

## **TOURNAMENT RULES GALAXY CUP**

### **LAWS OF PLAY**

Play will be governed by the FIFA Laws of the Game, except where amended by USYSA Rules of Play, South Dakota State Soccer Association Rules of Play and/or the DASC Tournament Rules. These rules may be modified before the beginning of tournament play. The final Tournament Rules will be published in the Tournament Program. A player may only play for one team during the tournament. Any ineligible player discovered will cause the team on which he played for to forfeit any game.

**THERE WILL BE NO HEADING IN GAMES FOR U11 AND YOUNGER.** A deliberately headed ball will result in an indirect free kick to the opposing team. Heading is permitted at U12 and older.

### **For U9 & U10 the following rules will be adopted.**

- a. U9 & U10 will follow the USYS PDI including playout lines and offsides.
  1. Offside will be enforced for all U9 & 10 games
  2. Goalkeeper Punting is not allowed in the U9 or U10 division
  3. U9 & U10 division use a "build out" line. The build out line will be the halfway line.
    1. The build out line is used after the keeper has the ball in their hand or on a goal kick.
    2. Once the opposing team is behind the build out line, the goalkeeper can pass, throw or roll the ball into play (punting is not allowed).
    3. After the ball is put into play by the goalkeeper, the opposing team can cross the build out line and play resumes as normal.
4. All kicks are indirect at U9 & U10 with the exceptions penalty kicks.

### **TEAM, PLAYERS AND COACHES CREDENTIALS**

Players must be registered to the team making application. Teams must be registered and in good standing with their US Youth Soccer/Canadian affiliated state/provincial association. Teams may have up to 5 guest players; guest player forms will be required. Player picture identification cards are to be present and available at all matches. Teams must comply with US Youth Soccer travel procedures. A player can only play on one team during the tournament. A roster certified by your state association must be submitted before or at tournament check in.

Any Team participating must carry up to date player's passes. All player and coach passes must be laminated. All teams must follow the applicable procedures of the US Youth Soccer Travel Policy. Out of state teams must have US Youth Soccer Permission to Travel Papers on file at your state association office. All teams are also required to carry written medical releases from parents/guardians in case of emergency medical care is necessary.

Foreign teams or a team coming from a CONCACAF nation: Players must present passports at registration or, if from a nation that the United States does not require a passport, proof of entry into the United States that is required by the United States. Teams are also required to have player picture identification cards. You must also have the required completed form from your Provincial or National association approving the team's participation in the tournament.

## Updated Laws of Play

- At a goal kick and a free kick for the defending team in their own penalty area, the ball is in play when it is touched, i.e., it can be played before it leaves the penalty area.
- For defensive walls, attacking team players must be at least 1 yard away from defensive wall.
- On dropped balls, the ball will be dropped for one player of the team that last touched the ball at the point of the last touch. All other players must be at least 4.5 yards away.
- On the coin toss at the start of the match, the team that wins can now choose to take the kick off or which goal to attack.

## 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.

## EQUIPMENT/UNIFORMS – SHIN GUARDS ARE MANDATORY

Teams must have matching uniforms, and should have numbers on the jersey back. Goalkeeper must have a different color, preferably not black. If team colors conflict the "Home" team is responsible for changing colors. All player equipment is subject to Referee approval. **All players must wear shin guards and the referee has the right to request players to put on shin guards that are sized properly.**

## 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.

### **OHAYON INVITATIONAL BRACKETING (3 Game Guarantee)**

**4-TEAM BRACKETS** (one four-team bracket): Bracket play is round robin games with each of the other teams in the bracket. The two high point teams advance to the Championship match. The championship game will be a re-match and a semifinal or consolation game will not be played. High point team will be the home team for the Championship.

**5-TEAM BRACKETS:** (one five-team bracket): Bracket play is round robin games with each of the other teams in the bracket (each team gets four games). The high point team is the Champion.

**6-TEAM BRACKETS** (two three-team brackets): Each team will play 2 group games. The four high point teams (two from each 3 team bracket) will advance to the semifinal games. The 2 low point teams (one from each 3 team bracket) will play in a consolation game. The winners of the semifinal games will advance to the Championship game.

**8-TEAM BRACKETS** (two four-team brackets): Bracket play is round robin with high point teams in each bracket (one from each 4 team bracket) advancing to the Championship game.

**10-TEAM BRACKET** (two five-team brackets): Each team will play 3 round robin games within their bracket. The highest point total team from each bracket (one from each 5 team bracket) will advance to the Championship game. If there is a tie for points in a bracket, please refer to Tournament Tiebreakers.

**12-TEAM BRACKET** (Four three-team brackets): Each team will play 2 round robin games winners of each group proceeding to the semifinals. The 2<sup>nd</sup> and 3<sup>rd</sup> place teams in each group will play consolation games against each other. The winners of the semifinal games will advance to the Championship game.

### **POINT SYSTEM AND BRACKET WINNERS**

Bracket winners will be determined by the following point system:

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

A team that forfeits a game will give up 3 (three) points to the declared winner of the game and shall not advance to the final match. The match will be scored as a 4-0 win for the declared winner.

If a team is not scheduled for three bracket games, that team's point total will be prorated based on the number of scheduled games played. Point total thus determined will not be rounded off.

### **AWARDS**

U11 – U19 team player awards will be given to the players on the teams finishing first and second. Any teams U10 or younger will get participation awards.

### **TIEBREAKERS**

If after 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:

1. Head to Head (not used if more than 2 teams are involved in the tie breaker)
2. Goal Difference (Max. diff. of 4 goals – ex. game score of 7-1 would be scored 5-1)
3. Goals Against
4. Goals For (Max 4)
5. Most Shutouts
6. Penalty Kicks (When the 2 teams are tied)

If 3 teams are involved in a tie breaker to progress 2 teams, or 1 team, then head to head is not used at all. Placement will be based on tiebreakers #2 - #6 in order.

In the event that three teams have identical records, goals allowed and goals scored: The tournament director (or someone appointed by the tournament director) will conduct a drawing of team names. The first team drawn will receive the bye; the next team drawn will be the home team against the remaining team in the first contest of penalty kicks. The winner of the first contest will then compete against the bye team in penalty kicks to determine the winner. The bye team will be the home team.

### **SUBSTITUTIONS**

U09 - U10 – at any Stoppage and unlimited.

U11 - U19 – with the consent of the Field Referee substitutions may be made, from the center of the field, players being substituted can leave from any part of the field, at any stoppage and in accordance with the Laws of the Game.

### **GRACE PERIOD**

U9 – U12 A minimum of five players constitutes a team. U13 – U19 A minimum of seven players constitutes a team.

A (10) ten-minute grace period shall be extended beyond the scheduled kick off time if five (U9-U12)/seven (U13-U19) are not available at the scheduled kick off time. A team of five (U9-U12)/seven (U13-U19) players must start the game as soon as seven 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 five (U11-U12)/seven (U13-U19) 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 finals.

### **GAME LENGTH**

#### **Age Game length Overtime**

U9 & U10 (7v7) Two 25 minute halves

U11 & U12 (9v9) Two 30 min. halves.

U13 - U14 (11v11) Two 35 minute halves.

U15 – U19 (11v11) Two 40 minute halves

Any group play games that end in a tie, will be recorded as a tie.

### **Roster Size**

U9 & U10 games are 7v7 (6+ a keeper). Maximum Roster is 14 players per team

U11 & U12 games are 9v9 (8 + a keeper). Maximum Roster is 18 players per team.

U13 and older games are 11v11 (10+ a keeper) Maximum Roster is 22 players per team.

### **Tie Breaking procedure for Semi Final and Championship games for U11 – U19 age groups:**

If the game is tied at the end over regulation time, there will be two 10 minute periods of extra time with the golden goal rule in effect.

The Golden Goal Rule means that if a team scores a goal during either extra time period, the game is immediately over and the scoring team wins.

Prior to extra time, the referee tosses a coin and the team whose captain wins the toss will select which end to defend for the 1<sup>st</sup> period of extra time. After the 1<sup>st</sup> period of extra time, the teams will change ends. If the game is still tied after extra time there will be a penalty shoot-out.

### **SHOOT-OUTS (PENALTY KICKS)**

Penalty kicks used in semi-final and final matches 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 whose captain wins the toss will have the option take the first kick or kick second. Both teams take five kicks; kicks are taken alternately by the teams. The goalkeeper has to have one foot on the line.

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.

### **REFEREE ABUSE**

Referee abuse will not be tolerated during the tournament. Referee abuse by the player, coach or fan will be reported to their Home State Association within 48 hours of the end of games. The player, coach or fan will be removed from the soccer complex and will not be allowed to return.

### **REFUND**

Shall be determined by the tournament staff.

### **TEAMS, PLAYERS AND COACHES**

All teams and players must be affiliated with the USYSA or a sanctioned affiliate. Players may be registered to only one team playing in a DASC Tournament. All teams must check in prior to the tournament. Player passes and roster may be checked prior to each match.

**Teams may not use the goal areas at any Tournament complex for warm-up or practice. Violations may result in the forfeiture of that match.**

### **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's 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 South Dakota State Soccer Association, the sanctioning organization for DASC Tournaments.

### **PROTESTS**

There will be NO PROTESTS. Decisions by referees may not be appealed. All disputes will be resolved immediately by the Site Director. These decisions will be final.

### **Refund Policy Due to Weather**

The Tournament Director, the Director of Referees and/or Tournament Committee shall also have full and final authority concerning the cancellation, delay, change of time, or any other alteration of games that may be required due to the weather or emergencies.

The following is the tournament refund policy due to weather, emergencies as deemed by the tournament officials, rental of facility or act of god regarding preliminary round games:

A. No games played = registration fee less \$100.00 returned.

- B. 1 game played = 50% of the registration fee returned.
- C. 2 games played = 25% of the registration fee returned.

If semi-final or final games are cancelled, Champion and finalist will be determined on points standing after preliminary games.

If games are limited in time or format, any refund shall be discretionary based upon the decision of the Tournament Director and/or Tournament Committee.