



# WESTERN DISTRICT PLAYOFF RULES AND PROCEDURES

## FALL CHAMPIONSHIPS

**FORMAT** - All District Tournaments shall be round-robin format. Tournaments with more than one bracket shall consist of mini-games on Saturday with the regulation-length semi-final and final rounds on Sunday. The length of these mini-games shall be as follows:

Under-11, 12 .....	25-minute halves
Under-13, 14 .....	30-minute halves
Under-15, 16 .....	30-minute halves
Under-17, 18, 19 .....	35-minute halves

District Tournaments with only one bracket of more than five (5) teams shall consist entirely of mini-games of the length specified above. All other District Tournaments with only one bracket shall play all games of regulation length. Regulation game times shall be:

Under-11, 12 .....	30-minute halves
Under-13, 14 .....	35-minute halves
Under-15, 16 .....	40-minute halves
Under-17, 18, 19 .....	45-minute halves

**AWARDS** - Awards shall be provided for first and second places.

### PLAYOFF PARTICIPATION REQUIREMENTS

Each team qualifying to participate in any STYSA sponsored District Tournament must meet the following criteria:

- **Member Association in Good Standing.** The STYSA Member Association with which the team is affiliated must be in good standing; it must have complied with all STYSA registration requirements and all of the Member Association's STYSA fees must be paid.
- **Properly Registered Players.** Each player on the team must be properly registered STYSA players and must meet the age requirements of the competition in which the team will be involved. Any coach or assistant coach who is responsible for knowingly playing an ineligible player will be subject to suspension from participation in any STYSA sanctioned program.
- **Registered Coach and Assistant Coach.** Each coach or assistant coach must be registered with STYSA and must have a properly laminated STYSA Adult Participation Pass (blue in color) confirming a valid background check and compliance with the coach licensing requirement. In the absence of a team coach or assistant coach at a playoff game, a parent will be allowed to accept responsibility for the team and will be issued a Sideline Pass. All coaches and assistant coaches must also meet all requirements related to STYSA Kidsafe Program.

**REFEREES** - One USSF currently certified center referee and two USSF certified assistant referees. The referee's judgment decisions shall be final in all matters concerning the rules governing the playing of the game, the playability of the field and the appropriateness of the uniforms. At the completion of the match, the referee shall have each coach sign the game report and submit the game report to the tournament representative.

A game card will be completed by the referee for each game. This card will, at a minimum, contain the following:

- age group, date, scheduled start time and actual start time
- team names and final score
- cautions (yellow cards) or ejections (red cards) issued and the name of the player or coach to which the card was issued
- any protest noted and brief basis for those protests

Disputes **must be noted** on the referee's game report and a complete description of the incident shall be submitted to the appropriate Disciplinary and Protest Representative.

## TEAM REQUIREMENTS

**Check-In** - Each participating team must comply with the following requirements:

- **Team Roster** – At check-in, each team must provide a copy of an official STYSA roster to the Tournament Coordinator or his / her designee. This form must be signed by a responsible officer of the STYSA Member Association. Teams must check-in prior to participating.
- **Player I.D. Cards** - Each player must have a properly signed and laminated USYS Identification card. These cards will be inspected by the Tournament Coordinator or his/her designee. The ID card must be properly prepared, laminated and contain the proper information – name, date of birth (for players only), ID number, Team Code and Team Name. The card must also have a recent photo of the individual and be signed by both the Local or Member Association Registrar and the holder of the card.
- **Penalty Point Report** - Teams must have a copy of their Penalty Point Report available for the Tournament Coordinator or his/her designee. This Report shall contain the accumulated penalty points and the date(s) the points were received for each player, coach or assistant coach on the participating team. It shall also note the date(s) of any suspensions that were served. This report shall be completed by the league administrator (based on information from the game cards) and shall be recorded on an official Penalty Point Report. This report shall be sent to the State Office, the appropriate home Association, and the team. The Tournament Coordinator will designate an individual to maintain any points accumulated during the tournament and to update the appropriate Penalty Point Report.
- **Adult Participation Pass** – Each coach, assistant coach, trainer or manager wishing to be on the team sideline must have visible their Adult Participation Pass confirming that they have complied with the state requirement for a background check and the coach licensing requirement. A maximum of 4 adults (with properly prepared Participation Passes) will be allowed on the team sideline during a game.

**PLAY TIME** - Coaches must play each registered player that is present one-half of the game unless unable to do so due to player's illness or injury or for disciplinary reasons. In the event that a player is present but will not be playing, the coach must inform the referee and the opposing coach as to the reason that player will not participate.

**STANDINGS** - All standings will be determined by points:

- 6 points for a win
- 3 points for a tie
- 0 points for a loss
- 1 point for each goal up to a maximum of three goals
- 1 point for a shutout

**FORFEITS** - Any team which fails to play an officially scheduled game in District Competition shall be considered to have abandoned the tournament. Its games will not count to determine tournament standings nor shall they be considered in the standings as forfeits. The team is not eligible to receive awards nor shall it be considered in the tournament standings.

**TIE BREAKERS FOR ROUND ROBIN PLAY** - If the teams are tied at the end of round robin play, the following progressive sequence will be used to determine final Round Robin standings:

- Winner in head-to-head competition; then if teams are tied,
- Highest goal difference (goals for minus goals against) with a maximum of three (3) goals difference per game counted both for and against. For example, if the score is 8-3, the calculation would be +3 goals for the winning team, -3 goals for the losing team. If the score is 6-4, the calculation would be +2 goals for the winning team and -2 goals for the losing team.
- Total goals allowed. (Team with fewest total goals allowed advances.)
- Kicks from the Penalty Mark

Progress through the tie-breaking sequence only as long as all teams entering the sequence remain tied. Once the result at any step of the sequence is different for at least one team, standings shall be assigned using the results from that step. Should any teams remain tied within the assigned standings, repeat the progressive sequence starting at step (1) with only the tied teams.

**TIE BREAKERS FOR OTHER THAN ROUND ROBIN PLAY** - The game will be extended by two overtime periods as described below. If the match is still tied at the conclusion of the overtime periods, then the match will be decided by Kicks from the Penalty Mark.

**OVERTIME** – In the event that overtime is required, the length of the overtime will be

<b>AGE GROUP</b>	<b>DURATION OF EACH PERIOD</b>
U-11 & U-12	10 minutes
U-13 & U-14	10 minutes
U-15 & U-16	15 minutes
U-17, U-18 & U-19	15 minutes

**KICKS FROM THE PENALTY MARK** - Games that remain tied at the end of overtime will be decided by the taking of kicks from the penalty mark using the procedure below. If kicks from the penalty mark are needed to break a tie in standings rather than to decide the winner of a game, the two teams will choose eleven (11) eligible players (or the appropriate number of field players for the age group) to participate as if a game had ended with those players on the field.

- The referee chooses the goal at which the kicks will be taken.
- The referee tosses a coin and the team whose captain wins the toss decides whether to take the first or the second kick.
- The referee keeps a record of the kicks being taken.
- Subject to the conditions explained below, both teams take five kicks.
- The kicks are taken alternately by the teams.
- If, before both teams have taken five kicks, one has scored more goals than the other could score, even if it were to complete its five kicks, no more kicks are taken.
- If, after both teams have taken five kicks, both have scored the same number of goals, or have not scored any goals, kicks continue to be taken in the same order until one team has scored a goal more than the other from the same number of kicks.
- A goalkeeper who is injured while kicks are being taken from the penalty mark and is unable to continue as goalkeeper may be replaced by a named substitute provided his team has not used the maximum number of substitutes permitted under the competition rules.
- With the exception of the foregoing case, only players who are on the field of play at the end of the match, which includes extra time where appropriate, are allowed to take kicks from the penalty mark.
- Each kick is taken by a different player and all eligible players must take a kick before any player can take a second kick.
- An eligible player may change places with his goalkeeper at any time when kicks from the penalty mark are being taken.
- Only the eligible player and match officials are permitted to remain on the field of play when kicks from the penalty mark are being taken.
- All players, except the player taking the kick and the two goalkeepers, must remain within the center circle.
- The goalkeeper who is the teammate of the kicker must remain on the field of play, outside the penalty area in which the kicks are being taken, on the goal line where it meets the penalty area boundary line.
- Unless otherwise stated, the relevant Laws of the Game and International F.A. Board Decisions apply when kicks from the penalty mark are being taken.
- When a team finishes the match with a greater number of players than their opponents, they shall reduce their number to equate with that of their opponents and inform the referee of the name and number of each player excluded. The team captain has this responsibility.
- Before the start of kicks from the penalty mark, the referee shall ensure that only an equal number of players from each team remain within the center circle and they shall take the kicks.
- In the event of light failing before the end of the taking of the kicks from the penalty mark, the result shall be decided by the toss of a coin or the drawing of lots.

**ABANDONMENT OF A GAME** - If any playoff game is abandoned, the STYSA Appeals Committee or any three (3) members of the STYSA Executive Committee shall decide:

- if the score at the time of the abandonment shall be the score of the game;
- if the game shall be declared a forfeit for one or both teams;
- if the game shall be replayed.

There shall be no appeal of the decision.

**FAILURE TO COMPLETE THE TOURNAMENT** - Any team which enters a District Tournament, but fails to complete that tournament, may be subject to sanctions by STYSA and the Member Association to which that team belongs may be subject to fines by the STYSA Governing Board. Exceptions may be granted on a case-by-case basis by a formal vote of the STYSA Executive Committee at a normally scheduled meeting. Whether or not to consider such exceptions shall be solely at the discretion of the Executive Committee.

**PROTESTS** - No protests will be allowed unless it is made known to the referee and opposing coach immediately after the game. The referee and opposing coach must be advised at this time as to the alleged basis for the protest. The coaches of both teams involved must remain on the site until resolution of the protest. Within thirty (30) minutes, the protesting coach must provide the Tournament Appeals Committee Representative at the site with a written report stating the basis for the protest. The required protest fee will be \$200 payable in cash, traveler's check or money order in U.S. Currency.

**THE BALL** - The size of the ball shall be as follows:

Under-19 = Size 5 Ball	Under-18 = Size 5 Ball	Under-17 = Size 5 Ball
Under-16 = Size 5 Ball	Under-15 = Size 5 Ball	Under-14 = Size 5 Ball
Under-13 = Size 5 Ball	Under-12 = Size 4 Ball	Under-11 = Size 4 Ball

### **EQUIPMENT**

- All players will wear shin guards which are commercially produced and specifically designed to provide protection to the shins.
- No player will be allowed to play with a hard cast (padded or otherwise), nor will any player be allowed to play with any brace (knee or otherwise) that contains exposed metal or hard plastics, unless it is wrapped with a minimum of ½ inch high-density foam wrapping or the manufacturer's recommended protective coating.
- Players may wear sliding, bike, cyclist or tight fitting pants which do not protrude below the top of the knee and are the same color as the shorts. This does not prohibit players from wearing loose fitting, long-legged sweat pants or tights when it is cold or goalkeepers from wearing goalkeeper pants which may be tight and have padding.
- Bandannas of any style may not be worn during any game. Players may not wear a bandanna either on their heads, legs or arms. Exceptions may be made at the local level for medical reasons.

### **SPECIAL RULES OF PLAY –**

No team, U11 through U12, shall be allowed more than fourteen (14) nor less than seven (7) registered players at any given time. The minimum number of players on the field to start the match shall be six.

No team, U13 through U15, shall be allowed more than eighteen (18) nor less than seven (7) registered players at any given time. The minimum number of players on the field to start the match shall be seven.

No team, U16 through U19, shall be allowed more than twenty-two (22) nor less than seven (7) registered players at any given time. The minimum number of players on the field to start the match shall be seven (7). The maximum number of players in uniform and eligible to play at any one game shall be eighteen (18).

**Substitutions** - In youth play, substitutions shall be unlimited. The prior permission of the referee is required in order to make any substitution at any time, except at the resumption of play after the half time break:

- On a throw-in (by the team in possession)
- On a goal kick (by either team)
- After any goal (by either team)
- After stoppage of play for an injury (either team)
- At half time (by either team)
- After a caution (the player receiving the caution)

*Rules Last Updated: July 2009*

*These rules were taken from the STYSA website and have been specially adapted for this tournament. The full version of these rules can be found at: [www.stxsoccer.org](http://www.stxsoccer.org) Click on Publications / Administrative Handbook / Playoff Rules and Procedures.*