



Rose City Soccer Challenge

Tournament Rules

The entire control and management of this competition is vested in a Committee appointed by the Thomas Area Soccer Association (TASA). The Tournament Director will be responsible for scheduling the games and referees and shall be responsible for the interpretation of the Rules. All matches will be officiated using the FIFA three man system. There will be no protests. The decision of the referee will be final. All teams must be prepared to play at their scheduled time. There will be no “grace period”, although a game may start late if the prior game has not finished by the scheduled start of the next game.

Laws of the Game

The laws which govern match play during the Tournament are given in the FIFA Laws of the Game, with the following exceptions:

1. Number of Players

Each team may have up to 18 players on its roster with a maximum of 3 guest players (exception:U-10, U-11, U-12, U-17 and older; see #10.). A player may participate on only one team in this tournament. All players must be listed on the game card for each game. Any players not participating in a game for any reason shall be marked by an “X” following the name.

Teams not able to field at least 8 players (4 players for U-10, 6 players for U-11 and U-12) by game time shall forfeit the match. The score of a forfeited match shall be 3-0.

Substitutions may be made after a goal has been scored, at a goal kick by either team, at the beginning of the second half or prior to an overtime period, at a throw-in by the team in possession, and by both teams in case of stoppage of play for injury. All players listed on the roster may participate in a match and may re-enter the match an unlimited number of times. All substitutions MUST take place at the halfway line. The near side linesman MUST be notified of player substitutions prior to the substitutions so that he may signal the referee at an appropriate stopping place.

2. Equipment

Players on a team must wear jerseys of the same color, each with a different number. In case of a color conflict, the team listed first is considered the home team and should utilize alternate jerseys.

Players must wear shin guards in accordance with FIFA laws of the game.

Players wearing a cast may not play.

3. Length of Games

Age	Preliminaries	Championship	Overtime*
U-10/11/12	2 X 25 min	2 X 25 min	none
U-13/14	2 X 30 min	2 X 30 min	2 X 5 min
U-15/16	2 X 35 min	2 X 35 min	2 X 5 min
U-17/19	2 X 35 min	2 X 35 min	2 X 5 min

* Overtime periods apply to semi-final and championship matches only

4. Ejections

A player or coach who is ejected (red card) from a match shall not take part in that match, and is automatically prohibited from participating in the next match played by his or her team. Any team violating this provision shall forfeit its next match for using an illegal participant.

5. Cautions

Players receiving 2 cautions during tournament play will be suspended for the next game.

6. Point System

GAME POINTS

- 6 Points for a win
- 3 Points for a tie
- 0 Points for a loss
- 1 Point per goal (maximum 3 per match)
- 1 Point for a shutout (includes 0-0 tie)
- A forfeited match will be considered a 3-0 win

POINT

TIE BREAKERS

1. Head to head competition (In the event of a tie among more than two teams, this criterion will not be considered)
2. Most wins.
3. Greatest net goal differential (goals scored minus goals allowed – max 4 per match)
4. Fewest goals allowed.
5. Most goals, max 4 per game
6. FIFA kicks from the penalty mark thirty minutes prior to the scheduled playoff round game.

In the event of a tie among three or more teams, begin with step #2. If two teams remain tied, repeat the above procedures beginning with step #1.

SEMI-FINAL & CHAMPIONSHIP TIE BREAKERS

Ties will be resolved only in semi-final match & championship play. At the end of regulation play the teams will be allowed a five-minute rest period and then will play two five-minute overtime periods with sudden victory. If a tie remains after the overtime periods have been played, kicks from the mark will be taken in accordance with FIFA's Laws of the Game. U-12 and under will not play overtime but will go directly into kicks from the mark.

7. Tournament Committee

The Tournament Committee will be led by the Tournament Director. The committee will be responsible for all aspects of the tournament.

8. Inclement Weather

If a match is delayed from starting due to weather conditions, it will be started as soon as the weather permits within the allotted time. If a game in progress is suspended due to weather conditions, the game will be considered complete and official if the first half has been completed. All other decisions about weather conditions and scheduling will be made by the Tournament Committee. If the tournament is canceled due to inclement weather, no refunds of registration will be made.

9. Mercy Rule

If either team has an eight (8) goal lead at half time or if either team gains an 8 goal lead at any point after half time, the referee shall notify both teams that the contest has been considered a complete game due to the 8 goal mercy rule.

10. Per Georgia Youth Soccer Association

- U-10 – will play 6 v 6 utilizing a maximum roster of 12
- U-11 and U12 – will play 8 v 8 utilizing a maximum roster of 14
- U-17 and above – may have maximum roster of 22