

# Clovis Youth Soccer Association

## Tournament Rules

Tournament Rules are incorporated in part and by reference from the New Mexico Youth Soccer Association Travel and Tournament Manual and FIFA Laws of the Game and Official Modified Rules for Small-Sided Games. Anything not provided for herein shall be determined by the Tournament Director whose decisions shall be final.

### Team Responsibilities

The first team listed is the home team. The home team shall provide the game ball. (Size 3 for U-8 and under, Size 4 for U-10 and U-12 teams and Size 5 for U-14 and above). In the event of a color conflict on uniforms, the home team will have to change uniforms.

### Number of Players on Field

No Goalkeepers in U-6 or U-8.

U-6 – 4v4; U-8 – 4v4; U-10 – 6 plus a goalie; U-12 (9v9) – 8 plus a goalie; U-12 (11v11) – 10 plus a goalie; U-14 & up – 10 plus a goalie.

### Duration of Players on Field

There shall be a half-time interval of five (5) minutes.

U-6 – The match shall be divided into two (2) equal halves of twenty (20) minutes.

U-8 – The match shall be divided into two (2) equal halves of twenty (20) minutes.

U-10 – The match shall be divided into two (2) equal halves of twenty-five (25) minutes.

U-12 (9v9) – The match shall be divided into (2) equal halves of thirty (30) minutes.

U-12 (11v11) – The match shall be divided into two (2) equal halves of thirty-two (30) minutes.

U-14 – The match shall be divided into two (2) equal halves of thirty-five (35) minutes.

U-16 – The match shall be divided into two (2) equal halves of forty-five (40) minutes.

### Offside

U-6 and U-8 NONE, ALL other ages conform to FIFA.

**U-8 All offensive players have to be on defensive side of the field for score to count. If a goal is made with offensive players on their side of the field a goal kick will be awarded to defending team.**

### Fouls and Misconduct

Conform to FIFA.

U6, U-8 & U10– Exception – No headers or punting. If the deliberate header/punting occurs within the goal area, the indirect free kick should be taken on the goal area line parallel to the goal line at the point nearest to where the infringement occurred.

U-6 and U-8 – Exception – all fouls shall result in an indirect free kick.

U-6 and U-8 – No cards given to players for misconduct. Coaches can be carded.

**U10 – U10 will have a BUILD OUT LINE. Build Out Lines will be marked 14 yards from each goal line. When a goalkeeper has the ball, either during play or from a goal kick, the opposing team will move behind the build out line. Once the opposing team is behind the build out line, the goalkeeper can pass or throw/roll the ball to a teammate (no punting). After the ball is put into play by the goalkeeper, the opposing team can cross the build out line and play resumes as normal. Conform to the FIFA Laws of the Game with the exception that an indirect free kick is awarded to the opposing team at the spot of the offense if a goalkeeper punts or drop-kicks the ball. If the punt occurs within the goal area, the indirect free kick should be taken on the goal area line parallel to the goal line at the nearest point**

to where the infringement occurred. When a player deliberately heads the ball in a game, an indirect free kick should be awarded to the opposing team from the spot of the offense. If the deliberate header occurs within the goal area, the indirect free kick should be taken on the goal area line parallel to the goal line at the point nearest to where the infringement occurred. It is the goal keepers' decision to hold the ball till defenders are moved back or to keep the speed of the game going. They can release the ball before players have moved back behind the build-out line. If the keeper decides to place the ball on the ground to kick, the ball is considered live.

### **Free Kicks**

Conform to FIFA.

U-6 and U8 – Exception – All kicks/throw-ins are indirect and all opponents are at least four (4) yards from the ball until it is in play.

U-10 and U12 (9v9) – Exception – All opponents are at least eight (8) yards from the ball until it is in play.

### **Penalty Kick**

U-6 and U-8 None, ALL other ages conform to FIFA.

### **Throw-In**

Conform to FIFA.

U-6 – Exception – use kick-in and an improperly performed kick-in (double kick) can be retaken once.

### **Goal Kick**

Conform to FIFA.

U-6 & U-8 – Exception – Goal kicks will be taken from the middle of the goal line on the side the ball went out on and opponents must remain outside the goal area and at least four (4) yards for the ball until it is in play.

U-10 and U12 (8v8) – Exception – All opponents are at least eight (8) yards from the ball until it is in play.

### **Corner Kicks**

Conform to FIFA.

U-6 and U8 – Exception – All kicks are indirect and all opponents are at least four (4) yards from the ball until it is in play.

U-10 and U12 (8v8) – Exception – All opponents are at least eight (8) yards from the ball until it is in play.

### **Substitutions**

Substitutions may be made, with the consent of the referee, at the following times:

- A. U-6 and U-8 – At any stoppage of play and unlimited.
- B. U-10 through U-17: Unlimited
  - a. Prior to a throw-in in your favor.
  - b. Prior to a goal kick by either team.
  - c. After a goal by either team.
  - d. After an injury by either team when the referee stops the play.
  - e. At halftime.

### **Awards**

Participation dog tags will be given to every player.

Medals will be awarded to 1<sup>st</sup> through 3<sup>rd</sup> place in the U16 division.

Trophies will be awarded to 1<sup>st</sup> and 2<sup>nd</sup> place teams in each division and for coach.

Medals will be awarded to 3<sup>rd</sup> place teams in each division and for coach.

### **Bracket Standings**

Bracket standings will be determined by the following point system:

6 points for a win

3 points for a tie

0 points for a loss

1 point for a Shutout

1 point for each goal up to a maximum of 3

-1 point each red card

### **Unfinished Games**

If the referee stops the game due to one team's misconduct:

- A. If during the first half of play, it is declared a forfeit.
- B. If after the first half of play, the offending team forfeits and the game is scored as outlined under "Forfeits" if the winning team is the offending team. If the losing team is the offender, then they lose by forfeit and receive no points, but the score of the game shall stand for the winning team, and they shall retain all goals scored and a shut-out point will be awarded if earned.

### **Unfinished Games**

If the referee stops the game due to inclement weather:

- A. If during the first half of play the game will be rescheduled.
- B. If after the first half of play the game stands.

### **Forfeits**

Any team which "wins by forfeit" shall be deemed to have scored in the forfeit game the average per game goals it scores in all other games in bracket play rounded up to the next even goal, up to a maximum of 3 goals per game. For the purpose of awarding points, the team which "wins by forfeit" shall receive 6 points for a win and goal points for the goals "deemed scored". No additional points shall be awarded for a shut-out.

### **Tie Breakers in a Bracket Play**

In the event of a tie, bracket winners and runners-up may be determined as follows:

- A. Head-to-head record during bracket play.
- B. Goal differential that is defined as goals for minus goals allowed.
- C. Most goals scored.
- D. Least number of goals allowed.
- E. Two 10 minute halves.
- F. FIFA penalty kicks.

### **Tie Breakers in Championship or Consolation Games**

In the event of a tie, the following procedure may be used:

- A. 2 overtime periods of five (5) minutes each. First goal scored wins the match.
- B. If the game is still tied after 2 overtime periods, FIFA penalty kicks will determine the winner.

### **Tardiness**

Any team more than 10 minutes late for a game will forfeit that game. A minimum of three (3) players is required to start a U-6/8 game. A minimum of five (5) players is required to start a U-10 game. A minimum of seven (7) players is required to start a U-12 and above game.

### **Expulsions/Suspensions for Red Cards and Yellow Cards**

Should a player or coach be expelled from a game, the player or coach will not be allowed to participate in the next scheduled game or that event. The referee shall deliver the player's or coach's pass card, along with the game report, to the tournament director. Should a player or coach receive a second red card in a tournament, the player or coach will not be permitted to continue in the tournament. Appropriate disciplinary actions will follow from that team's governing body.

### **CYSA RULES REGARDING DEAD ZONE**

**LAW (XIV) DEAD ZONE - U6 AND U8** –This zone looks like a goal box (arch) and is located in front of the goal.

This zone is placed there for the player's safety. We don't want players running into the goal posts.

- A. Players can **not** kick the ball once it has gone into the box.
  1. Offensive player kicks the ball while in the box.
    - a. Referee awards a goal kick..
  2. Defensive player kicks the ball while in the box.
    - a. If it was an obvious scoring shot, the referee awards a goal.
    - b. If the ball didn't look like it would have gone in, the referee awards a corner kick.
  3. Ball stops in the box. It is considered out. Award the kick accordingly.
    - a. Defender kicked it last – a corner kick.
    - b. Offender kicked it last – a goal kick.

**These calls are the referee's decision and are final! If a coach or parent persistently argues with the official, a card may be given to the coach.**