

2008 Oswego Soccer Festival RULES & REGULATIONS

1. **REGISTRATION:**

- Teams must **REGISTER “ON-SITE”** at the Soccer Festival no less than one hour (1) before the start of their first match, and must provide a copy of each of the following items, which will not be returned:
- Team’s State Association Roster (including guest player forms and out of state travel permits).
- Completed team’s Roster form.
- Emergency Medical Release forms (EMR) for each player.
- At the same time they must present a valid USSF/USYSA ID Card (player pass) for each player on the roster. Players passes will be returned. Player passes will be checked again before the start of each game.
- No roster changes will be permitted after that team’s roster has been approved at tournament registration.
- Up to 3 Guest Players may be added to each team roster, but still cannot exceed the maximum roster size limit for that team’s age group.

2. **FIFA International Rules will be in effect for all games, except for a few tournament specific rules which are all listed below.**

3. **Start of each game:**

- The HOME team will choose which side of the field they would like to defend.
- The AWAY team will get the kickoff in the 1st half. HOME team gets the 2nd half kickoff.
- The HOME team is listed 1st in the program booklet schedules.

4. **Substitutions may be made:**

- Before a throw-in which is in your favor
- Before a goal kick for either team
- After a goal by either team
- At half time, or before the start of any overtime periods
- In the case of an injury, or any stoppage of play, on a one for one basis with the referee’s permission, the opposing team may also substitute an equal # of players at this time.
- An unlimited number of substitutions will be allowed during the game.

5. **Game and sideline conduct & Ejections:**

- There shall be no dissent between any players, fans and/or coaches and/or the referees during the tournament. Questioning a referee is considered dissent. All coaches are responsible for soliciting the support of their fans in monitoring this policy. It makes a better game for all!
- Any player or coach ejected from a game will be ineligible to participate in the next scheduled game. No substitutions will be permitted for an ejected player.
- Any fan ejected from a game could also result in that team’s coach being ejected from the same game and the next scheduled game.
- ANYONE fighting can be subject to ejection from further tournament participation as determined by the tournament director.
- Passes will be retained by the tournament committee and returned to the coach of that respective team ‘after’ the player/coach has sat out their respective suspension. The coach is responsible for picking up the player pass from the registration tent after the suspension has been completed and verified.

6. **Team Rosters:**

- Shall be limited to 18 players for U12 and older, 14 players for U9-U11, 12 players for U7-U8 teams.
- No more than 3 guest players will be allowed per team, not exceeding the maximum roster limit size for each age group.
- Teams must also show a guest roster at registration.
- Out of state teams must also have a travel permit from their State Association.

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7. Uniforms and Equipment:

- Each player 'must' wear shin guards and an official 'like' uniform with completely different #'s on the back for their respective team.
- No uniforms with the same # will be allowed to participate in the tournament.
- Where there is a conflict with similar uniform color between the teams competing, the HOME team will change it's colors.
- In regards to eyewear, for safety reasons, any players with prescription glasses 'must' wear sport goggles while participating in our tournament.
- In regards to 'casts' or 'braces', the referee for each match will be the sole judge as to whether or not a player wearing an orthopedic cast or brace is allowed to participate.
- No jewelry of any kind shall be allowed, EXCEPT medical- or allergy-related will be allowed.

8. Referee's and Protests:

- All referees shall be assigned to matches by the tournament Referee Assignor.
- The referee will keep a record of the game and act as the official timekeeper. The game clock will not be stopped because of injury to any player unless, at the discretion of the referee, the injured player requires serious medical attention (ambulance, etc.). In this case, the tournament officials will determine if the game time will be extended at all. Due to the time allowed for the completion of all games, the clock must run continuously. Half times for all games will not exceed 5 minutes in duration.
- Referees will turn in the scores at the end of each match to the Field Marshall or an appropriate tournament official.
- Should players or parents become unruly or abusive, the referee may at their sole discretion halt the game, and in which case the outcome of said match will be determined by the tournament officials after the review of all information is completed.
- ANY PROTESTS must be presented 'in writing' to the tournament headquarters official scorekeeper within 1 hour of the completed game, and must be accompanied with a \$100 cash bond. Displeasure with a referee's judgment during a game will 'not' be a basis for protest. If the Festival Committee Board supports the protest and overrules, then the \$100 cash bond will be refunded. If the Festival Committee Board does not support the protest, the \$100 cash bond will not be refunded.
- All tournament officials' decisions ARE FINAL.

9. "FORFEITS" or "Failure to Show":

- No game will not be started and will be called as either a Forfeit or Failure to Show if a team does not have a minimum number of players needed for their age group within 5 minutes of the games scheduled start time.
- Any team that fails to show for a game will be automatically disqualified from the tournament.
- Forfeits and failure to show are determined by the referee and Field Marshall at the scheduled game time.
- The Tournament officials will make an effort to schedule a scrimmage game to make up for the winning team of the forfeited game, however, the results of that scrimmage game will not impact the results of the tournament.
- Scoring for such: in the case of a forfeit or a failure to show by the opposing team, the team present will be awarded a 3-0 victory, earning them the maximum 10 total points possible for the purposes of Festival Scoring.

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10. Game formats:

- Teams must check in with the Field Marshall at their assigned game field twenty (20) minutes before kickoff to check player passes.
- It is the Coaches responsibility to check the Competition Results Board before and after each game to be certain no game schedule changes have been made that will impact their team. The tournament officials reserve the right to reschedule and change field locations as needed to complete the tournament in an orderly fashion.
- Games will be played with the parameters detailed in the table below:

Age Division & Game Format	U7-U9 6v6	U10-U11 8v8	U12 11v11	U13-U14 11v11
Game Duration	2x20 min	2x25 min	2x30 min	2x30 min
Ball Size	4 (3 for U7 U8)	4	4	5
Min # of Games	4	4	4	4
Awards	Participation	1 st , 2 nd (U11) Participation (U10)	1 st , 2 nd only	1 st , 2 nd only
Max Roster	12	14	18	18
Offside	No	Yes	Yes	Yes
PK's	No (Yes for U9)	Yes	Yes	Yes
Approximate Field Size	60x40 yards	80x50 yards	100x70 yards	100x70 yards

11. 2008 PSF SCORING SYSTEM:

- Win = 6 points
- Tie = 3 points
- Loss = 0 points
- Shutout = 1 bonus point (HOWEVER, 0 - 0 ties do not earn the bonus point).
- Each goal scored up to a maximum of 3 goals = 1 bonus point each, to a maximum of 3 bonus points
- **FOR EXAMPLE:** a team winning 3 – 0 would earn the following: 6 pts for the win; 1 bonus pt for the shutout; and 3 bonus pts for the maximum allowed goals bonus = 10 POINTS.
- Bonus points are added to the teams point total after a win, tie or loss.

12. TIE BREAKERS:

- In the event of a tie, the following criteria will be used to determine a team's placement in the standings (in this exact order): A) Head to Head competition between the teams, B) Most games won, C) Fewest Goals Against, D) Penalty Kick Shootout (see below for PK shootout rules).
- Games that are tied at the end of regulation play will end as a TIE in round-robin play and preliminary rounds play. In the event of a tie in a semi-final or final match, two 5 minute overtime periods will be played. In the event that the match still remains tied at the conclusion of the two 5 minute overtime periods, then a Penalty Kick Shootout shall determine the winner.
- Penalty Kick Format: the following format shall be used if PK's are needed: A) from the players on the field at the end of the 2nd 5-minute overtime period, both teams shall select 5 players to kick, B) Teams will alternate kicks – the first team to kick shall be determined by the referee's coin toss. C) If the score still remains tied after the 5 kicks each, the teams will then alternate kicks on a "sudden death" basis, one at a time, until a winner is determined. However, only the "remaining" players on the field at the end of the 2nd overtime period, who have not yet taken a PK, will be allowed to participate in the "sudden death" PK's, D) If the score still remains tied after ALL PLAYERS who were on the field of play at the end of the 2nd overtime period have taken a kick, then ALL remaining eligible players for the game must each kick before any eligible player is allowed to take a 2nd Penalty Kick. E) Goalies may be changed after 'any' shot taken.

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13. Inclement Weather and/or Cancellations:

- The Tournament Committee has the right to shorten and/or cancel matches due to inclement conditions or other acts of nature, which are beyond the control of the tournament.
- The Tournament or its Committee shall not be responsible for any expenses incurred by any team in the event the games and/or the tournament are shortened, cancelled, or discontinued due to inclement weather, adverse field conditions, or other acts of nature or unforeseen reasons.
- Every effort will be made to play all games in case of inclement weather. Games may be shortened to accommodate a delayed schedule.

14. Refund Policy

- Full refunds if the entire tournament is cancelled. Once the tournament is started, refunds will be pro-rated against the number of games played. All decisions and/or interpretations made by the Tournament Committee are final.