Xara Winter Storm FC Cup 2012 5 A-Side Cup
Rules of play – Special Event

General rules:

- Roster will consist of minimum of five (5) and a maximum of ten (10) players.
- A tournament roster should be created from your NTSSA/USYSA roster. If your Official NTSSA/USYSA team roster has more than 10 players, you may divide into 2 or more teams.
- Rosters are locked after your team is registered, and rosters are stamped during registration the night prior to the tournament, or the morning before your first game. No players may be added after the team is registered.
- Teams who arrive more than 5 minutes after the start of the game will forfeit the match.
- Each match consists of 2 equal periods of 15 minutes with a 5 minute half time
- Players must wear matching jerseys with numbers including goal keeper.
- Each team is scheduled to play a minimum of 3 matches
- Ball cannot be played above the head of the tallest player on the pitch
- All start and re-start kicks are one (1) step rule.
- All starts (kick offs, roll in, direct kicks, penalty kicks) must be within 6 seconds from referee whistle to begin.
- All free kicks or re-start kicks are direct kick.

Players

- Recreational Boys: U6, U8, U10, U12, U14, U16 and U19
- Recreational Girls: U6, U8, U10, U12, U14, U16 and U19
- Academy Boys: U7 U8 U9 and U10
- Academy Girls: U7 U8 U9 and U10
- Competitive Boys: U11, U12, U13, U14, U15, U16, U19
- Competitive Girls: U11, U12, U13, U14, U15, U16, U19
- Men's Open
- Women's Open
- Men's Over 30
- Women's Over 30
- Adult Coed
- Adult Coed Over 30
- Age groups are based on the North Texas Soccer Association's Age Chart 2011/2012
- Females are allowed to play on a male team. Males can not play on a female team

Event Rosters

- The Event Roster IS formed from Currently Registered USYSA Players.
- Event Players must supply proof identifying them as a register player on a USYSA team roster, or Academy players need to supply a Player Form approved by the home association
- Non registered players can register on-site and complete a Special Event Registration form and pay the special event registration fee of $7.50, and must supply a copy of their birth certificate.

Playing area

The playing area is rectangular and of the following dimensions:

- Under 6 pitch will be 28 yards long X 18 yards wide
- All other age groups will be 40 yards long X 30 yards wide

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Center spot

- A spot or cross will mark where the kick off will be taken.
- The spot will be surrounded by a circle with a 3 yard radius
- A half way line will be marked across the playing area.

Penalty spot

Penalty spot will be at the top and center of the goal arc.

Goals

- U6/U7 will be 12'(feet) wide X 4'(feet) high
- All other age groups will be 16' (feet) wide and 4'(feet) in height

Match balls

- U6/U7 will use an age appropriate 5-A-Side ball equivalent to a size 3
- All others will be a 5 a-side ball
- Match ball will be provided by the tournament for the matches, and must be used.

Number of players on field

- Each match will consist of two teams made up of 5 players. 1 player will be the goal keeper and must wear distinguishing colors.
- Minimum of one goalkeeper plus two outfield players to start the game. Otherwise, the game will be forfeited and the score will be 3-0 in favor of the opposition.
- If a teams playing strength is reduced by more than 3 players, the game will be forfeited and the score will be 3-0 in favor of the opposition.
- All Coed teams must consist of a minimum of 2 female players in the field of play. (No more than 2 males in the field of play, excluding goal keeper).

Substitutions

- Unlimited rolling substitutions which must be made at the halfway line.
- Players must wait until the substituted player has left the pitch completely before entering the playing area
- In the case of the goalkeeper substitution, the referee must be informed and the change made at a stoppage in play.

Home Team

- Home team will be the listed first on the game schedule.
- In the event of a color conflict the home team must use an alternate jersey.
- Pennies must be of a contrasting color and can be used instead of an alternate jersey
- No taped or hand written numbers allowed
- Each player each must have their own jersey with a permanently affixed, unique number. There will be no sharing of jerseys allowed.
- Home Team will occupy the North or West Side of field, and the visitors will occupy the South or East Side of Field

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Basic Players Equipment

- Every player will be required to wear shin guards.
- Appropriate shoes (no metal cleats, no baseball or football cleats)
- No jewelry will be allowed (this includes earrings, necklaces and bracelets)
- Hair control devices with hard parts are not allowed
- Medical/religious metals must be taped to the body
- Orthopedic (hard) casts, soft cast and braces must be padded and approved by referee
- Kernow Storm FC and the Hosting Organization accepts no responsibility for any injury to players due to missing or incorrect equipment

Referees

- Each game will have an assigned referee to officiate.
- He will have the same powers and duties as laid down in the laws of the game
- All decisions of the referee are final and will not be overturned

Match Duration

- Match consists of two 15 minute periods with a 5 minute half time
- Each match will be played with a running clock with no suspension of time except for the following:
    - An injury requiring professional medical attention

Preliminaries

- Home team will kick off to start the match
- The visiting team will kick off to start the second period

Kick Off

The kick off is a way of starting or restarting play: (1 Step only rule)

- At the start of the match
- After a goal has been scored
- At the start of the second half of the match
- A goal may be scored directly from the kick off

Kick Off Procedure

- All players are on their own half of the pitch
- The opponents of the team taking the kick off must be at least 3 yards from the ball until it is in play
- The ball is stationary in the center spot
- The referee gives a signal
- The ball is in play when it is kicked and moves
- The kicker may not touch the ball a second time until it has touched another player
- If the kicker touches the ball a second time before the ball is touched by another player, a direct free kick is awarded to the opposing team and is taken from the spot where the infringement occurred
- For any other infringement of the kick off procedure the kick off is retaken

- After a team scores a goal, the other team takes the kick off.

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- Only 1 step can be taken prior to ball being struck for kick offs and all kick starts/re-starts, and penalty kicks.

Ball out of Play

The ball is out of play when:

- It has completely crossed the goal line or touch line, whether on the ground or in the air
- Play has been stopped by the referee

(Roll In)

- When the ball leaves the playing area over the sidelines, it must be re-entered into play via an underarm bowling action and a maximum of 1 step.
- The ball must not be rolled in above knee height and must touch another player in order to score
- Goal Keeper cannot roll in the ball beyond mid field mark without it being touched by another player.
- Player has 6 seconds to roll ball in once ball is retrieved and the player is on the touch line. All efforts must be made to retrieve all "Out of Play" balls as fast as possible.
- Any roll in that is called above knee height will be awarded a direct free kick from the point the ball was rolled in to the opposing team. If the goalkeeper rolls the ball out above knee height, the ball is placed on the goal arc where the ball left the goal area. The goal keeper can take position as close to the arc line in non-penalty kick free kick situations.

High Ball

- A player kicks ball higher than tallest player and no other player contacts the ball, the opposing team is awarded a free kick from the point the player kicked the ball.
- Balls goes high off of another player, play is stopped and restarted at the point the ball struck the player, by the opposing team.
- Ball goes high off the goal keeper defending a shot by an opposing team and remains in the field of play, then play continues. If the goal keeper kicks the ball out of the goal area, and the ball goes above the tallest player without touching any other player, then a direct free kick will be awarded the opposing team on the goal arc where the ball left the arc. The goal keeper can take position as close to the arc line in non-penalty kick free kick situations.
- The 6 Second Rule applies to all restarts above.

Corners

When the ball leaves the playing area over the goal line from a defending team's touch, a corner is awarded to the attacking team. This is to be taken from the corner of the field where the ball went out and must be re-entered into play via a kick. The ball must not go over head height (tallest player on the pitch) when kicked into play. One (1) step rule applies. All corner kicks are considered to be direct kicks. The 6 second rule above will also apply to corner kicks.

Ball in Play

The ball is in play at all other times including when:

- It rebounds from the goal post or the crossbar

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- It rebounds from the referee when on the field of play

Goals Scored

A goal is scored when the whole of the ball passes over the goal line, between the goalposts and under the crossbar, unless it has been thrown, carried or intentionally propelled by the hand or arm of a player on the attacking side, the goalkeeper included

Winning Team

The team scoring the greater number of goals during the match is the winner. If both teams score an equal number of goals or if no goals are scored, the match is a tie

Offside

There is no offside rule

Playing Ball on ground

Playing the ball while the player is on the ground is allowed per FIFA rules.

Foul Play

Charging is not permitted and shall be penalized by the award of a direct free kick. A player who unfairly impedes the progress of an opponent when not playing the ball shall be penalized and opponent is awarded a direct free kick.

Slide Tackles

Slide tackling will be allowed and will be judged per FIFA laws.

Red and Yellow Cards

The referee has the option to give an offending player a yellow card. If a player receives a yellow card then the player must leave the field of play by substitution, the offending player can sub back in once the ball is back in play. A player receiving a second yellow card will result in a red card and will be sent off for the remainder of the current match. The player will not be permitted to play in the team's next match. If a player receives a straight red card they will be disqualified from further participation in the tournament

- 1 Yellow Card = must be subbed out of play
- 2 Yellow Cards = Sent off for remainder of match and out for next match, team plays a person down,
- 1 Red Card = player will sit out the remainder of the match and may be disqualified for the remainder of the tournament.

Yellow cards do not carry over to next match

Any player may be given a yellow card if it is deemed by the referee that the player is intentionally delaying the game (kicking the ball long distances away from the playing field in order to use up game time).

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Physical or verbal abuse of the opponents or referees by players, coaches, or spectators will not be tolerated. It is the responsibility of the coach to monitor his players, assistants and spectators. Violations may result in forfeiture of the game and/or expulsion from the tournament.

A player who receives a red card must report to tournament headquarters with his or her coach immediately after the game in which the card was given to determine the player's status for subsequent games
.
Coaches receiving a Red Card for physical or verbal abuse of the referee, players, coaches, Field Marshalls, spectators or tournament staff will be suspended for the remainder of the tournament.

All cards will be reported to the North Texas Soccer Association.

Dead Ball Situations

All defending players must be 3 yards away from where the free kick, throw in or goalkeepers throw out is taking place until the ball is back in play. Restart will be 1 step kick, or 1 Step Roll in rule.

Penalty Kick

A penalty kick shall be taken from the penalty spot with only a 1-step approach and only the defending goalkeeper may be inside the goal arc. All other attacking players must be 3 yards behind the player taking the kick. Whether or not a goal is scored, the penalty kicker must not enter the penalty area. Goalkeeper must remain with their heels no more than 6" (inches) from the goal line, and adhere to FIFA rules for penalty kicks.

Goalkeeper

The goalkeeper can return the ball into play by underarm throw only. He/she is not allowed to leave the goal arc area at any time. If the goalkeeper comes outside of the goal arc area, the other team will be awarded a direct penalty kick. The goalkeeper can pick up the ball from a direct pass back and the ball must be rolled or passed to a player other than the player that passed back to the goalkeeper. If the Goal Keeper returns a pass back to the same player, a direct free kick is awarded to the opposing team from the point where the ball left the goal arc. If a player returns a pass from the goalkeeper back to the goalkeeper a direct free kick is awarded to the opposing team where the outfield player last touched the ball. The goalkeeper has 6 seconds to put the ball back into play. If the ball rolled in by the goalkeeper passes beyond the goalkeeper's half of the field without first having been touched by one of his players then the opposing team will be awarded a direct free kick from any point on the halfway line. If the Goalkeeper blocks a shot by an attacking play, and the ball goes above the height of the tallest player, and the ball stays in the field of play, then play continues. All shots blocked by the Goalkeeper that go out of the playing area and last touched by the goalkeeper, are restarted by corner kick if the ball crosses the end line, or roll in if the ball crossed the side line by the opposing team. The 6 second rule applies to returning the ball to play.

The Goal Area

- The goal area is defined by a semicircle whose radius is 5.5 yards (16 Feet) from the center of the goal
- Both defending and attacking players are prohibited from entering the goal area.
- If defending goalkeeper comes outside of goal area a penalty kick is awarded to the attacking team
- If the attacking goalkeeper steps outside the penalty area a free kick is awarded to the defending team
- Goalkeeper can not leave the goal area except when goalkeeper is substituted
- If an attacking player enters the goal area a free kick is awarded to the defending team
- If a defending player enters the goal area a penalty kick is awarded to the attacking team.

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Scoring

- 3 points for a win
- 1 point for a tie
- 0 point for a loss
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The team with the most point will advance in the group stages,

- If points are level the goal difference will decide (*difference between goals scored & goals conceded)*
- if still level = Per Goals Scored
- if still level = Head to Head
- if still level = Penalties

Instant knockout for Semi-Finals & Finals

- If tied after regulation time a 5 minute overtime with the *Golden Goal Rule (first team to score)*
- If still tied, game will go to penalty kicks, best out of 4 to be taken by the 4 outfield players who finished the game
- If still tied, the game will go into Sudden Death. The penalty shots will be taken by the substitutes that were not on the field at the finish of the game. The goalkeeper in the game must remain in goal for the penalty kicks

Forfeits

- The following actions will cause the match to be forfeited:
  - Home team fails to supply an alternate jersey or pinnie
  - Team has not taken the field within 5 minutes of the game start. In the event of an unforeseen condition in which a team is unduly delayed beyond their control, the Tournament Committee reserves the right to make exception to this rule.
  - Adult Coed team does not have a minimum of one woman on the field of play at all time.
  - Failure to complete a match, or a team leaving the field during play
- No team that has forfeited a game will be declared a group or wild card winner

- Any team forfeiting two games during pool play will be removed from the tournament
- Any team forfeiting one game during the playoffs will be removed from the tournament.

Protests

- No protests allowed with the exception of player eligibility with a $50 challenge fee donated to the Baggett Foundation Charity.
- All games are final
- All decisions by the referees are final and may not be appealed
- Any decisions by the tournament rules committee are final and may not be appealed

Injuries

- In the event of an injury contact your field marshal or the first aid station

- Delay in game is only allowed for injuries which require professional medical attention
- A player that is bleeding must leave the field immediately. The bleeding must be stopped and the injury covered with a bandage. The uniform must be blood free before the player may return to play

Registration

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- Once a team is accepted there will be no refunds issued for withdrawal
- If a team withdraws prior to acceptance there will be a $100 dollar administration fee charged
- If the tournament must be cancelled because of inclement weather, 50% of registration fee will be refunded. The remainder will be kept for tournament start-up fees.
- Once tournament has started their will be no refund.

Check-in

- All teams must check-in at least one full hour before their first game at tournament headquarters.
- After being properly checked in, each team representative will be given a team packet that includes a game schedule for that team's respective bracket, a copy of the tournament rules, and other miscellaneous documentation.
- Each team representative will be required to sign a "Team Check-In Sheet" to confirm that he/she understands all rules and requirements for participating in the tournament.
- Be sure to have the following in possession at check-in:
    - Six copies of the team roster
    - Completed, signed and notarized medical releases

Pre-game Check-in

- Team must be at field 10 minutes before the start of the game
- Referee and/or Field Marshall will check team in
- Team must have the following documents:
    - Team roster that has been approved by the tournament
    - Equipment required to play the game (uniform, shin guards, appropriate shoes)
    - Players with casts or braces must have proper padding in place

Post Game

- Both team coaches must sign the game card after verifying both scores
- Any scores that are marked incorrectly will affect the standing
- It is the responsibility of the winning coach to verify that the correct scores are posted on the game card and official scoreboard.

Field Marshals

- Field Marshals will be present at all fields and will be issued a communication radio.
- In the event of a problem or if a team has a question about the tournament, the Field Marshal is the first line of communication.
- A field marshal will immediately radio to the first aid station for ice or medical attention needed for an injured player
- All participants should be aware that the Field Marshal has the authority and right to remove any unruly or uncivil spectators from the game field perimeter and/or the field complex area

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Awards

- U6 through U8 recreation will receive participation awards.
- All other age groups will receive 1st and 2nd place trophies, including academy.

Tournament Committee

- The Tournament Committee reserves the right to combine age groups if necessary. The tournament committee will strive to keep age divisions pure. However, in order to fill a division or allow another team to play we reserve the right to combine two age groups.
- Tournament Committee must be notified immediately about an ineligible player
- Decisions with respect to game cancellations or terminations will be made by the Tournament Committee.
- The Tournament Committee reserves the right to change field assignments
- All referee decisions are final and binding
- All situations not covered by these rules will be resolved by the Tournament Committee
- The Tournament Committee may alter the rules if necessary. Changes made will be final and no appeals accepted. Tournament staff will attempt to provide sufficient notification of rule changes to all parties concerned.

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