

2009 General Tournament Rules and Regulations

Registration

All teams must fill out the OYSAN Kohl's US Youth Soccer American Cup -- Van Buren entry form. Parents are required to sign for each player. If there is not a parent signature, the player will not be permitted to play. **A copy of the team roster must be attached to the entry form.** Only rostered players are authorized to play. All teams will be checked by the referee or field marshal prior to the start of every game.

Player age and eligibility

For U8, all players will be 6 or 7. For U10, all players will be 8 or 9. Birth dates must be on attached roster. Roster size for U8 will be no more than ten and no less than five. Roster size for U10 will be no more than twelve and no less than six. **NO guest players are allowed.**

Teams

All players will play at least half of each match. Coaches shall have the right to limit play for disciplinary reasons or for any unexcused absences from practice. It is the coach's responsibility to notify the referee prior to the start of the game.

There will be no warm up time on the field prior to the start of the match. All teams are expected to be ready to play when they enter the field of play.

If both teams have the same jersey, the home team is responsible for providing alternate jerseys.

All teams traveling from outside of OYSAN must obtain a travel permit from their State Association.

Laws of the game

The tournament will be played under the laws of Soccer adopted by Black Swamp Soccer. U8 teams will be 5 v5. U10 will be 6 v 6.

Equipment

All balls will be supplied by the Tournament. Shinguards are mandatory.

Forfeit

A team that cannot field the minimum number of players within five minutes after a game is scheduled to start shall forfeit the match. Three points will be awarded to the opponent and the score will be recorded as 6 - 0. Minimum number of players for U8 will be four and minimum number of players for U10 will be 5.

Ejections

If for any reason a player is ejected from a game for receiving one (1) red card or two (2) yellow cards, that player will lose his/her eligibility to further participate in that game. In addition, the player will lose the right to participate in the following game and could be suspended for the remainder of the tournament.

Any coach who is ejected will be asked to leave the vicinity of the game and will not be permitted to coach the following game. This decision will be made by the referee and the tournament director. All decisions will be final.

Protests

There will be no protests of referee decisions. All decisions of the referee are final. Protests must be written and given to the tournament director no later than one hour after the match. The protest will be decided by the tournament director and the assistant tournament director.

Team field positions

Coaches and players will stand on the same side of the field during competition and spectators will be on the opposite side of the field.

Duration of games

All games will be two (2) twenty minute halves with a five (5) minute half time. There will be no overtime for tie games.

Scoring/Tie Breaking Procedure (U10 DIVISIONS ONLY)

Scoring format: 3 points for a win, 1 point for a tie and 0 points for a loss.

If after the conclusion of the group matches, the point system has not been decisive, there will be a tie breaker. Rules of the tie breaker are as follows:

- i. Results of head to head match played within the division
- ii. Highest total net score, as determined by total of goals per match (max of eight goals per match)
- iii. Least number of goals scored against (actual goals)
- iv. FIFA penalty kick elimination. (If teams do not wish to wait, by mutual agreement of the head coaches, a coin toss will determine the divisional winner.)

Adverse Weather

In the event of rain, all games will be played in their entirety. If there is thunder or lightning, all games will be immediately halted. Games will not continue until thirty minutes have passed with out any adverse weather. If the game is cancelled in the first half, the score will be recorded as a 1-1 tie. If the games are cancelled in the second half, the game will be recorded with the current score considered to be official.

Awards

For the U10 division, trophies will be given to first and second place teams. Medals will be given to third and fourth place teams.

Ohio Youth Soccer Association North/US Youth Soccer prohibits declaring a champion for the U8 division. Therefore, identical trophies/medals will be given to all participants in the U8 division.

Refunds

There will be no refunds given within two weeks of the tournament. If your team must withdraw prior to two weeks of the tournament, a full refund will be given.

Cancellations

In the event the tournament is cancelled, a full refund will be given to all teams that have applied. If weather conditions, or the state of the fields, make it impossible to carry out the tournament to its fullest extent, it is up to the tournament director to make the necessary decisions concerning the rearrangement or cancellation of games for any reason. Fees are non-refundable after the tournament has begun.

Official Under 8 Playing Guidelines

Black Swamp Soccer League/US Youth Soccer modifications to the FIFA Laws of the Game.

Updated for Fall 2009 Season

Roster size: Min 5 – Max 8 players

Law 1 – The Field of Play

Dimensions: The field of play must be rectangular. The length of the touchline must be greater than the length of the goal line.

Length: minimum 25 yards maximum 35 yards

Width: minimum 20 yards maximum 30 yards

Goals: Goals must be placed on the center of each goal line. They consist of two upright posts equidistant from the corners and joined at the top by a horizontal crossbar. The recommended distance between the posts is twenty-one (21) feet and the distance from the lower edge of the crossbar to the ground is seven (7) feet. Goals may be smaller in dimension.

Safety: Goals must be anchored securely to the ground. Portable goals may only be used if they satisfy this requirement.

Law 2 – The Ball: Size three (3).

Law 3 – The Number of Players: A match is played by two teams, each consisting of not more than five players. One of those players being a goalkeeper.

Substitutions: At any stoppage and unlimited by both teams at the referee's discretion.

Playing time: Each player SHALL play a minimum of 50% of the total playing time. Teams and matches may be coed.

Law 4 – The Players' Equipment: Conform to FIFA. Non-uniform clothing is allowed based on weather conditions, but uniforms must still distinguish teams.

Law 5 – The Referee: Registered referee, especially Grade 9 or parent/coach or assistant coach. All rule infringements shall be briefly explained to the offending player.

Law 6 – The Assistant Referees: None.

Law 7 – The Duration of the Match: Conform to FIFA with the exception of the match being divided into two (2) equal halves of twenty (20) minutes each. There shall be a half-time interval of five (5) minutes.

Law 8 – The Start and Restart of Play: Conform to FIFA, **with the exception** of the opponents of the team taking the kick-off are at least four (4) yards from the ball until it is in play.

Law 9 – The Ball In and Out of Play: Conform to FIFA.

Law 10 – The Method of Scoring: Conform to FIFA.

Law 11 – Offside: None.

Law 12 – Fouls and Misconduct: Conform to FIFA **with the exception that all fouls shall result in a direct free kick.** The referee/coach/parent must explain ALL infringements to the offending player. No cards shown for misconduct. A goalie may not pick up a deliberately kicked or thrown ball to them by a teammate (conform to FIFA)(**This will result in an indirect free kick for the opponent.**).

Law 13 – Free Kicks: Conform to FIFA **with the exceptions that all kicks are direct** and all opponents are at least four (4) yards from the ball until it is in play.

Law 14 – The Penalty Kick: None.

Law 15 – The Throw-In: Conform to FIFA with the exception that an improperly performed **throw-in can be retaken once.**

Law 16 – The Goal Kick: Conform to FIFA **with the exception that opponents must remain outside the goal area and at least four (4) yards from the ball until it is in play.**

Law 17 – The Corner Kick: Conform to FIFA **with the exception that opponents remain at least four (4) yards from the ball until it is in play.**

BSSL Rule -- Goalie – All goalies when handling the ball **MUST** throw the ball, not kick it. If the ball is kicked, the goalie shall reaccomplish with a throw.

BSSL Rule – When a start or restart occurs at the center mark, the ball must leave the center circle before a goal may be scored. Restart shall be a goal kick for the opposing team if the ball enters the goal.

Official Under 10 Playing Guidelines

Black Swamp Soccer League/US Youth Soccer modifications to the FIFA Laws of the Game.

Updated for Fall 2009 Season

Roster Size: Minimum 6 – Maximum 10

Law 1 – The Field of Play

Dimensions: The field of play must be rectangular. The length of the touchline must be greater than the length of the goal line.

Length: minimum 45 yards maximum 60 yards

Width: minimum 35 yards maximum 45 yards

Goals: Goals must be placed on the center of each goal line. They consist of two upright posts equidistant from the corner flag posts and joined at the top by a horizontal crossbar. The maximum distance between the posts is twenty-one (21) feet and the maximum distance from the lower edge of the crossbar to the ground is seven (7) feet.

Safety: Goals must be anchored securely to the ground. Portable goals may only be used if they satisfy this requirement.

Law 2 – The Ball: Size four (4).

Law 3 – The Number of Players: A match is played by two teams, each consisting of not more than six players, one of whom is the goalkeeper.

Substitutions: At any stoppage and unlimited by both teams at the referee's discretion.

Playing time: Each player SHALL play a minimum of 50% of the total playing time. Teams and matches may be coed.

Law 4 – The Players' Equipment: Conform to FIFA. Non-uniform clothing is allowed based on weather conditions, but uniforms must still distinguish teams.

Law 5 – The Referee: Registered referee, especially Grade 9 or parent/coach or assistant coach. All rule infringements shall be briefly explained to the offending player.

Law 6 –The Assistant Referees: Not required. May use club linesmen if desired.

Law 7 – The Duration of the Match: Conform to FIFA with the exception of the match being divided into two (2) equal halves of twenty-five (25) minutes each. There shall be a half-time interval of five (5) minutes.

Law 8 – The Start and Restart of Play: Conform to FIFA with the exception of the opponents of the team taking the kick-off are at least eight (8) yards from the ball until it is in play.

Law 9 – The Ball In and Out of Play: Conform to FIFA.

Law 10 – The Method of Scoring: Conform to FIFA.

Law 11 – Offside: None.

Law 12 – Fouls and Misconduct: Conform to FIFA with the exception that an indirect free kick is awarded to the opposing team at a location approximately where the ball crosses midfield on the halfway line if a goalkeeper punts, drop-kicks or throws the ball in the air from his/her penalty area into the opponents half of the field (crossing the midfield line). A goalie may not pick up a deliberately kicked or thrown ball to them by a teammate (conform to FIFA) (**This will result in an indirect free kick for the opponent.**).

Law 13 – Free Kicks: Conform to FIFA with the exception that all opponents are at least eight (8) yards from the ball.

Law 14 – The Penalty Kick: Conform to FIFA.

Law 15 – The Throw-In: Conform to FIFA.

Law 16 – The Goal Kick: Conform to FIFA.

Law 17 – The Corner Kick: Conform to FIFA with the exception that opponents remain at least eight (8) yards from the ball until it is in play.

BSSL Rule – When a start or restart occurs at the center mark, at the beginning or the half or after a goal has been scored, the ball must leave the center circle before a goal may be scored. Restart shall be a goal kick for the opposing team if the ball enters the goal.