

**CHARLESTON SELECT SHOOTOUT
TOURNAMENT RULES
Updated 10/5**

All games shall be played in accordance with the FIFA Laws, except as specifically superseded by these rules: Except as otherwise provided herein, the FIFA “Laws of the Game” shall apply to all tournament matches.

POINT SYSTEM / PRELIMINARY GAMES

WIN.....6 Points
TIE.....2 Points
LOSS.....0 Points
SHUTOUT.....1 Point
GOALS.....1 Point (up to max. of three – 3)

Forfeits

A Forfeit shall be awarded if a team is not present and prepared to play within 10 minutes of its scheduled match time.

1. A team that has forfeited a game may not be declared a bracket winner or otherwise advance.
2. Forfeits will be scored 3-0 with a resulting 10 points to the winner.

Format will be as follows:

AGE GROUPS	NUMBER ON FIELD	PRELIM GAMES	OT - FINALS
U8 4v4	play 4 field players - no goalkeeper	2 x 16 min or 12 goal lead	<i>*see 4v4 rules</i>
U8 6v6 and U10	play 5 field players plus a goalkeeper	2 x 25 min	2 x 5 min
U11 and U12	play 7 field players plus a goalkeeper	2 x 30 min	2 x 5 min
U12	play 11 v 11	2 x 30 min	2 x 5 min
U13 – U14	play 11 v11	2 x 30 min	2 x 5 min
U15 – U19	play 11v11	2 x 35 min	2 x 5 min

To keep the tournament on schedule we will have a running clock with time extended only for the taking of a PK.

Each team **guaranteed three (3)** matches for the tournament, weather permitting.

- Championship games played on Sunday.
- Some games are played on Friday night. Please indicate on application.
- We reserve the right to combine age groups if necessary.

Awards will be provided for 1st and 2nd place teams.

Divisional Bracket Play (*this does not apply to the U8 4v4 bracket*):

In the event of ties, standings will be established using the following tie breaking criteria in sequence until a winner has been determined:

1. Head to Head Competition
2. Goal differential, with a maximum differential of three (3) goals per game (i.e. in each game, goals scored minus goals allowed with a maximum of 3).
3. Goals Scored – with a maximum of three (3) per game.
4. Fewest goals allowed in all games, maximum of three (3) per game

5. Coin Toss

In the event of a 3 way tie, the team that has amassed the greater goal difference will advance. If 1 team is eliminated due to inferior GD the process for advancement will start again with head to head tiebreaker.

Semi-Final and Finals

If the semi-final match ends in a tie – the teams will go directly to FIFA Penalty Kicks

If the Final match ends in a tie, the teams will be given a five minute rest and then play two full overtime periods (i.e. no golden goal). This applies to all age groups.

1. After the first overtime period, teams will switch ends of the field and kick-off after a two minute break. Substitutions may be made.
2. If the game is still tied after two overtime periods are completed, the FIFA penalty kick procedure will be used to determine a winner.

Balls

A tournament match ball will be provided for every game. If a tournament ball is not available, the home team will provide. All age groups – U13 and above shall use a size 5 ball. U8 through U12 age groups shall all use a size 4 ball.

Players

USYS Rosters and US Club Soccer Rosters are both accepted.

Players may only be registered with one team participating in the tournament.

4 vs. 4 teams are limited to 7 players on the roster.

6 vs. 6 teams are limited to 12 players on the roster.

Minimum number to start the game, 4.

8 vs. 8 teams are limited to 14 players on the roster.

Minimum number to start the game, 6.

11 vs. 11 teams are limited to 18 players on the roster.

Minimum number to start the game, 7.

Included in those rosters is a maximum of 3 guest players.

Guest players must be listed on the proper state association guest roster forms.

Age Divisions

U19 August 1, 1992 and younger

U18 August 1, 1993 and younger

U17 August 1, 1994 and younger

U16 August 1, 1995 and younger

U15 August 1, 1996 and younger

U14 August 1, 1997 and younger

U13 August 1, 1998 and younger

U12 August 1, 1999 and younger

U11 August 1, 2000 and younger

U10 August 1, 2001 and younger

U9 August 1, 2002 and younger

U8 August 1, 2003 and younger

Note: The tournament director reserves the right to combine age divisions if a smaller number of applicants are received for a particular age group.

Player Equipment: In General, Law IV of FIFA Law Applies

A) Shinguards are mandatory for all players and all age groups.

- B) All teams shall wear matching uniforms consisting of Jersey, Shorts, and Socks.
- C) If the color of jersey is similar or identical the designated home team shall change jersey.
- D) All jerseys for 6 vs. 6, 8 vs. 8, and 11 vs. 11 divisions must be numbered and coincide with the number on the roster or be identified before the match.
- E) No jewelry of any type may be worn during a match under any circumstances.
- F) Medical identification bracelets or necklaces must be taped to the body.

Player Substitutions

Unlimited substitutions may be made, with the referee's consent, at the following times:

1. Prior to your team's throw-in. Note, if the team in possession of the throw in has players waiting to be substituted into the game, and the opposing team does as well, the opposing team may substitute as well, as long as the team in possession of the throw in is substituting players.
2. Prior to a goal kick by either team
3. After a goal is scored by either team
4. At halftime
5. Prior to an overtime period
6. After an injury. If a substitution is made for the injured player, the other team may substitute any number of players (with the referee's consent)
7. At the time of a yellow card infraction, the carded player may be substituted. The opposing team will also be allowed to sub at this time. Players yellow carded for dissent must be substituted immediately.

Inclement Weather

Regardless of weather condition, coaches and their teams should appear on the field of play and be ready to play as scheduled unless notified by tournament officials about a delay of the game. Failure to show up at the match site will result in forfeiture of the match. Only referees, site coordinators, and the Tournament Director can postpone a match. The Tournament Director and Committee have the power to cancel a match. Should a match's progress be terminated due to weather conditions after one half has been completed, the match will be considered official and the score will stand. If the match is terminated before the end of the first half or postponed due to weather and it cannot be rescheduled, each team will be awarded (5) five points, half the maximum ten (10). Referee's or site coordinators should not consider beginning or continuing matches when lightning exists. If a championship match cannot be played due to poor weather conditions, the winner will be determined by points accumulated in their previous matches (playoff matches included). Spectators, fans, coaches, players, and referees should seek immediate shelter once a match has been terminated due to lightning. Tournament officials will notify coaches, managers, and the referee coordinator when it is safe to resume play.

Match Termination

A match is considered official if one half has been completed. However, should a match be terminated for any reason other than inclement weather or poor field conditions, the Tournament Director and Committee will review the referee's report and any other information available in order to render a decision.

Fouls and Misconduct

Any player issued a yellow card may be substituted. Any player receiving a yellow card for dissent, must be substituted. He/she may reenter the match at the next substitution opportunity. Any player ejected from a match will not be able to participate in his/her team's next match. Ejection for fighting may result in the player not being allowed to participate in any remaining matches for his/her team. Any coach ejected from a match will not be allowed to preside as coach in his/her team's next match. If a player accumulates three (3) cautions

he/she will be suspended from play for the next match. Each coach is responsible for the conduct of his/her team's parents and spectators.

General

1. All judgment decisions of the referee are final and binding
2. The tournament committee, and all sponsors and organizers, will not be responsible for any expense incurred by any team or club if the tournament is canceled in whole or part, nor will any refunds be made.
3. The Tournament Committee reserves the right to decide on all matters pertaining to the tournament and its judgment is FINAL.
4. **NO PROTEST ARE ALLOWED!**

Division with 4 teams:

Teams will play a round robin format. The top 2 teams will play for the championship.

Division with 5 teams:

Teams will play a round robin format. Champion and runner up will be determined on a point basis.

Division with 6 teams:

Teams will play in groups of 3 with each group playing 2 matches within each group. Third match will be 1st in A plays 2nd in B, 1st in B will play second in A and 3rd in A plays 3rd in B. Winner of the first 2 third matches will play for championship.

Division with 7 Teams:

The teams in the division will be grouped together. Each team will get two preliminary matches. Following the first two matches the teams will be seeded, 1-7. Teams seeded 1-4 will play in a semifinal on Sunday morning. Team 1 will play team 4. Team 2 will play team 3. The two winning teams from the semifinal will play in the final. Teams 5, 6, and 7 will play a round robin on Sunday to determine the second tier champion. In the second tier round robin tournament only points on Sunday will be used to determine the second tier champion. In the event of a tie, the first tie breaker will be points from Saturday. If still tied, see the division tie breakers above, using only Sunday games to calculate goal differential and goals for/ against.

Divisions with 8 Teams:

Teams will play in 2 groups of four in a round robin format within each group. First in group A plays first in group B for championship.

Note: The tournament director reserves the right to combine age divisions if a smaller number of applicants are received for a particular age group.

REFEREES

In order to insure an adequate number of qualified referees, we ask each team to let us know if you have anyone traveling with your team who would be available to referee. Please contact referee assignor Bucky Jones, bj44soccer@gmail.com 843-834-0004