

# Portsmouth Invitational Soccer Tournament GENERAL TOURNAMENT RULES

*Revised 4/28/08*

- (1) FIFA laws are in effect except as noted below.
- (2) **Prohibited Items and Activities.**
  - (a) Consumption of alcoholic beverages at any Tournament location.
  - (b) Dogs or other pets.
  - (c) Use of recreational vehicles or tents on Tournament grounds, excluding those used by the Tournament or vendors under contract with the Tournament.
  - (d) Charcoal or gas grills, excluding those used by the vendors under contract with the Tournament.
  - (e) Cigarette smoking shall not be allowed on Tournament grounds.
- (3) Format:
  - U-8 will play 4v4 with no offsides.
  - U-10 will play 6v6 with no offsides.
  - U-12 will play 8v8.
  - U-14 will play 11v11.
  - U-16 will play 11v11.
- (3) Size and weight of ball: #3 ball for U-8; #4 for U-10 and U-12; #5 for U-14 and U-16.
- (4) U-8 games will consist of four 10 minute quarters (totaling 40 mins.).  
U-10, U-12, U-14 and U-16 games will consist of two 25 minute halves.  
All games will have a 5 minute half time intermission.  
  
**(see U8 Division Modified Rules on page 3)**
- (5) Substitutions may be made prior to all goal kicks, prior to your own throw-in, after a goal by either team, and at half time. After a referee has stopped play for an injury or a caution only the injured or cautioned players may be substituted for and the opposing team will be entitled to the same number of substitutions. Players coming into the game may run onto the field as the substituted players are running off the field.
- (6) Maximum roster sizes: (14) for U-8, which will be divided into two teams by the coach; (14) for U-10; (16) for U-12; (18) for U-14 and U-16.
- (7) Any player or coach ejected from a match will not be allowed to participate in the team's next match and may be subject to disqualification from the tournament after review by the referee and the Tournament Directors.
- (8) Scoring: Three (3) points for a win; One (1) point for a tie; Zero (0) points for a loss.

Tie breaker:

- (a) Head to head results.
  - (b) Least goals allowed.
  - (c) Goal differential (maximum in either direction of 3 per game).
  - (d) Shoot out via penalty kicks.
- (9) Forfeits will be awarded if a team is not ready to play five (5) minutes after the published game time. A minimum, of seven (7) players are needed to play a match. A forfeit will be considered a 3-0 win.
- (10) All decisions by the Tournament Director are final. No protests will be allowed.**
- (11) In the case of a uniform color conflict, the home team, which is listed first on the schedule, shall be required to change.
- (12) Coaches, managers, and team officials are not permitted on the field of play without the permission of the referee.
- (13) No player is allowed to play without a medical/general release form and a state approved player pass or Certificate of Birth registration. Coaches are required to have their team's player passes in their possession at all times. Teams that do not have their player passes at field during a match may be subjected to a forfeit and the opponent awarded a win for the match with a score of 1-0.
- (14) A photocopy of a stamped state roster and medical/general release forms must be submitted to the Tournament Registrar at the time of registration.
- (15) Every team must register before their first scheduled game. Failure to register before that first game will result in forfeiture of that game.
- (16) All out of state teams must carry a "Permission to Travel" (USYSA-TT5) if required by their state organization. Also, a certified copy must be submitted to the tournament by mail prior to June 6<sup>th</sup>, 2008.
- (18) This is a patch tournament.
- (19) All U-8 and U-10 participants will receive trophies.**
- (20) In case of inclement weather, the Tournament Director reserves the right to change the location, delay, or reduce the length of a match by 50%. If a match is terminated in progress after one half is completed, the match will be considered official and the score final. If a match is suspended, coaches and players are to remain in the area until a determination of the match is made. Regardless of weather conditions, coaches and players must appear at the field ready to play-unless otherwise advised by the Tournament Director. Only the referee or the Tournament Director may cancel or postpone a match. In

the event that the entire tournament is canceled due to severe weather conditions or other reasons beyond the control of the Tournament Committee, 50% of the entry fee will be refunded.

- (21) We recognize that in the heat of competition, emotions can run very high. However, we ask that everyone remember that our purpose is to come together in mutual respect and sportsmanship in the great game of soccer. Please respect your fellow players, coaches, and referees.

### **U8 Division Modified Rules**

- (22) Start of Play. Play will start by kickoff from the center circle at midfield for the beginning of each quarter of the match. The players of the opposing team shall be outside of the circle before the kick off. The ball must rotate a full circumference in order to begin play and for the opposing team to challenge for the ball. **Restart** of play after a goal is scored shall be by a kickoff at the center circle in the same fashion as the described in the beginning of Rule 23.
- (23) Ball In and Out of Play. Conform to FIFA rules to determine when ball is in or out of play.
- (24) Substitutions. Substitutions may be made at any time during the match without waiting for a stoppage of play. Subs may enter the field from the coach's box area.
- (25) Method of Scoring. Conform to FIFA Rules with the following modifications:
- (a) No Defender may remain in the goal box unless the ball is being played in or has entered the goal box area. At the discretion of the referee, if the defending player violates this rule by remaining in the goal box to prevent a goal, the attacking team will be rewarded with a Free Kick from where the attacker last had possession of the ball.
  - (b) No attacker may be in the opposing team's goal box area unless the ball enters the area first.
- (26) Offsides. There will be no offsides in this division.
- (27) Fouls & Misconduct. Conform to FIFA Rules with the following modifications:
- (a) All fouls will result in an **indirect** free kick, with the opponent at least 5 yards away from the spot of the ball.
  - (b) The referee shall explain all infractions to the offending player.
- (28) Free Kicks. Conform to FIFA Rules with the following modifications:

- (a) All free kicks will be **Indirect**.
  - (b) Opponents shall be at least 5 yards away from the spot of the ball.
- (29) Penalty Kicks. There will be **no** penalty kicks for this division.
- (30) Throw-in. Conform to FIFA Rules with the following modifications:
- (a) The team awarded possession of the ball will return it to play via a throw-in meeting FIFA requirements. The player will be allowed to redo the throw-in if done incorrectly.
  - (b) The referee shall explain to the player how to execute the throw-in correctly.
- (31) Goal Kick. The ball may be placed at any location inside of the goal box for the goal kick. The opposing team shall remain outside of the goal box and at least 5 yards away from the spot of the ball until the ball is returned to play.
- (32) Corner Kicks. Conform to FIFA Rules with the following modifications:
- (a) All corner kicks shall be indirect.
  - (b) Opposing players shall be at least 5 yards away from the spot of the ball.
- (33) **MOST IMPORTANT.....HAVE FUN!**