



St. Pius X Festival Tournament Rules

LAWS OF PLAY

Play will be governed by the FIFA Laws of the Game, except where amended by US Youth Soccer Rules of Play, and/or the St. Pius X Festival Soccer Tournament Rules. These rules may be modified before the beginning of tournament play.

HOME TEAM

The home team will be responsible for wearing an alternate color jersey, if necessary, as determined by the referee. The team is listed first in all rounds shall be the home team. Teams use the side of the field with team benches and spectators shall use the opposite side of the field.

PLAYING CONDITIONS

Teams will be expected to play according to the schedule of games regardless of weather. Only the Tournament Director(s) may reschedule games or alter the competitive format because of inclement weather or other just cause. Games shall be considered complete if one half has been completed and play is stopped by the Field Representative or Referee, Commissioner of Referees or the Tournament Director(s). When necessitated by playing conditions or just cause, the game format may be altered to include shortening of games, penalty kicks or coin tosses.

BRACKETS (the minimum bracket is the 3 team/ have gone up to a 6 team bracket)

Winning team advances in bracket, every team will play a minimum of 3 games. Shoot outs will be used if a tie occurs at the end of regulation play.

If we have a bracket that has only 3 teams the following will apply:

3-TEAM BRACKETS: Each team will play round robin games with each of the other teams in the bracket. The two high point teams will advance to the championship game. High point team will be the home team for the Championship.

SCORING METHOD AND BRACKET WINNERS for 3 Team Bracket: Bracket winners will be determined by the following point system: *Maximum points per game are 3 (three).*

| | | | |
|-----------|------------------|---------------|-----------------|
| Win ----- | 3 (three) points | Loss ----- | 0 (zero) points |
| Tie ----- | 1 (one) point | Shutout ----- | 0 (zero) points |

TIEBREAKERS for a 3 team bracket: If at the conclusion of bracket play, two or more teams have the same point total, advancement to the semifinals will be determined using the following tiebreakers in the order listed until a team is eliminated. Once a team is eliminated, advancement among the remaining teams shall again be determined by the tiebreakers in the order listed starting with head to head competition.

1. Winner of Head to Head (this criteria not used if more than two teams tied).
2. Winner of Most Games.
3. Goal Spread (goals scored minus goals against) with a maximum of four goals per game.
Example: Game score of 7-1 would be scored as 5-1 for Goal Spread
4. Fewest goals allowed.
5. Most Shutouts
6. Fewest Red Cards
7. Kicks from the penalty mark.

RED CARDS AND EJECTIONS

Any player or coach dismissed from a game shall be ineligible to participate in the team's next game. At the discretion of the Tournament Director(s), the suspension may be increased and could result in ineligibility for

more than one game. No substitution shall be permitted for a player who has been sent off during a particular game. (please refer to this link for the Nebraska State Soccer Rules regarding the red card: http://nebraskastatesoccer.org/NewSite/Forms/Current_Rules_and_Regs.doc)

GRACE PERIOD (note differences for U14)

A minimum of four players for U7, U8; five players for U9, U10; seven players for U12, and ten players for U14 constitutes a team. A (10) ten-minute grace period shall be extended beyond the scheduled kick off time if the minimum number of players are not available at the scheduled kick off time. A team of minimum players must start the game as soon as the players are at the field after the originally scheduled start time. If at the end of the 10-minute grace period the team does not have the minimum number of players, the referee shall suspend the game and report the failure of the team to appear to the Tournament Director(s). The Director(s) may declare a forfeit. Any team that forfeits a game will not be allowed to advance out of their group to the semi-finals.

UNIFORM

Each player shall wear an official uniform. The goalkeeper is not required to have a number on his/her jersey. Each number must be different. Players must wear a shirt during warm-ups prior to competition. ALL PLAYERS MUST WEAR SHINGUARDS AND THE REFEREE HAS THE RIGHT TO REQUEST PLAYERS TO PUT ON SHINGUARDS THAT ARE SIZED PROPERLLY.

CASTS

Hard casts are not permitted for play in Nebraska. Braces and soft casts must be padded and approved in advance by the referee. A hard cast is a cast that cannot be removed. Splints and braces of any type fall under the determination of the referee if it is safe.

SUBSTITUTIONS

With the consent of the Field Referee substitutions may be made, from the center of the field, prior to your throw-in or either team's goal kick, after a goal scored by either team, during a stoppage of play for an injury and in accordance with the Laws of the Game. A cautioned player may be substituted for before restart of play with the Referee's permission, this is not mandatory.

GAME LENGTH

| Age | Game Length | Players | Ball Size |
|-----|--|---------|-----------|
| U07 | Four, 10 minute Quarters, 5 minute halftime break <i>Note! U7 play will be 4 field players and a Goalkeeper</i> | 5V5 | 3 |
| U08 | Four, 10 minute Quarters, 5 minute halftime break <i>Note! U8 play will be 4 field players and a Goalkeeper</i> | 5V5 | 3 |
| U09 | Two 25 minute halves, 4 minute halftime break <i>Note! U09 play will be 5 field players and a Goalkeeper</i> | 6V6 | 4 |
| U10 | Two 25 minute halves, 4 minute halftime break <i>Note! U10 play will be 5 field players and a Goalkeeper</i> | 6V6 | 4 |
| U12 | Two 27 minute halves 4 minute halftime break | 8V8 | 4 |
| U14 | Two 30 minute halves 4 minute halftime break | 11V11 | 5 |

SHOOT-OUTS (PENALTY KICKS)

Penalty kicks will be used to determine a winner of tiebreakers and will be run in accordance with the FIFA Laws of the Game.

The referee chooses the goal at which the kicks will be taken. The referee tosses a coin and the team who wins the toss will take the first kick. The home team will call the coin toss. Both teams take five kicks; kicks are taken alternately by the teams.

If before both teams have taken five kicks, one has scored more goals than the other could score, even if it were to complete its five kicks, no more kicks are taken. If after five kicks the score is tied, kicks continue until one team has scored a goal more than the other (sudden death) from the same number of kicks.

Only the players on the field at the end of the match are allowed to take kicks. A different player must take each kick and all eligible players must take a kick before any player can take a second kick. If the player is under suspension they may not participate in the kicks.

AWARDS

| | |
|---------|--|
| U12-U14 | Individual trophy awards to 1st & 2nd place winners. |
| U10 | Individual trophy awards to 1st & 2nd place winners. |
| U09 | Individual trophy awards to 1st & 2nd place winners. |
| U08 | Participation medals to all. |
| U07 | Participation medals to all. |

REFUND

Should all or a portion of the St. Pius X Festival Soccer Tournament be canceled due to just cause or teams do not play three games refunds shall be issued as follows:

No games played - 75 % of fee. One game played – 50% of fee. Two games played – 0% of fee.

Games shall be considered played when completed in regulation time, shortened time or penalty kicks.

TEAM, PLAYERS AND COACHES CREDENTIALS

All teams' coaches and players must be affiliated with the US Youth Soccer. Player and coach passes will be checked prior to each match. Teams must be properly checked in at the team check-in. All teams **must** have US Youth Soccer Players Passes with photographs attached and signed. **All player and coach passes shall be laminated.**

Teams may not use the goal areas for warm-up or practice.

TEAM DISCIPLINE

A coach is responsible for the words and actions of his players and their fans. Verbal abuse of the opponents or referees by players, coaches or spectators will not be tolerated. Violations may result in forfeiture of the game and/or expulsion from the tournament.

A red carded player and his/her coach must report to tournament headquarters immediately after the game in which the card was given to determine the player's status for subsequent games. Decisions will be based upon the rules of the Nebraska State Soccer Association, the sanctioning organization for the St. Pius X Soccer Tournament.

PROTESTS

Any protest must be presented in writing to the Tournament Director(s) or his/her representative within one (1) hour of the completion of the game in protest. All protests must be accompanied with a \$100.00 bond which shall be returned only if the protest is upheld. Referees judgment shall not be a basis for protests.