

RULES & REGULATIONS

Updated: 9/25/2022



TEAM ELIGIBILITY:

Rosters:

Maximum player roster size for U9-U10 playing 7v7 is 14 players.

Maximum player roster size for U11-U12 playing 9v9 is 18 players.

Maximum player roster size for U13-U19 playing 11v11 is 22 players

No roster changes will be permitted after a team roster has been approved at tournament registration. All teams must be currently registered with their State or National Association. No special formed all-star teams will be permitted. Each player must have a valid USSF/USYSA ID card.

All teams may have four guest players. Players must be currently registered with a team by their State Association and will be required to produce their player passes. No player will be permitted to play on more than one team during the tournament.

All teams outside of the Ohio Youth Soccer Association to be eligible to compete in the Barcelona United SC and United Futbol Cup events must file travel permission forms.

AWARDS: 9U-15U Team awards for Champions and Finalists, Individual awards for players who are champions and finalist.

LAWS OF THE GAME:

All games will be played under international rules (FIFA) as modified below.

DURATION OF GAME:

13U-19U 2-35 minute halves

11U-12U 2-30 minute halves

9U-10U 2-25 minute halves

REFEREES:

9U-10U games will have a center referee only.

11U-12U games will have 2 referees. (due to referee shortage)

13U-19U games will have 1 center referee and 2 assistant referees.

9U-12U MODIFIED RULES:

9U-10U teams: Offsides will be enforced with the defending teams build out line marking the offside position. Once the referee determines the infraction as directed, intentional, and/or persistent in an effort to gain an unfair advantage (Law11). Defending teams will be awarded an indirect free kick from the offside players' position.

9U-10U teams:

All 9U-10U matches will be played with a build out-line. The build out line is located halfway between the top of the penalty area and the midline (In the event a complex does not have build out lines the midway line will be used). With any possession of the goalkeeper (in their hands) or goal kicks, the opposition must move behind the build out line. Play begins once the ball is released from the goalies hand

Clarifications on “When the Ball is in Play” (and WHEN the defense can pressure beyond the Restraining Line)

- The “Ball is in Play” when the ball is touched by any player after the goalkeeper releases the ball from his/her hands or feet from within the penalty area
- The “Ball is in Play” when the goalkeeper touches the ball outside the penalty area after releasing the ball from his/her hands or feet
- The “Ball is in Play” when a Goal Kick (or other Free Kick from taken from Inside the Penalty Area) is touched by a player inside or outside the penalty area
- The “Ball is in Play” when a Free Kick taken from Behind the Restraining Line, BUT Outside the Penalty Area is touched by a player other than the kicker
- The “Ball is in Play” as soon as the ball crosses the Restraining Line
- **The “Ball is in Play” as soon as the ball STOPS after being released by the Goalkeeper when passed**
- **For U-10 games ONLY, the “ball is in play” in each of the above scenarios, but the following also applies:**
 - The “Ball is in Play” as soon at the ball crosses the top of the Penalty Area “extended” (i.e. across the field).

Clarification on “Playing Quick” from the Goal Keeper

- The Goal Keeper Can Elect to Hold the Ball Until the Defense Retreats Behind the Restraining Line
- The Defender Team CAN be Cautioned for Unsporting Behavior IF a Player Fails to Retreat Behind the Line
- IF the Goal Keeper Elects to “Play Quickly”, he/she does so at HIS OWN RISK
- IF the GK “Plays Quickly” BEFORE the Defense has Retreated AND the Possession is LOST by the Goal Keeper’s Team, PLAY CONTINUES
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Goal kicks may be taken anywhere inside the penalty area.

9U-10 teams: If a goalkeeper punts or drop kicks the ball, an indirect free kick should be awarded to the opposing team from the spot of the offense.

9U-11U teams: Intentionally heading the ball in these matches shall result in an indirect free kick awarded to the opponent at the spot of the infraction - or from the top of the goal area for infractions inside the goal area.

UNIFORMS AND EQUIPMENT: Home team must wear their light uniform and provide the game ball. Each player must wear shin guards and an official uniform with a number on the back.

SUBSTITUTION: The following rules for substitution will be followed: A modified FIFA rules of substitution will be followed for all games. Any team may substitute at any dead ball based on the referee's approval. Substitution is unlimited.

FAILURE TO SHOW – FORFEITS:

A minimum of seven players constitutes a team. A five (5) minute grace period will be extended beyond the kickoff time before a forfeit will be declared. The Tournament Directors will make the final decision if a forfeit shall be allowed depending upon extenuating circumstances that may have prevented a team from making the game on time. If a forfeit is determined, the winning team will be awarded a score of 1-0 and will receive only the 3 points for the win. In the event of a forfeit in a group, all teams in the group will be awarded the same points.

EJECTION:

Player: Any player or coach ejected from a game will be ineligible to participate in the team's next game. No substitution will be permitted for an ejected player. Anyone fighting can be subjected to ejection from further tournament participation. Passes will be retained by the tournament and returned to the coach of the team after the player has sat out their suspension. The coach is responsible for picking up the player's pass after their suspension is completed.

Coach: In the event a coach is ejected from a game, he/she must leave the complex and not return until the conclusion of the team they were coaching completes their next game. A coach may not coach another team until the suspension has been completed. In the event a coach has been ejected and the game cannot be completed the score will be recorded a 0-1 forfeit.

PROTESTS: Any protest must be presented in writing to the tournament headquarters within one hour of the completion of the game, and must be accompanied with a \$500 bond, which will be returned only if the protest is upheld. Referee's judgment will not be a basis for protests.

SCORING FORMAT: Official scoring is held by the tournament director at headquarters and not online.

Three (3) points will be awarded for a win, one (1) point for a tie, and zero (0) points for a loss.

In the event of ties in total point standings, the following sequence will be used:

1. Head to head competition between teams that are tied
2. Best goal difference for all games - up to a max of +/-4 per game
(Example: Team winning 6-1 would only be the max of +4)
3. Fewest goals allowed
4. Goals For
5. Kicks from the Mark - 5 players per team; if still tied, sudden victory kicks from the mark.
*** In the event Kicks from the Mark cannot take place the following will be followed:
6. Coin Toss

In the event of a **three team tie** or teams playing in a “**crossover**” flight, head to head competition will be eliminated if a winner cannot be decided.

If, in the process of utilizing the tie breaker sequence, one team is eliminated, they begin with the sequence when there are only two teams (begin with head to head competition).

The following tie breaker sequence will be used:

1. Best goal difference for all games - up to 4 per game
2. Fewest goals allowed
3. Goals For
4. Kicks from the Mark - 5 players per team; if still tied, sudden victory kicks from the mark.
*** In the event Kicks from the Mark cannot take place the following will be followed:
6. Coin Toss

TIE BREAKER, SEMI-FINALS & FINALS

Games that are tied at the end of regulation time will end as a tie in preliminary rounds. In the event of a tie in a semi-final or final game, kicks from the spot will be taken as listed below to determine a winner.

TIE BREAKERS – Kicks from the Mark:

In the event that penalty kicks must be used to determine a winner in the preliminary or final rounds the format will be as follows:

- (a) Each team will select (5) players to kick - only players on the field at the end of the game may be selected.
- (b) Team will alternate kicks - first team to kick will be determined by the referee's coin flip.
- (c) If the score remains tied after five (5) kicks, teams will alternate kicks one at a time until a winner is determined.
- (d) All eligible players must kick before any eligible player can repeat.
- (e) Keepers may be changed after any shot.

Inclement Weather Policy

Coach/Manager: In the event a game needs to be stopped due to inclement weather, lightning, etc., one or all the following methods will instruct you:

Notified by tournament official and or field marshals

Referees on the field

Air Horns/Police sirens

The tournament director will continue update the manager and coach via email, text message and the tournament website.

In the event of **Lightning** the tournament will wait 30 minutes after the lightning strike before the games will be restarted. **DO NOT LEAVE THE COMPLEX!**

In the event of a **Severe Thunderstorm Warning**- all fields will be cleared until the local National Weather Service lifts the warning. **DO NOT LEAVE THE COMPLEX (unless otherwise notified by the Tournament Director)**

In the event of a **Tornado Warning**- all fields will be cleared until the local National Weather Service lifts the warning.

Extreme Cold/Heat Conditions:

The event will follow the Ohio Soccer weather recommendations per the US Soccer weather guidelines. Please see links below:

[Ohio South Inclement Weather Guidelines](#)

OHIO SOUTH GUIDELINES FOR LIGHTNING AND HAZARDOUS WEATHER CONDITIONS

The protection of Ohio South members and participants is of paramount importance. Every member should recognize the danger presented by lightning, tornados and other hazardous weather. The following items represent generally accepted principles regarding the dangers involved with lightning and tornados.

LIGHTNING:

- All thunderstorms produce lightning and are dangerous.
- Lightning often strikes as far as 10 miles away from any rainfall. You are in danger from lightning if you can hear thunder. You are in danger if you can see lightning.
- Lightning injuries can lead to permanent disabilities or death. Look for dark cloud bases and increasing wind.
- Lightning can travel sideways for up to 10 miles and strike when skies are blue.
- Soccer fields are a dangerous place to be during a lightning storm. When lightning is seen or thunder is heard, or when dark threatening clouds are observed, quickly suspend the game and/or practice and move to a safe location.
- Avoid standing in an open area, near soccer goals, under a tent, near trees or in water. The safest place during a thunderstorm with or without visible lightning is in a car, but not a convertible.

TORNADOS:

- Watch for rapidly darkening skies.

- The sound of an approaching tornado is often described as that of an approaching train.
- The funnel of a tornado does not have to touch down to cause extensive damage and injuries.
- Tornados can produce winds of 300 miles per hour or more.
- Most people who are hurt during a tornado are hurt when they are struck by flying debris.
- Seek safety in a solid structure, preferably in a basement or in an interior room. If no building is available, lay down in a ditch.

GAME SUSPENSION REQUIREMENTS:

In any of the circumstances outlined below occurs, the referee should immediately suspend the game.

1. If thunder is heard, the game should be suspended and the fields cleared. Everyone should immediately go to a safe shelter.
2. If lightning is seen, the game should be suspended and the fields cleared. Everyone should immediately go to a safe shelter.
3. If a thunderstorm is heard or seen coming or your hair stands on end, the game should be suspended and the fields cleared. Everyone should immediately go to a safe shelter. Do not wait until it rains.

If the game official does not immediately suspend the game when any one of the points above have occurred, the head coach from each team can agree that one of the four criteria listed above have occurred they are to withdraw their teams from the field. If this action is taken, then both coaches must submit a written report to their league outlining the circumstances, the facts concerning the weather conditions at that time, the fact that the two coaches were in agreement and the name of the officials at the game.

If an official and one of the coaches do not reach the conclusion to suspend the game and any one of the four points listed above are believed to have occurred, the coach that supported the suspension of the game is to send a written report to their league outlining the facts and the names of the officials.

No one should retake the field or re-start the game until all of the lightning and thunder or other hazardous weather has left the area. Specifically, no one should retake the field for a minimum of 30 minutes after the last lightning is seen or thunder is heard, or the dangerously high winds have passed.

Each league should establish their own procedures for replaying of any games suspended due to lightning or tornados.

US Soccer Weather Guidelines

Re-Entry on the Fields: The air horns/sirens will sound again or a tournament official will inform you when everything is "all clear." You should then return to the field. If it is necessary for you to check with Tournament Headquarters regarding this situation, we

ask that only one team official go to the headquarters tent. If your team/player is on the field while the "prior to the ALL CLEAR" your team may be asked to leave the tournament and all your games will be forfeited. No refund is given.

Communication to teams: The tournament will use one or all-3 ways to communicate to all teams and spectators -- Email or text message from event via the REGISTRATION System, Phone Call from tournament official or club official, website/social media update

Security Plan

Tournament Officials: All staff in identifying apparel with 2-way radios.

Field Marshals: 1 per 2 fields with 2-way radios.

Police: Onsite during event hours.

Trainers: (up to 4) Onsite during event hours.

Weather Monitoring: Onsite Radar, Onsite Lightning Detector