



**Power Ford & Rio Rapids SC**

**Present the**

**2021 Power Ford Gaylord Sheppard Tournament**

**Soccer Tournament February 28-29, 2021**

**Bernalillo Soccer Complex**

## **Tournament Rules**

All matches will be played in accordance with FIFA Laws of the Game as modified by USYSA/ NMYSA/DCSL. The Tournament Committee will settle all disputes. **NO PROTESTS WILL BE ENTERTAINED.**

- **Home Team, listed first in the schedule**, Home wears the light color, away wears dark. Whichever team isn't in compliance has to change. In the event that one team's light is the other teams dark, the home team must change.
- For U09 and U10 games, teams will be on opposite sides of one another, spectators will occupy the same side as their coach and players.
- For U11-U19 games, both teams (Players and Coaches) will share the same touchline. Team parents and other spectators will occupy the side of the field opposite that of the players.
- NO ONE is allowed to stand behind a goal or an end line during the match.

***New FIFA rule regarding goal kicks for the 2019-20 season***

## **Goal kick**

### **Law 16**

*Changes • The ball is in play once the kick is taken; it can be played before leaving the penalty area*

*This creates an issue that needs to be addressed in the following 7-a-side rule related to goal kicks and the build out line:*

- *On a goal kick, taken from anywhere inside the goal area, **the ball must leave the penalty area before it is considered 'in play'**. The player taking the goal kick can only touch the ball once and another player must touch it before the first kicker can play the ball again. [https://dukecity.org/wp-content/uploads/2019/01/Implementation-of-build-out-line-9\\_2016-1-1.pdf](https://dukecity.org/wp-content/uploads/2019/01/Implementation-of-build-out-line-9_2016-1-1.pdf)*

## **7v7 Standards of Play (U9-U10)**

### **Law 11: Offside**

- The build out line (see below) denotes where offside offenses can be called. - Players cannot be penalized for an offside offense between the halfway line and the build out line.
- Players will be penalized for offside offenses between the build out line and the goal line.

### **Law 12: Fouls and Misconduct**

- Deliberate heading results in an indirect kick at the location of the foul.

### **The Build out Line**

- The build out line is marked across the width of the field (touchline to touchline) and is equidistant between the top of the penalty area and the halfway line.
- When the goalkeeper has possession of the ball (either in their hands or for a goal kick), the opposing team must move behind the build out line until the ball is put into play.
- When the goalkeeper has collected the ball in their hands during play and once the opposing team is behind the build out line, the goalkeeper may either throw the ball to their teammate or drop the ball to the ground and pass it to their teammate; punting is not allowed.
- After the ball leaves the goalkeeper's hands, the ball is considered in play. At this time, the opposing team may cross the build out line and play resumes as normal.
- If the goalkeeper punts the ball, an indirect kick shall be awarded to the opposing team from the spot of the offense.
- If the punt occurs in the goal area, the indirect kick shall be taken from the goal area line parallel to the goal line at the nearest point to where the infringement occurred.

**Bracket standings will be determined by the following point system**

**(3) Points for a win,**

**(1) Point for a tie,**

**(0) Points for a loss,**

**(-2) Points for a forfeit loss**

Forfeits shall be scored as follows

Teams failing to check in within ten (10) minutes of their scheduled kickoff time will forfeit that match. A forfeit match will be scored as a 3-0 win in calculating match points for tiebreaker determination, with minus two (-2) points assessed to the forfeiting team. If a team forfeits a match, it will be disqualified from semi-final and championship matches.

Semi-final and championship matches will have two overtime periods of five (5) minutes each (NO golden goal), followed by Kicks from the Mark if necessary to determine a winner.

If the Referee stops the match due to inclement weather, field conditions, or other situations beyond the tournament's control, the following will apply.

If after the first half of play, the match becomes complete.

If during the first half of play, the Tournament Committee shall decide how to complete the match (a shorter match or a PK shootout).

There will be absolutely NO REFUNDS issued for suspended or cancelled matches.

If at the end of group play, two teams are tied on points, the following criteria will be used to determine a winner.

1. Head-to-head result,
2. Cumulative goal differential between goals scored and goals allowed in all matches played within bracket (Limit maximum of (4) per match),
3. Least total number of goals allowed in all bracket matches,
4. Most number of shutouts in all bracket matches,
- 5. FIFA penalty kicks.**

This tie-breaking procedure shall be used if necessary to determine 1<sup>ST</sup> 2<sup>ND</sup> 3<sup>RD</sup> 4<sup>TH</sup> place standings within a bracket. If more than two (2) teams are tied at the end of the preliminary round, the tie-breaker criteria listed will be used in the order shown above, to either advance or eliminate one team. The remaining teams will then be compared, beginning again with #1 (Head-to-head result) to determine the ultimate placement.

Matches will consist of two halves of the following length, with a five (5)-minute halftime

U9/10 – Two (20) minute halves,

U11/12 – Two (25) minute halves,

U13/14 – Two (30) minute halves,

U15-U19 – Two (35) minute halves.

U9/10s will play 7v7, with a goalkeeper (minimum 5 players required to play the match), maximum roster size allowed for U9/10 is twelve (12).

U11/12s will play 9v9, with a goalkeeper (minimum 6 players required to play the match), maximum roster size allowed for U11/12 is sixteen (16).

U13-U19 will play 11v11, with a goalkeeper (minimum 7 players required to play the match), maximum roster size allowed twenty-two (22). Teams with more than (18) players on their roster, can suit up **ONLY** eighteen (18) players for any given match, they must indicate them clearly on the roster given to the referee prior to the start of the match.

Completion of at least one half of play shall constitute a completed match for all circumstances with the exception of the following: any team that has a player(s), coach(es) or parent(s) that cause the game to be canceled will forfeit the match.

A player receiving a red card shall be expelled from that match and is automatically disqualified from participating in their team's next scheduled tournament match. In the event a player is ejected (red carded) from a match for fighting, that player will not be permitted to play in any other matches in the tournament.

Any coach that is red carded shall be expelled from that match, must leave the field of play to the satisfaction of the referee, and is automatically disqualified from coaching their team at any time during their next scheduled tournament match.

Any coach that is red carded shall be expelled from that match, must leave the field of play to the satisfaction of the referee, and is automatically disqualified from coaching their team at any time during their next scheduled tournament match. Any team that has a player, coach or parents that cause the game to be canceled will forfeit the match.

A parent or a spectator displaying behavior that is unacceptable to the referee can cause their coach to be red carded and expelled. The coach is responsible at all times for control of their spectators and sidelines. Any player or coach receiving a red card, who then plays in or coaches in their next scheduled match, will cause their team to automatically forfeit that match. **NO PROTESTS WILL BE ENTERTAINED. NO protests will be allowed. Decisions by referees MAY NOT be appealed. Eligibility issues and the interpretation of these rules shall be the responsibility of the Tournament Director and Board and those decisions are final and MAY NOT be appealed.**

Any player who is involved in a fight for any reason will be ejected from the rest of the tournament. Any player, coach, or spectator who enters the field during a fight will be ejected from the tournament, regardless of the reason for entering the field. In the event more people

are involved than the referee can clearly identify, the match will be terminated and the entire team or teams will be ejected from the tournament. Tribal Police will be notified and a report will be filed.

With the referee's permission, players may be substituted from the halfway line at the any stoppage.

In the event of inclement weather, the Rio Rapids Tournament Committee reserves the right to modify all tournament rules, in order to safely and fairly conclude the event successfully. This may include relocating, rescheduling, match cancellations, change in match durations, and/or change in match format. In the event of inclement weather, the Tournament Committee will determine whether the fields are playable or not.

Coaches and/or team managers must be available to be contacted by the tournament staff. It is your (coach's) responsibility to make sure you supply your local phone number (preferably a cell phone number), and hotel name/number at check-in, in case we need to contact you for any reason. There will be NO REFUND of any tournament fees in the event of tournament cancellation due to inclement weather.

In case of an emergency while at the tournament fields, please contact a Field Marshal (driving Carts and wearing staff shirts) or the Tournament HQ for assistance.



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