



North/South Premier Tournament 2009 Tournament Rules

Rules

All games will be played by FIFA rules except as modified by US Youth Soccer Association and Coast Soccer League. Referees will consist of USSF Registered Referees only.

Protests & Disputes

All games will be considered final. No protests will be allowed. Major problems and rule interpretations must be referred to the Field Marshal or Tournament Director.

Check-in

Teams will be required to check in their credentials no later than ½ hour prior to their first game on Saturday, November 14th. Check in will be at UCI in the CSL Premier tent.

Credentials

All teams shall provide an official team roster, valid and properly laminated US Youth Soccer member passes approved by their State Association for each registered adult and player, and registration/medical release forms with the signature of the player's parent or guardian at check-in. The US Youth Soccer member passes must be for the 2009-2010 season. All member passes must be given to the Field Marshal or check-in referee prior to each game. Players and/or coaches without a valid US Youth Soccer member pass will not be allowed to participate. Each team must have at least one coach with a valid coach's credential on the sideline during each entire game. Teams must arrive at the field at least 30 minutes prior to the scheduled start of their game.

The maximum roster size is 22 players per team. A player may not play for more than one (1) team in the same flight during the tournament. UP TO SIX (6) GUEST PLAYERS PER TEAM ARE ALLOWED DURING THE NORTH/ SOUTH PREMIER TOURNAMENT. Guest players must have an approved Guest Player Form, a properly approved US Youth Soccer member issued by their State Association, and a registration/medical release form with the signature of the guest player's parent/legal guardian.

Home Team Responsibilities

The home team is listed first on the game schedule. The home team will determine the side of the half line they would prefer to observe the game and provide a game ball. In the event of color conflict (determined by a referee), the home team must change to an alternate color jersey.

Spectator Seating

Players and coaches will sit in their designated technical areas on the same side of the field; spectators will be able to observe the games on the other side of the field. In all cases spectator team seating will allow the referee's assistants clear runs and view of all touch lines.

Substitutions

Unlimited substitutions shall be allowed as follows:

- a. Prior to a throw-in by team possessing ball.
- b. Prior to a goal kick by either team.
- c. After a goal by either team.
- d. For an injured player, one for one.
- e. It will be a coach's option to substitute for a cautioned player.
- f. A player given a red card or two yellow cards in one game shall be ejected from that game and shall not be replaced.

Send Offs

Any player or coach given a red card will not be permitted to participate in the remainder of the game they are playing when given the card, and will not be allowed to participate in the next game, (2 yellow cards in one game = 1 red card). Please note, players receiving a Red card are to stay with the team under the supervision of the coaching staff. Red card or ejection penalties affect only participation with the particular team when the offense occurred.

Coaches are responsible for the behavior of their fans. Teams that are short a player(s) due to red card ejection will also play any overtime short a player(s). Member passes for any player/coach ejected will be available from the Field Marshal after the assessed penalty has been served. Any player or coach who assaults a referee will be ejected from the tournament.

Scoring

In pool play the following point system will be used to determine points

- 3 points for a WIN
- 1 point for a TIE
- 0 points for a LOSS

If teams are tied in points at the conclusion of pool play, the following tie-breaking procedure will be employed to determine which teams advance to the next round:

1. Results of head-to-head competition between teams that are tied.
2. Goal differential (goals scored minus goals allowed to a maximum differential of 4 per game).
3. Least goals allowed.
4. Most goals scored to a maximum of 4 per game.
5. Kicks taken from the penalty spot per FIFA

Forfeits

Teams failing to report, ready to play within five minutes of the scheduled kickoff time, or home team failing to change to an alternate jersey when required, will result in the forfeiture of the game by a 1-0 score. If both teams fail to appear within five minutes of the scheduled kickoff, each team will receive 0 points. Teams forfeiting any game will automatically forfeit all of their games before and after the forfeit. The Tournament Director may waive the requirement to forfeit all games before and after the forfeit, at his discretion, on an individual basis, if the Tournament Director determines that the forfeit is beyond the control of the forfeiting team and/or would result in points manipulation that would unfairly penalize another team.

Game Suspensions/Delays

If game play (including game start) is delayed or suspended for an inordinate amount of time through no fault or responsibility of either team, the Tournament Director or Field Marshal, at their discretion, may vary from tournament rules to establish the outcome of the game. Variance can include, but is not limited to, a change of game time, shortening the length of the game, or determining a winner by FIFA penalty kicks.

Game Cards

The Field Marshal will be responsible for delivering and collecting all lineup cards to/from the referee.

Format of Play

All teams will be scheduled to play three games (two games on Saturday and one game on Sunday.) Cancellations, forfeits, and other circumstances may reduce the number of actual games played.

Pool Play

Each team will play the two teams from the opposing State Association. The teams with the 1st and 2nd highest point totals at the conclusion of pool play will advance to the championship game. The two teams with the 3rd and 4th highest point totals at the conclusion of pool play will play in a consolation match.

Game Lengths

U15-U16 games are 40-minute halves

U17-U18/19 games are 45-minute halves

Championship and Consolation Games

In tied championship games there will be two, five minute overtime halves (golden goal) following regulation time. If the game is still tied at the end of this overtime period, teams will go to penalty shots.

Penalty shots shall be exercised by both teams taking five shots from the penalty spot. Teams shall take their kicks alternately and only those players remaining on the field at the end of overtime (or at the end of regulation in the case of semi-finals) shall participate. In the event a tie still exists, a "sudden death" kicks from the mark shall be taken from the penalty spot one versus one until one team wins.

All games will be considered final. No protest will be allowed.

Weather

In the event of adverse weather, matches may be shortened or cancelled at the Tournament Director's discretion.