



2008 St. Charles Soccer Boys Plantation Cup Tournament Rules



(Corrections in Red – 3/31/08)

1. Registration

A. A representative of each team is required to report to the REGISTRATION TENT one Hour before the beginning of the team's first game @ JB Martin on the West Bank (Headquarters).

B. All players and teams must be USYSA (LSA) registered for the current seasonal year. Check in at least 1 hour before first game time. The coach is required to have the following for team check in:

1. An official & current roster with proper league certification, (LEAVE COPY).
2. Each rostered Player & Coach, **U12 and older**, shall have a signed and laminated USYSA identification card available for inspection by tournament officials. They will be inspected again before each game by the referees.
3. No Guest Players allowed.
4. A signed and authorized LSA Medical Consent form or same form used in other States.
5. Coaches are required to wear USYSA pass at all times during match.

2. Game Information

- A. Arrival Times: Teams must be at their assigned field no later than fifteen minutes before scheduled game time, ready for inspection by the referees.
- B. Starting Times: All games START at the times shown on the schedule with a (5) minute grace period.
- C. Coaches are required to present player and coaches passes to referees prior to the start of each game.
- D. Length of Games: Please review the Table below. St. Charles Soccer reserves the right to modify game duration and times due to inclement weather, darkness, scheduling, or other unforeseen reasons that might mandate this action. No refunds will be given in these cases.
- E. Ball size: U-10 , **Size 4**; U12, Size 4; U14 – U19, Size 5
- F. Home team: The Home team is listed 1st on the schedule. Each team must have alternate color jerseys. In the event of a conflict as determined by the *referee*, the Home team must change jerseys. Home team also supplies a game ball.
- G. Free substitutions are to be used in all age groups and will be allowed on any stoppage of play **ONLY at the discretion of the Referee.**
- H. Each player must have a unique jersey number. No two players on a team will be allowed to take the field if their jerseys bear the same number.
- I. Only rostered players & coaches are allowed on the team sidelines during the game.
- J. Spectators and teams are required to stay in designated areas during all games.



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Age	Bracket, Semis, Finals	Finals	Advancement (LSA Policy 310, (7/11/04))
U10 (6v6)	(2) 25 minute halves 5 minute halftime	NONE	NONE
U12 (8v8)	(2) 25 minute halves 5 minute halftime	FINALS: 1 st Most Points vs 2 nd Most Points	See Below #3 & #4 - FINALS: If tied after regulation: (2) 5 minute OT periods, then to FIFA shoot-out if needed.
U14	(2) 30 minute halves 5 minute halftime	FINALS: Winner E vs Winner F	See Below #3 & #4 - FINALS: If tied after regulation: (2) 5 minute OT periods, then to FIFA shoot-out if needed.
U17	(2) 35 minute halves 5 minute halftime	FINALS: 1 st Most Points vs 2 nd Most Points	See Below #3 & #4 - FINALS: If tied after regulation: (2) 5 minute OT periods, then to FIFA shoot-out if needed.
U19	(2) 35 minute halves 5 minute halftime	FINALS: 1 st Most Points vs 2 nd Most Points	See Below #3 & #4 - FINALS: If tied after regulation: (2) 5 minute OT periods, then to FIFA shoot-out if needed.

3. Bracket Point System

Age group bracket games will be played. Advancement will be determined by using the LSA 3- point system:

WIN 3 Points, TIE 1 Point, LOSS 0 Points.

4. Overtime & Ties

A. There will be no overtime in bracket games. In **Semis** games: tied after regulation directly to FIFA shoot-out. **FINALS:** (2) Five-minute overtime periods, with a FIFA shoot-out following if necessary. To determine bracket winners and wildcards in case of a tie, LSA Tournament Rules will be used in the following non-repeating order:

1. Winner of head-to-head competition during bracket play.
2. Highest goal differential for all games ("goals for" minus "goals against") with a 3-goal maximum per game.
3. Fewest goals allowed in all games, with no maximum per game.
4. FIFA kicks from the penalty mark.
5. Coin Toss.

B. Teams which are tied after bracket play will be considered co-bracket winners and the foregoing tie breakers will be used merely to determine advancement.

Likewise, in subsequent rounds, teams whose game end in a tie will be awarded one point and the overtime and/or shoot-out will be used for advancement purposes only.



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5. Additional Rules

A. There is No minimum play rule in this tournament per LSA Division 1 rules.

B. **Players & Coaches "sent off"**: shall be escorted off the playing site to the parking lot by an adult from their team. This person must stay with the player until the conclusion of the game. Failure to comply with instructions from the referee with regard to the ejection may result in the game being abandoned and a forfeit declared against the offending team. The player & Coach will be ineligible to play, and WILL NOT be allowed on team bench in the next scheduled game. **Note: St. Charles Soccer has given referees the authority to send off coaches and spectators.** Any offenders will be required to move to the parking lot away from the game.

C. **All LSA rules relating to this shall be enforced.**

C. **Forfeited Games: (2) types:**

1. A team will forfeit a game if it is not on the assigned field ready to play at the scheduled start time of the game. A (5) minute Grace Period will be allowed. A minimum of 7 players shall be required to start a game. A team forfeiting a game, due to not showing up, will forfeit ALL games including those previously played and future tournament games. All forfeited games will be scored 3-0 against the forfeiting team. The forfeiting team may continue to play scheduled games, but will not be eligible for semifinal or championship games. There will be no refund of registration fees

2. A team shall forfeit their game if its conduct causes a game to be prematurely terminated or abandoned or if the team elects to terminate the game for any other reason. The score will be recorded as a 0-3 loss. The previously mentioned rules in #C1 will not apply in forfeits of this nature. Any cautions or send-offs in the forfeited game are subject to normal penalties as per LSA rules.

D. **Good Sportsmanship:** It is expected that all players, coaches and spectators show Good Sportsmanship before, during and after every game. **Coaches are responsible for the actions of everyone associated with their team: staff, players, and spectators. Verbal and or physical abuse by a player, coach or spectator toward any game official or opponent will not be tolerated.**

E. ***No Pets or Alcohol*** allowed on Tournament Site,(SCP School Board property)..

F. ***No cooking food on-site by individuals or groups.***

F. **No Protests.** *The decision of the Referee and or the Tournament Director / Committee is final.*