

**Tournament Rules for the  
11th Annual Joe Strauss Invitational Tournament & Festival  
May 26<sup>th</sup> & 27<sup>th</sup>, 2007**



*The Joe Strauss Invitational  
Tournament & Festival Committee  
along with its many volunteers  
welcomes you to our 11th Annual  
Tournament in memory of  
Joe Strauss and  
“To Combat Underage Drinking”!*



The Joe Strauss Committee is committed to providing all participants with a fun and enjoyable opportunity to play soccer against teams throughout CT, MA, NY & RI. We hope that you'll enjoy the opportunity to compete, meet others, play hard, and have FUN — win or lose!

Following the spirit of the Joe Strauss Invitational Tournament & Festival, we have put in place the follow rules. ALL games shall be played in accordance with the *Laws of the Game* 2006 as published July 2006 by FIFA, with the following modifications.

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### **Maximum Roster Size:**

All teams and players must be properly registered with their state soccer association. Proof of age and eligibility shall be by USYSA player pass only (a drivers license or birth certificate, etc. will **NOT** be accepted). No player shall be allowed to be registered with more than one team or to be transferred between teams during the tournament.

1. **Maximum Roster Size:**
  - a. U10 (6v6) 14 Players & 2 Coaches
  - b. U12 (8v8) 16 Players & 2 Coaches
  - c. U14 (11v11) 18 Players & 2 Coaches

**NOTE:** All teams are required to fill in the online rosters by going to <http://soccerscheduler.com/teams/login.asp?msg=Your%20session%20has%20expired.%20Please%20login%20again>.

You will need to use the login and password you used when you registered. If you have forgotten your password click on can't remember your password? [Click Here](#)

Rosters and player passes must be submitted at registration prior to the tournament. Teams' rosters shall be frozen upon commencement of the first game in their division. Any team using an ineligible player shall be disqualified from the tournament (and forfeit their registration fees).

### **Forfeits:**

Any team not having the required minimum amount of players to start a game shall forfeit that game.

1. Minimum number of players required to start a game:
  - a. U10: 4 Players
  - b. U12: 6 Players
  - c. U14: 8 Players
2. Winners of forfeited games shall be credited with a 4-0 win.

### **Weather/Suspended Games:**

In the event of inclement weather, the Tournament Committee shall have the absolute authority to make decisions as follows:

1. Relocate or reschedule any game
2. Change the duration of any game
3. The Tournament Committee shall determine the fitness of specific field conditions.
4. Scores of games suspended because of weather shall be final if the first half has been completed. The final score shall be the score existing at time of the game suspension.
5. **Games suspended in the first half:** if a game is suspended during the first half due to inclement weather, field conditions or other situations beyond control of the Tournament Committee, the Committee will attempt to reschedule if conditions permit and if fields are available. The Committee reserves the right to decide on all matters pertaining to suspended game rescheduling. If the game is rescheduled, a new game shall be played. The score of this new game shall replace any score that was standing when the original game was suspended. If the game is not rescheduled, the original game shall be considered final and recorded as a 0-0 tie, regardless of the score standing when the game was suspended.

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**Players' Uniforms and Equipment:**

Players must wear numbers on the backs of their jerseys. Each player on the same team shall have a different number. In the event of team colors being the same, the home team shall change colors -- the home team being the team listed first in the schedule. All player equipment is subject to the approval of the referee for each game. Coaches shall be responsible to ensure that all of their players are equipped with shin guards and proper footwear. No jewelry or unprotected hard casts of any kind shall be allowed.

NOTE: Earrings, hard hair pieces, rings and/or bracelets cannot merely be taped, they must be removed.

**Sidelines:**

Coaches, substitute players and spectators are required to remain 1 yard behind the touch line. Coaches and players must remain within ten yards of midfield. Both teams shall be on the side of the field so designated on the field map, and on opposite sides of the midfield line; spectators must be on the side of the field opposite the teams.

**Players' Passes at Start of Games:**

Before the start of every game, the field marshal will collect from each coach his/her team's player passes. Passes will be returned at the conclusion of each game. However, if any player is ejected from a game, his/her player pass will be taken by the field marshal and delivered to Tournament Headquarters at the venue. The coach of the ejected player may retrieve the player's pass at the conclusion of the team's next game. See also, rule number 9 below.

**Goal Kicks for 6 v 6:**

1. Goal kicks cannot be kicked beyond mid-field. If the ball travels beyond mid-field an indirect kick will result for the opposing team
2. Goalkeepers cannot punt the ball, only throw outs will be allowed. If the goalkeeper punts the ball, an indirect free kick will be awarded to the opposing team at the top of the penalty area

**Ball Size/Team Size/Game Duration**

Division	Ball Size	Team Size	Field Size	Length of Half
U-10	4	6 v 6*	55 yards by 40 yards	2 x 25 Minute halves Half time Break of five (5) minutes No overtime periods
U-12	4	8 v 8*	70 yards by 45 yards	Boys 2 x 25 Minute halves Girls 2 x 30 Minute halves Half time Break of five (5) minutes No overtime periods
U14	5	11 v 11	110 yards by 60 yards	2 x 35 Minute halves Half time Break of five (5) minutes No overtime periods

\* One of whom must be designated as the goalkeeper

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**Substitutions:**

An unlimited number of substitutions are permitted, with permission of the referee, at the following times:

1. Prior to a throw-in by your team
2. Prior to a goal kick by either team
3. After a goal is scored by either team
4. At half time
5. After an injury (both teams are allowed an unlimited number of substitutions)
6. All substitutions must leave & enter the field of play at mid-field on the bench side, and only after the referee signals to do so

**Send Offs/Dismissals:**

**A Yellow Card** is a caution (warning) given to a player and a coach for unacceptable behavior. If a player or coach receives 2 Yellow Cards in a game it will result in an automatic ejection from that game.

**A Red Card** is an automatic ejection from the game for a player or coach. Issuance of cautions and ejection's shall be done in accordance with FIFA procedures. Anyone receiving a Red Card must leave the playing field and the immediate area. Failure to do so will result in a forfeiture of the game by the offending team. Penalties will be assessed by RIYSL for the issuance of Red Cards.

A referee has the authority to verbally caution or eject a coach without displaying a Yellow or Red Card. If a coach is verbally cautioned a second time or is ejected from a game, he/she must leave the playing field and the immediate area. Failure to do so will result in a forfeiture of the game for that coach's team.

**Any spectator, interfering with the game**, may cause the referee to caution the coach of the team he/she is supporting. Any coach receiving a caution or an ejection for a spectator is required to speak to that person and see that the disruptive behavior is stopped, or that he/she leaves the field with the coach.

Any player or coach who receives a Red Card and is sent off/dismissed will not be allowed to participate in the next match. At the discretion of the Tournament Committee, any deliberate serious foul, or any violent or unruly conduct by a player, coach or team may also result in the ineligibility of the individual(s) or team from more than the next game and for as much as the remainder of the tournament without any refund of registration fees.

**Protests:**

There shall be no protests. The Field Marshal assigned to the field must be immediately notified of any rule violations and the Tournament Committee will act, as it deems appropriate.

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**Sportsmanship:**

Coaches are responsible for the conduct of the parents and fans of their teams. For any sportsmanship problems concerning the coaches and/or spectators, the referee is empowered to direct the offender(s) to leave the area. If the offender(s) fail to leave as directed, the referee shall terminate the game and report the incident to the Tournament Director, who shall award a 4-0 victory to the non-offending team.

1. **A sportsmanship award** will be given to one team in each Age division. Referees' evaluations will determine the team in each division that plays most fairly and best demonstrates an ability to be a good loser and/or a graceful winner (both on and off the field). Players, fans and coaches of each participating team will be judged in each game played.

**Trophies:**

All U10 players will receive a Participation Award as these are categorized as non-competitive "Festival" games.

All U12 & U14 games are categorized as competitive games. Therefore; trophies will be given to the two (2) top point-winning teams in each division.

1. Points shall be allotted as follows for all competitive games:
  - a. Three (3) points for a win
  - b. One (1) point for a tie
2. Total points earned shall determine final standings. In the event of a tie in the final standings of a division, the following criteria shall be employed consecutively to break the tie:
  - a. Head to head results
  - b. Most wins
  - c. Goals against (max. of 4 per game)
  - d. Most shutouts
  - e. Goals for (max. of 4 per game)
  - f. Highest goal differential in first 3 games (maximum of 4 per game)
  - g. Penalty Shootout (Play-offs only)
    - i. Each team will select 5 players to take penalty kicks
    - ii. If after both teams have taken all 5 penalty kicks and they are still tied, both teams will continue until one team misses on even amount of shots on goal

**Thank you for participating in our 11<sup>th</sup> Anniversary. We are glad that we have the opportunity to spend the weekend with you, as our guests and with the game we all love.**

**We hope you enjoy the event and leave with fond memories and new friendships.**