

Quickfoot Small-Sided Tournament Series 2005

Rules:

FIFA RULES APPLY IF NOT MODIFIED WITHIN.

REGISTRATION:

Quickfoot tournaments are USYSA and USASA sanctioned tournaments and must follow the guidelines and rules set by each state association. Please consult the specific city web page at www.quickfoot.com to find out specific rules on guest players and non-USYSA teams/players for the city you are registering for. Team names must be appropriate in language and should include the city of origin, in case there are multiple teams within a division that have the same name. All players must have proof of age (i.e birth certificate, driver's license, passport, or State Association issued player cards) and be prepared to provide it to any tournament official. Any player found to have falsified age will be dismissed from the tournament. Adult players can play on more than one team only if it is in a different division (in this case, the tournament may not be able to make scheduling concessions).

In certain circumstances where there are less than four teams in any given age group or skill level, your team could be flighted to the next highest age group.

Only those players listed on the Quickfoot Roster can play in the tournament. Any changes to your roster must be made prior to the start of your first game and must be approved by the Tournament Director.

TOURNAMENT FORMAT:

U6-U8 will play 3v3 on 30 yd. x 20 yd. fields. The goals are 3 ft. tall by 5 ft. wide. The goalmouth consists of an 8 ft. semi-circle crease chalked in front of each goal. Games will consist of two 12-minute halves separated by a two minute halftime OR the first team to reach 12 goals, whichever comes first. A team may consist of a maximum of (5) players. Three players will be on the field at a time. There are no goalkeepers.

U9-U14 will play 4v4 on 40 yd. x 30 yd. fields. The goals are 3 ft. tall by 5 ft. wide. The goal mouth consists of an 8 ft. semi-circle crease chalked in front of each goal. Games will consist of two 12-minute halves separated by a two-minute halftime, OR the first team to reach 12 goals, whichever comes first. A team may consist of a maximum of (7) players. Four players will be on the field at a time. There are no goalkeepers.

U15-Adult will play 6v6 on 55 yd. x 30 yd. fields. The goals are 6ft. tall by 18 ft. wide. The penalty boxes are 10 yards square. Games will consist of two 16 minute halves separated by a two minute halftime OR the first team to reach 12 goals, whichever comes first. A team may consist of a maximum of (12) players. Six players will be on the field at one time, 5 field players and 1 goalkeeper.

GAME TIMES / SCHEDULE:

Teams must report to their scheduled field 15 minutes prior to game-time. A team will forfeit the game if not ready to play at the scheduled time, at the discretion of the referee or Tournament Director. **It is the responsibility of the coach or team captain to check the schedule for any changes the Friday before and day of the tournament; you will not be notified of any changes.**

TEAM UNIFORMS:

All players must wear like jerseys during play. Each team must bring both light and dark colored jerseys with numbers. Home team must change in case of color conflict. The home team is the first team listed on the schedule. During playoffs, the higher seed will have option of color. **Shin Guards are mandatory.**

PLAYING RULES:

There are no offsides. There is no slide tackling, except to stop or intercept the ball. No contact can be made with the opposing players while sliding for the ball. If contact is made during a slide tackle it could warrant one yellow card based on the referee's discretion. Kick-ins will be used in place of throw-ins. A goal kick or corner kick will be awarded if the ball travels over the end line. In 3v3 & 4v4 Goal kicks may be taken from any point along the end line and 6v6 Goal kicks will be taken from your defensive penalty box. Kick-offs may be taken in any direction. All dead ball restarts, including corner kicks and fouls, are indirect. In all dead ball situations, defending players must stand at least five yards away from the ball. If the defensive player's goal area is closer than five yards away, the ball shall be placed five yards from the goal crease in line with the place of the foul. Penalty kicks shall be awarded if, in the referee's opinion, a scoring opportunity was nullified by the infraction. In 3v3 and 4v4 play It is a direct kick taken from the mid-line with all players standing behind the mid-line. If a goal is not scored, the opposing team is awarded a goal kick. In 6v6 play the penalty kick is taken from the top of the goal box. Substitutions may be made on any stoppage of play, except free kicks and penalty kicks. A game ball is to be provided by each team.

3v3 & 4v4 CREASE RULE:

Players cannot stand inside the crease. Players may pass through the crease; however there cannot be any contact with the ball inside the crease. If the defending team touches the ball in the crease, the offensive team will be awarded a goal. If an offensive player touches the ball within the crease, a goal kick is awarded to the defensive team. If the ball comes to a stop inside the crease and the play is dead a goal kick is awarded to the defensive team.

OVERTIME RULES:

Games ending in tie will be considered a tie, except during playoffs, where there will be one (1) five-minute sudden death overtime period. A coin toss will decide kickoff and direction. The first team to score during that period will be declared the winner. If the game is still tied after the five minutes, penalty kicks will be taken to determine a winner. The players from each team that were on the field at the end of the overtime period will alternate taking the penalty kicks. The team that has scored the most penalty kicks at the end of the first round wins. If it is still tied at the end of the first round, the same players will rotate in a sudden death penalty kick format until a winner is decided.

SCORING: Referees will provide the winning coach a scorecard, which must be turned in to the registration tent immediately following the game!

A goal may be scored only from a touch within a team's offensive half of the field. If a goal is scored from the defending half of the field, a goal kick is awarded to the opposing team. Point standings will be based on a 10 point scale: 6 points for a win, 3 points for a tie, and 0 points for a loss, plus 1 point for each goal scored up to 3 and 1 point for a defensive shutout. 9 points will be given for forfeits. In pool play,

TIE BREAKS:

ties between two or more teams will be broken by: 1) head to head results between teams, 2) goal differential in pool play, 3) goals against in pool play, 4) goals scored in pool play, 5) penalty points (yellow cards and red cards), and 6) coin toss.

EJECTIONS:

Referees have the right to eject a player, coach, or parent from the game. If a player on the field is ejected, the team must complete the game minus one player on the field (e.g. 3v3 – would have to play with 2 players if a player was ejected). Substitutions may still take place, but the offending team will still be minus one player on the field. Players, coaches, or parents whom are ejected by the referee must leave the field and area around the field. The game will not restart until the opposing player, coach, or parent has been removed, yet the game clock will continue. If a player, coach, or parent refuses to leave, the game may be forfeited in favor of the opposing team. All referee decisions are final. ***GOOD SPORTSMANSHIP must be used by players, coaches, and spectators at all times. Abuse of the referees and event staff will not be tolerated, and could warrant disqualification of the offending person and/or team from the tournament.***

PROTESTS:

No protests are allowed. All referee decisions are final.

SPECIAL COED RULES (Adult Only):

A coed team may be made up of any combination of male and female players. However, during play, there must be at least two females on the field at one time.

WEATHER RELATED ISSUES:

The Quickfoot Small-Sided Tournament Series reserves the right to modify, reschedule, or cancel the tournament due to inclement weather. The Tournament Director has the right to move or reschedule games, as well as the right to shorten game time. You will not be notified about cancellation. In case of bad weather, call 214-353-0588. If weather cancels tournament prior to the start of the first game of the tournament, 50% of the team entry fee will be retained by the tournament to cover start-up cost. The other 50% will be returned to the coach/captain within 30 days.

DIVISION BRACKETS:

Every team is guaranteed three (3) games. Pool play will be set up as follows, and based on number of teams in each division.

Of Teams In Division:

Explanation:

4	Each team plays all other teams in pool. Top two advance to division finals.
5	Each team plays all other teams in pool (4 games). Top two advance to division final.
6	Each team will play 3 games within the pool (randomly selected). Top 4 teams advance to semi-finals.
7	3 teams will play 4 games, and 4 teams will play 3 games (randomly selected) within the pool. Top four teams advance to semi-finals. Avg. will be taken for the four games, and multiplied by 3 to give the teams that played four games a three game avg.
8 and ↑	Pool will be split in two or more pools with top 1 - 2 teams from each pool advancing to the semi-finals.