 25 minute halves using 6' X 18' Goals
- U13/14 – 11v11 – 2, 25 minute halves using 8' X 24' Goals
  - No added time in group play
  - Semi-finals and Finals will go straight to kicks if tied in regulation time
- Teams shall be at the assigned field at least 30 minutes prior to the start of their game. It is our goal to start every game on time. Be respectful to all teams playing and get to the fields EARLY.
- The game clock will not be stopped because of injury to any player, except if deemed necessary by a tournament official. Due to the time allowed for the completion of all games, the clock should run continuously.
- Unless approved by a tournament director, games shall be considered completed if the first half has concluded and play is stopped by either the Field Referee or the Tournament Directors. This is to ensure the tournament games following proceed on schedule. It's possible late in the day the tournament director may allow the halted game to continue to normal completion. If the tournament director does not allow the game to continue the score at the stoppage of play provided at least the first half has completed will be the final game score. If the first half has not been completed and the game is stopped, every effort will be made to complete the game, or play to complete at least the first half and record the score as final. If the game is cancelled before it starts every effort will be made to reschedule the game.

## Substitution: Unlimited substitutions for all age groups will be allowed with the consent of the Referee;

1. Can be made during any dead ball situations
2. After an injury, by either team, when the referee stops play.
3. After a caution, one for one by both teams, if the cautioned player is substituted.

## NO SLIDE TACKLING

The tournament will provide 1 referee for all U8 to U10 games and U11/12 pool play games.

The tournament will provide 3 referees for all U13/14 games and U11/12 semi-final and final games.

If an assistant sideline referee is missing a club linesman may be used, but they can only make calls on the ball being in or out of bounds.

Offside rule will not be enforced in the U8 4v4 games, we encourage coaches not to instruct players to stand by the goal they are trying to score into.

- All other games referees will call offside if in their opinion the player is offside.

Heading infraction in games (U8 to U12)

- A player may not use his/her head to play the ball.
- The infraction consists in intentionally playing the ball with the head. If the referee determines that the ball struck a player in the head when the player is not trying to play the ball, the referee should allow play to continue.
- The penalty for playing the ball using the head is an indirect free kick at the spot of the infraction.
- If a defending player in the defender's penalty area commits the infraction, the free kick will be taken from a spot at the top of the penalty area (Big box).

No Goalkeeper Punts (3rd grade and 4th grade only (U9 and U10)

- A goalkeeper who has taken possession of the ball in his/her hands may not put the ball in play by punting or drop kicking the ball.
- If a goalkeeper punts or drop kicks the ball, the opposing team is awarded an indirect free kick from the edge of the penalty area nearest to where the goalkeeper took the kick.

- Players from the defending team (team without the ball) must retreat to the halfway line to allow the GK to distribute (Throwing or placing on ground and kicking) the ball.
- If the GK CHOOSES to distribute the ball while the defending team has not retreated to the halfway line, the ball is live as this was the choice of the GK

#### **Player Equipment:**

- Hard casts are not permitted; soft casts will only be allowed upon approval of the game referee.
- Shin guards are required and socks must be worn to completely cover the shin guards.
- No jewelry of any kind will be permitted.

#### **Rosters:**

We are using Gotsoccer to register teams and do schedules this year so you will need to enter your official roster into your Gotsoccer account. If you have any questions about the roster, you can contact Tim Copeland, [registration@portlandyouthsoccer.com](mailto:registration@portlandyouthsoccer.com). Final rosters must be in Gotsoccer by the Wednesday prior to the first games.

Coaches will bring final approved roster to every game in case they are asked to be verified by the referee or the other coach requests.

- U8 – 4v4 – Max Roster of 8 players, 2 guest players allowed
- U9/10 - 7v7 – Max Roster of 14 players, 4 Guest players allowed
- U11/12 – 9v9 – Max Roster of 18 players, 4 Guest players allowed
- U13/14 – 11v11 – Max Roster of 18 players, 5 Guest players allowed

A player may only play for one team during the tournament.

NO player can have been registered or played on a competitive team this fall.

A maximum of 3 rostered coaches are permitted on the coaches' side of the field. A minimum of 1 rostered coach must be present at all times during the game. Coaches will remain within 20 yards of the centerline on their half of the field, on the side opposite of both team's spectators. Spectators are not permitted behind the goals and must be on the opposite sideline of the teams.

Tournament Schedules and Standings are listed at [www.portlandyouthsoccer.com](http://www.portlandyouthsoccer.com) – These are live and what is recorded as the actual schedule, scores, and standings.

#### **Tournament Scoring System:**

- Six (6) points for each Win
- Two (2) points for each Tie
- Zero (0) points for each Loss
- One (1) point for each goal scored up to a max of three (3) per game.
- One (1) point for each shutout; A 0-0 game counts as a shutout for each team (ex: a 0-0 tie will be scored as 3 points for each team (2 for tie, 1 for shutout)
  - 10 points maximum can be scored per game
  - Minus 1 point for any player or coach receiving a red card in a game

#### **Standings – Tie Breakers**

1. The winner in head to head competition
2. Goal differential, max 5 per game
3. Goals For, max 5 per game
4. Goals Against, max 5 per game
5. Most Shutout Victories
6. Penalty Shoot-Out by tied teams

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.

Before leaving the field, it is the responsibility of both team's coaches to verify the final score and game winner as reported by the center referee on the official game card and both coaches need to sign.

If a Semi-final or final ends in a tie the following applies immediately following the final. These rules are only to be used in the semi-final and final at the end of regulation (NO OVERTIME). This rule also applies to teams using the shootout tie breaker.

- Penalties are best of five kicks (Team that has the most scored), and completed when one team is no longer mathematically able to beat the other in five kicks of penalties.
- If the teams are tied after five kicks each, teams go to sudden death, where each team takes a penalty until one-team scores and the other misses in the same round.

- U8 will take their kicks from 10 yards as stepped off by the Referee and no Goal Keepers

Forfeits will be scored at ten (10) points for the non-forfeiting team. Forfeiture will be declared for a failure to begin play within fifteen (15) minutes of the game time start. Failure to complete a match or a team leaving the field during play may also result in forfeiture, if; 1) the game has not commenced, or 2) the game has commenced and the non-forfeiting team has less than a 2-goal lead at the time of cessation. If the non-forfeiting team has more than a 2-goal lead at the time of cessation, the score shall stand. In no case will a team which has forfeited a game be declared a group winner or wild card. A minimum of 7 players are required to start an 11v11 match. A minimum of 5 players are required to start an 9v9 match. A minimum of 4 players are required to start a 7v7 match and 3 players are required for a 4v4 match.

## **NO TENTS OR CANOPIES CAN BE PLACED ON ANY ARTIFICIAL TURF SURFACE**

**Trophies will be awarded to the 1st and 2nd place coaches, with medals provided to players of the 1st and 2nd place teams.**

### **Protests and Disputes:**

NO PROTESTS ARE ALLOWED

### **Final Rulings:**

THE FINAL INTERPRETER OF THE FOREGOING RULES AND REGULATIONS, AND ANY MATTERS NOT PROVIDED FOR IN THESE RULES WILL BE THE TOURNAMENT DIRECTORS, WHOSE DECISIONS SHALL BE FINAL

### **Conduct and Discipline:**

Disciplinary action taken against a coach will be levied in the next game in which he/she coaches the team playing at the time of the original infraction, or to the next game coached if the violation occurred during the last game for that team. If additional behavior problems occur, the Directors reserve the right to levy additional discipline up to and including expulsion from upcoming Tournament play or League play.

Not permitted at our tournament includes: alcoholic beverages, smoking, firearms and verbal abuse and noise makers.

All participants in the PYSA Fall Shootout are expected to maintain high standards of conduct. Should it come to the attention of the Tournament Directors that a person (or persons) has failed to observe these guidelines; the Director reserves the right to take remedial action. Said action, depending upon the circumstances, may range from a warning, a reduction in points in the standings, or banning that team and/or all teams in its club from future participation in the tournament.

There shall be no dissent between players and/or coaches and the referee. Questioning a referee is considered dissent. All coaches are responsible for the actions of their spectators, specifically verbal abuse of referees. Such abuse will not be tolerated! Violation may result in forfeiture of the game and/or expulsion from further play.

Any player or coach ejected from a game will be ineligible to participate in the next scheduled game. The player/coach name is to be turned in to the site manager immediately following the initial suspension game. If dismissed in the last game, an incident report will be filed with PYSA and disciplinary action will be assessed. A complete report of disciplinary action(s) taken against a player, coach or team is provided to the respective organization at the conclusion of the tournament.

Spectators may be ejected from the park for improper conduct at the discretion of the tournament officials. Persons ejected due to any of the above situations must leave the site immediately..

### **Cancellations:**

If the Tournament is cancelled due to events beyond the control of the Tournament Committee, the Tournament will review what financial reimbursement MAY take place based on expenditure that has already taken place.

### **Concussion Policy: Removal From Play**

Oregon Return to Play law features three key rules that all tournaments, coaches, referees, officials, and athletes and their families must abide by:

Rule One: Coaches, referees, or officials must remove from play an athlete exhibiting the signs and symptoms of a concussion during practice or a game. Once a coach, referee, or other official removes an athlete from a game the decision cannot be overturned. (See Oregon Senate Bill 721)

Rule Two: The athlete cannot return to play on the same day that he or she is removed after exhibiting symptoms of a concussion. (See Oregon Senate Bill 721)

Rule Three: The athlete is not permitted to return to play until he or she has been assessed by a physician or licensed health care provider approved by the youth sports organization and received written clearance. (See Oregon Senate Bill 721) This written clearance must be submitted to, and approved by, a tournament director before the athlete is permitted to return to play.

### **Match Delays / Weather (ex: Lightning delays game):**

If the Site Manager determines that the fields should be cleared, 3 long blasts on an air horn will signal that everyone should go to their cars. A signal of 3 short blasts will indicate that you may return to the fields.