

**West Des Moines Soccer Club Premier Games**  
**West Des Moines, IA**  
**April 4-5, 2009**  
**Ages U11-U14**

**RULES & REGULATIONS**

**LAWS OF THE GAME**

FIFA rules apply, unless otherwise stated below.

**TEAMS**

- No more than 18 players are allowed on a roster for 11 v 11 brackets.
- No more than 14 players are allowed on a roster for 8 v 8 brackets
- 4 guest players are allowed per team for 11v11 brackets
- 3 guest players are allowed per team for 8v8 brackets
- Out of state USYSA teams must provide travel papers.
- All teams must be registered with their State or National Association.
- Players must have a valid USSF/USYSA or US Club Soccer ID card.
- Medical releases must be provided (Home state medical releases will be accepted). In addition, a copy of player insurance cards must be provided for US Club Soccer players.
- Guest player forms must be supplied as required by USYSA state associations. US Club players must be on your official US Club roster.
- USYSA teams must have state approved rosters.

**DURATION OF GAME/BALL SIZE/AGE DIVISIONS**

Age Division	Date of Birth	Duration of Game	Ball Size
U-11	Players must be born on or after 8/1/97	30 minute halves	4
U-12	Players must be born on or after 8/1/96	30 minute halves	4
U-13	Players must be born on or after 8/1/95	30 minute halves	5
U-14	Players must be born on or after 8/1/94	30 minute halves	5

**Halftime for all ages shall be 5 minutes with a maximum of two 30 second whistle resumption of play warnings before forfeit.**

**CHAMPIONSHIP GAMES**

Championship games that are tied at the end of regulation time will immediately proceed to kicks from the spot, following FIFA rules.

**FAILURE TO SHOW/ FAILURE TO COMMENCE PLAY- FORFEITS**

- A minimum of seven players constitutes a team.
- A five (5) minute grace period will be extended beyond the scheduled kickoff time (or rescheduled time due to injury or weather delays) before a forfeit will be declared.
- In the event a team does not take the field after the allowed five minute halftime after two successive 30 second warning whistles, the team failing to be in position after the second 30 second warning shall forfeit the match regardless of score.
- The Tournament Director and Director of Referees will make the final decision if a forfeit shall be awarded depending upon extenuating circumstances that may have prevented a team from making the game on time. If a forfeit is determined, the winning team will be awarded a score of 3-0 and will receive the appropriate points for that score.

## **UNIFORMS AND EQUIPMENT**

Each player must wear shin guards and an official uniform with a number on the back; goalies are exempted from this rule, but must be alternately colored from the referees and the opposing goalie. Where uniform color is similar, the designated home team will change colors. The home team is listed first on the official score card.

## **SUBSTITUTION (UNLIMITED)**

- At any stoppage of play regardless of possession at the sole discretion of the referee
- After a goal by either team
- At half-time
- In case of injury at referee's sole discretion

## **EJECTION/MISCONDUCT/EXPULSION**

- A player ejected or coach expelled from a game will be ineligible to participate in the team's next tournament game.
- No substitution will be permitted for an ejected player.
- Coaches are responsible for the conduct of their respective team's spectators. Abusive language and actions by spectators will not be tolerated. Spectators expelled are required to leave the premises and depending on the seriousness of their activity may be excluded for the remainder of the tournament. The referee has the authority to verbally warn, caution, or send away a coach for the conduct of the spectators.
- Any player, coach, or spectator involved in a verbal or physical altercation, as determined by the Tournament Director or Director of Referees may be excluded from further tournament participation or attendance.
- Misconduct by any player, team, coach, or spectators (including red and yellow cards) will be reported to the appropriate home state soccer association and club of the player or team. The home state association and club shall have responsibility for taking any additional action relating to any behavioral matters, except referee abuse, arising from the tournament games.
- Referee abuse may be reported to the Iowa Soccer Association.

## **INJURY AND RESUMPTION OF PLAY DURING THE 2<sup>ND</sup> HALF OF GAMES**

In the event a player is injured and cannot be safely moved from the field of play in the opinion of the referee, coaches or medical personnel, and it appears the delay will be more than 15 minutes in the second half then the criteria used to determine the course of action will be –

1. The game will be resumed on an adjacent field, if available.
2. If more than 5 minutes remain in the game at the time of stoppage the game will resume either on the current field or on an adjacent field when it becomes available. However, If both coaches consent to terminate the match, the game will stand as played to the point of the stoppage without resumption of play. The game card shall reflect the signature of both head coaches agreeing to the termination of the match.
3. If 5 minutes or less remain in the game at the time of stoppage, the game will stand as played.

## **PROTESTS**

No protests will be allowed.

## **FOURTH GAME MATCH-UPS/PLAYOFFS**

### **Five (5) team divisions with one bracket**

Each team will play a 4 game round robin schedule against the other teams in the division. The order of finish will be determined using the point system and tie breakers described below. If due to scheduling situations a team is unavailable for kicks from the mark the champion will be determined by a coin flip.

### **Divisions with two (2) brackets**

Each team will play 4 games. The first 3 matches for each team will be bracket games. The 4<sup>th</sup> match will be determined by having the first place teams from each bracket play each other, 2<sup>nd</sup> place teams play each other, etc. Standings for seeding the teams in the 4<sup>th</sup> match will be determined using the point system and tie breakers described below.

### **Ten (10) team divisions with three (3) brackets**

Each team will play a minimum of 4 games. The 4<sup>th</sup> match will be determined by pairing teams as follows:

- The 1<sup>st</sup> place teams in each bracket will advance to semi-final games, along with a wild card from one of the brackets. The wildcard will be selected from the 2<sup>nd</sup> place teams in each bracket based upon the point system and tie breakers described below.
- In the semifinals the highest seeded team (based on the point system and tie breakers described below) will play the wildcard. Adjustments to the pairing may be made, at the tournament director's discretion, to avoid rematches of bracket games.
- The remaining consolation games will be the two 2<sup>nd</sup> place teams that did not get the wildcard will play each other, A3vB3, and A4vC3.

### **Twelve (12) team divisions with four (4) brackets of three (3) teams**

Each team will play four (4) games. Day one each team will play the other two teams in their bracket. The 3<sup>rd</sup> and 4<sup>th</sup> match will be determined by pairing teams as follows:

- The 1<sup>st</sup> place teams in each bracket will advance to semi-final games. Bracket A will play Bracket C and Bracket B will play Bracket D. The winners will meet in the finals while the losers will meet in a consolation match.
- The 2<sup>nd</sup> place teams in each bracket will be matched up in two (2) consolation games. The winner of each game will meet for their 4<sup>th</sup> game while the losers will meet for their 4<sup>th</sup> game.
- The 3<sup>rd</sup> place teams in each bracket will be matched up in two (2) consolation games. The winner of each game will meet for their 4<sup>th</sup> game while the losers will meet for their 4<sup>th</sup> game.

## **GAMES PLAYED & SCORING FORMAT**

### *Point System for bracket play*

Win – 3 points

Tie – 1 point

Loss – 0 points

Player red card or coach expulsion – minus 1 point

(Any single act which results in a red card as defined by FIFA shall be used to determine the point loss. Two yellow cards to a single player resulting in a red card will not result in a point reduction.)

*Tie Breakers.* At the conclusion of bracket play, these criteria will be used to break any ties in the order listed:

- A. Head to head competition (not criteria if more than 2 teams are tied)
- B. Goals scored minus goals allowed (maximum of 3 goal differential per game, example - a score of 7-1 would be calculated as 4-1)
- C. Fewest goals allowed
- D. Most shutouts
- E. Most goals scored
- F. Fewest single act red cards
- G. Fewest coach expulsions (we do not red card “eject” non players)
- H. Kicks from the mark

## **PLAYER AND TEAM AWARDS**

Awards will be given to the first and second place teams in each age division with two (2) or more brackets. First and second place will be determined by the outcome of a championship game.

Awards will be given to the first place team in each age division with only one bracket of five (5) teams. First place will be determined based upon the result of the 4 game round robin competition among the teams.

## **INCLEMENT WEATHER/CANCELLATIONS**

The West Des Moines Soccer Club has the right to shorten and/or cancel matches due to climatic conditions or other acts of nature which are beyond their control.

## **TOURNAMENT FEES**

If team has been accepted into the tournament and later withdraws, their entry fee is forfeited and no refund will be made.

## **CANCELLATION POLICY**

The following refund schedule will apply if the West Des Moines Premier Games are not played due to a cancellation for any reason stated in the previous section:

- If zero games are played, 50% of the fees will be refunded.
- If only one game is played, 25% of the fees will be refunded.
- If two or more games are played, \$0 of the fees will be refunded.

## **TOURNAMENT DIRECTOR AUTHORITY**

For any rules not specifically stated above, the Tournament Director has the authority to establish rules.