



# TOURNAMENT RULES

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All games must be played in accordance with FIFA Laws of the Game, except as follows in the tournament rules:

## ROSTER

All players competing in the 2022 Patriot Games must be listed on their team's roster with a signed waiver in order to play.

No roster changes will be approved during the course of the tournament.

**Maximum** roster sizes:

U8-U12 (7v7): 18 players

**Minimum** number of players required:

U8-U15 (7v7): 5 players

No player may be rostered on more than one team in the tournament. In other words, no player sharing will be allowed, unless written permission is granted by an SEG Tournament Official.

## LENGTH OF GAMES

**Game duration:**

1 x 26 minute period, no halftime - 4 minutes to switch teams/warm-up between games.

All games will be played with a running clock. The referee may stop the clock for serious injuries or other incidents. The referee is the official timekeeper, and therefore all decisions of this nature made by the referee are final.

## GAME PROCEDURES

All parents and spectators are required to watch upstairs from the viewing track. Feel free to bring a chair!

**NO HEADING for any division at the 2022 Patriot Games.**

All free kicks from fouls on the field of play are DIRECT. Opposing team must allow three yards from the spot of the foul.

When the ball leaves the field of play from the sidelines, the ball will be re-entered with an indirect free kick (no throw-ins).

If/when the ball hits a permanent fixture above the field (i.e.--ceiling), a direct free kick from the point of contact will be awarded to the opposing team.

Teams are allowed up to 3 active coaches on the sidelines with their team.

Home teams will be listed second on the schedule and wear their light color. Teams must have an alternative set of jerseys. In the event of a uniform color conflict, the home team changes jerseys. Home team sits on the west bench, defends the west goal, and has the kick off in the first half.

The jersey number of each player must be the same as the player's jersey number on the team's roster. If the numbers are not the same, the referee is not to allow the player to take part in the game until the numbers are the same.

There is no offsides.

Penalty kicks will be played out even if time expires if the penalty was called during regulation time.

Red Cards - Player will be ejected from the current game and required to sit the following game. The team that received the red card will then play short handed the remainder of that game.

SEG will provide the Adidas game ball - Size #4

## NUMBER OF PLAYERS ON THE FIELD

7v7 (6 field players + GK)

Additional rules for include:

- Goalies are not allowed to punt the ball.
- When the goalkeeper has the ball, either during play (from the opponent) or from a goal kick, the opposing team must move behind the build out line.
- Once the opposing team is behind the build out line, the goalkeeper can pass, throw or roll the ball to a teammate (no punting).
- After the ball is put into play by the goalkeeper, the opposing team can cross the build out line and play resumes as normal.
- Substitutions are "on the fly".

All games will be officiated by a referee certified by IYSA/USSF.

## TOURNAMENT SCORING/TIE BREAKING

Games in the preliminary rounds will be scored as follows:

- Win - 3 points
- Tie - 1 points
- Loss - 0 points
- Forfeit - (-1)

A forfeited game will be scored as a 4-0 win for the winning team. A forfeited game will count as one of the minimum number of games guaranteed to each team.

In the event of a tie in deciding group positions, the following criteria will be used to break the tie:

1. Head to head competition
2. Goal differential (Goals scored minus goals allowed, max 4 per game)

3. Goals scored (max 4 per game)
4. Fewest goals allowed (max 4 per game)
5. Coin Toss

In the event of a 3-way tie for seeding, the process starts with step 2 and once one team is selected to advance from the tiebreaker process, then the tiebreaker process begins again, with step 1, for the remaining 2 teams.

At the conclusion of each game, the referee will sign off on the score at the field table, including the match results, cautions, and ejections.

## OVERTIME PERIODS

During preliminary round competition, no overtime will be played.

In the event of a tie in a play-in, semifinal or championship game, the game will go straight to a shootout (i.e. no overtime). Each team will designate five players to take alternate penalty kicks: the best of five is the winner. Only those players on the field of play at the end of the second half are eligible to take penalty kicks. If teams are still tied after 5 kicks, the remaining six players will take alternate penalty kicks in sudden death fashion to determine a winner.

## EQUIPMENT

In accordance with the IYSA, Rule 007, which endorses FIFA Law 4, "A player must not use equipment or wear anything which is dangerous to himself or another player." Therefore, no prescription glasses are permitted, only sports goggles.

- Hard casts are not permitted. Soft casts are permitted with a medical release from the player's doctor and the permission of the referee.
- No metal cleats.
- No jewelry may be worn by any player (earrings, watches, necklaces. etc.).
- Shin guards must be worn by all players at all times.
- All players must have an individual number on their Jersey, no duplicate numbers.
- In case of a jersey color conflict, the designated home team will change.
- All players' equipment is subject to referee approval.

## SUBSTITUTIONS

There is no limit to the number of substitutions that can be made during a game.

Substitutions shall be allowed "on the fly". The player leaving the field must meet the player coming onto the field within ten yards of the touch-line and exchange a "high-five".

## GENERAL RULES AND CODE OF CONDUCT

Artificial noise making devices are strictly prohibited.

No animals are allowed.

No alcoholic beverages or smoking is permitted.

No verbal abuse of anyone is allowed including but not limited to, tournament officials, referees, and players.

## **DISCIPLINARY ACTION**

All red cards issued during the Tournament will be reported to the Tournament Director.

Any player or coach receiving a red card will be banned from the current game, and at the least, the next scheduled game for that particular team. No substitutions will be permitted for an ejected player during that game.

A team found to be using an ineligible player will forfeit the game and may be removed from the tournament without refund.

Anyone fighting or verbally abusing anyone can be subjected to ejection from further tournament participation. Passes will be retained by the tournament director and returned to the coach of the team after the player has sat out their suspension.

Coaches will be held responsible for the behavior of their players, parents, and supporters.

The home state association and home club/league of the player, coach, team, or supporters (except in the case of referee assault) will have the responsibility for imposing, should the circumstances warrant, additional sanctions, within their respective jurisdictions, with regard to any matters arising from the tournament.

The Tournament Director reserves the right to eject anyone (including players, coaches, and supporters) from further tournament participation and/or from the tournament grounds if they fail to abide by the tournament's Code of Conduct.