



2023 TOURNAMENT RULES

Updated 11/14

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

ROSTER

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

Maximum roster sizes:

U8-U17 (7v7): 18 players

Minimum number of players required:

U8-U17 (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: 2 x 20 min halves, 2 min halftime, 3 minute team switch

No Timeouts

GAME PROCEDURES

All parents and spectators are required to sit on one side of the field opposite the players and no spectators or coaches are allowed behind the goals.

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.



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Teams are allowed up to 3 active coaches on the sidelines with their team. All coaches on the bench area must be licensed and passed. Coaches are not allowed to coach from the spectator's side of the field. Any team not having a passed coach at the beginning of the game will forfeit the game (see forfeit section for impact of forfeiting a game).

Every coach must have the Completion Certificate from the Centers for Disease Control Heads Up Concussion in Youth Sports.

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 north/west bench, defends north/west goal and has kick off in the first half.

The shirt number of each player must be the same as the player's shirt 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.

NO Punting - all age groups.

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.

2013 and younger: #4 ball

2012 and older: #5 ball

NUMBER OF PLAYERS ON THE FIELD

All divisions: 7v7 (6 field players + GK)



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Additional rules for 2014/2015 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.

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

NO HEADING FOR 2013 AND YOUNGER

When a player deliberately heads the ball in a game, an indirect free kick (IFK) should be awarded to the opposing team from the spot of the offense. If the deliberate header occurs within the goal area, the indirect free kick should be taken on the goal area line parallel to the goal line at the point nearest to where the infringement occurred. If a player does not deliberately head the ball, then play should continue.

*This rule also applies to ALL TEAMS participating in a 2012/2013 division. In other words, no heading is allowed for all teams who are placed in a "2012/2013" division.

TOURNAMENT SCORING/TIE BREAKING

There are no playoffs.

Games in the preliminary rounds will be scored as follows:

Win - 3 points



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Tie - 1 points

Loss - 0 points

Forfeit - (-1)

All scores will be recorded with a maximum +4/-4 result. For example, if a final score is 11 - 2, it will be recorded as 6 - 2. The scoring system calculates a maximum of +4/-4 when counting goals for playoffs.

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.

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.

A team will forfeit a game if they fail to arrive to a game 15 minutes prior to the scheduled start or if a team fails to have the minimum number of players as required above. A team that forfeits a game will not be allowed to participate in any championship match.

Tie Breakers will be determined in the following order:

1. Most Points Awarded
2. Most Wins
3. Head to head
4. Fewest Goals Allowed (+/-4)
5. Goal Differential
6. Goals For
7. Coin Toss

In the event of a three way tie, head to head will be skipped.

EQUIPMENT



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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.

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.



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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.