

Rules for the 2009 Cincinnati West Go-o-o-oalrilla Classic

ELIGIBILITY

The tournament is open to presently registered USYSA/USSF teams. Maximum roster size is as follows

Maximum player roster size for U9-U10 playing 6v6 is 12 players.

Maximum player roster size for U11-U12 playing 8v8 is 14 players.

Maximum player roster size for U13-U14 playing 11v11 is 18 players

All teams may have four guest players. Players must be currently registered with a team by their State Association and will be required to produce their player passes. No player will be permitted to play on more than one team during the tournament.

Travel permission forms must be filed by all teams outside of the Ohio South Youth Soccer Association to be eligible to compete in the Cincinnati West Go-o-o-oalrilla Classic.

LAWS OF THE GAME

International Rules (FIFA/USSF) apply with the following exceptions:

Substitutions must be at the mid-field line and enter the game only with the consent of the referee. Substitutions may be made:

1. After a goal by either team.
2. Before any goal kick by either team.
3. Before a throw-in in your favor – opponent may substitute if throwing team does
4. At the beginning of any period of play.
5. After an injury, by either team, when the referee stops play.
6. After a caution, the cautioned player may be substituted.
7. Additional 6v6 Rule for 1 man referee crew – For a player to be offside, he/she must be in a "FLAGRANT" offside position and trying to gain an advantage from such offside position, when the ball is played to him/her. Specific circumstances shall dictate the Referee's call.

Ties after preliminary rounds will be determined as described under "Tie-Breakers" in these rules.

SCORES

Scores will be posted on the website as quickly as possible. Coaches should report any discrepancies to Headquarters prior to their next game.

GAME FORMAT

Setup is as follows:

Age; Preliminary Games; Final Games

U9-U10; 50 minutes; 50 minutes

U11-U12; 50 minutes; 60 minutes

U13-U14; 60 minutes; 70 minutes

FORFEITS

Teams are expected to be prepared to start games on time. Any team unable to start within 10 minutes of the designated kick-off time may forfeit. The tournament officials reserve the right to decide all matters concerning a forfeit.

IN ACCORDANCE WITH FIFA POLICY

There shall be no dissent between players, coaches or fans and the referee. Questioning a referee's call is considered dissent. All coaches are urged to solicit the support of their fans in monitoring and enforcing this policy. Coaches will be held responsible for the behavior of their fans. Any player or coach ejected from a game will be ineligible to participate in the next scheduled game. For very serious offenses the player or coach may be declared ineligible for more than one game. No substitution will be allowed for the ejected player.

PLAYER EQUIPMENT

1. Shin guards are mandatory and must be covered by a sock.
2. Shirts/jerseys will be tucked into the player's shorts at all times.
3. In the event of a color conflict, the home team (first team listed on schedule) will change color.

STANDINGS

Each team will be awarded three points for a win, one point for a tie and no points for a loss. In the event of ties in the group standing, the following procedure will determine the group winner:

1. Team with the most wins (if tied go to step 2).
2. Winner of the game played between the tied teams (if three or more teams are tied for the group lead go to step 3).
3. Highest number of total NET goals (goal differential). Maximum goal differential per game is 3. (i.e. for a score of 4-1, goal differential is 3 for the winner and -3 for the loser. For a score of 6-2, goal differential is also 3 and -3 as above).
4. Fewest total goals allowed (gross).
5. Goals scored (limit 3 per game).
6. Most defensive shut-outs.
7. Coin toss. (Tournament Committee will determine how the coin flip will occur with the tied teams.)

Placement of the Wild Card teams is at the discretion of the Tournament Committee.

TIE BREAKERS IN FINAL GAMES

Tie Break - Championship Round:

In the event of a tie in the championship game, the winner will be determined as follows:

U9-U12 will play two five (5) minute periods played to completion.

U13-U14 will play two ten (10) minute periods played to completion.

If there is still no winner in order to break the tie Penalty Kicks will be taken.

PENALTY KICK ELIMINATION

Ten players from each team will be eligible to take penalty kicks. Each team will select five (5) first round players and five (5) second round players. A coin flip will determine who will go first (visiting teams calls). The most goals scored after five kicks for each team wins the game (first round). If the score remains tied, teams will alternate the remaining five (5) shooters until there is an unmatched goal between the teams(second round). If there is no winner after the 1st and 2nd round the teams will start with their first players again in the same order until there is an unmatched goal between the teams. Note: if there are not 10 eligible players for either team; both teams will provided an equal amount of players based on the team with the least amount of players. Example Team A has total of 10 players and Team B has a total of 8 players then round one will consist of 5 players and round two will consist of 3 players for both teams.

PROTESTS

Protests will not be allowed.

WEATHER

If a game is temporarily suspended due to weather problems, each coach must instruct their players to leave the fields and go to the safety of their cars. Players should remain in their cars until the referees reenter the field. The coach of each team must check with their site's tournament headquarters for instructions. The tournament committee reserves the right to shorten or cancel games to protect the participants on the field.

GENERAL

Coaches are required to bring player cards and medical release forms to every game.