

Referee



Official Sponsor



Referee Meeting and Check-in

WHERE: Sky Hawk Hall
Fort Lewis College
Near the Soccer Fields

WHEN: Friday, May 6th 2011 from 6:30pm – 7:30pm meeting
6:00pm – 8:00pm check-in

The Referee meeting and Check-in are not mandatory.

It is mandatory that all Referee's log on to gotsoccer.com, and confirm their assignments. The purpose of the meeting and check in is to go over the tournament rules, and insure that each referee has the latest schedule. If you are unable to access [gotsoccer](http://gotsoccer.com), please contact Loren Wickstrom for assistance.

Rules of Play

FIFA Laws

FIFA Laws of the Game apply as modified by USYSA as described herein.

U10 teams will **not** play offside and will only have one referee.

U11 and U12 teams **will** play offside, and will have three referees.

U13 teams and older **will** play offside, and will have three referees.

Duration

Duration of games and overtimes (by halves) and ball size are as follows:

Penalty Kicks immediately follow the game. Players taking the penalty kicks may be chosen from the whole team.

U10, U11, U12

Prelim (group stage)	25 minutes
Semi-finals	25 minutes
Finals	30 minutes
Overtime (per half)	5 minutes
Ball size	size 4

U13, U14

Prelim (group stage)	30 minutes
Semi-finals	30 minutes
Finals	35 minutes

Overtime (per half)	7 minutes
Ball size	size 5

U15, U16, U17, U18, U19

Prelim (group stage)	35 minutes
Semi-finals	35 minutes
Finals	40 minutes
Overtime (per half)	10 minutes
Ball size	size 5

** Preliminary Games may be terminated five (5) minutes prior to the scheduled start of the next game regardless of the amount of time played in each half up to that point. A game is complete upon completion of one half of play regardless of the circumstances of termination during the second half with final results based on the score at termination. A preliminary game can end in a tie.*

*** Semi-final or Final games, if tied after regulation, continue with up to two overtime halves. A goal scored during overtime ends the game (Golden goal). If a tie still exists after overtime halves in a Semi-Final or Final game, Penalty Kicks determine the winner.*

Halftime

Halftime is five (5) minutes.

Substitution

Free substitution is allowed in all age groups; however, teams may substitute only with the referee's permission, only by entering at the half line, and only at the following times (including overtimes):

1. Prior to a throw-in, by the team in possession
2. Prior to a goal kick, by either team
3. After a goal, by either team
4. After an injury when the referee stops play, by either team
5. At halftime, by either team
6. On a caution, only the cautioned player may be substituted at that time.

Player's Equipment

Shin guards are mandatory for all players. It is at the Referee's discretion to allow a player to play wearing an orthopedic cast or hard brace. The item must be properly padded, and may not be used to take advantage.

Coaching

All coaches have total responsibility for the conduct of their players, friends and

spectators at all times. Coaching from the sidelines (giving direction to one's own team on points of strategy and position) is permitted, provided:

No mechanical devices are used

The tone of the voice is instructive and not derogatory

All coaches and substitute players remain outside of the area within ten (10) yards of the half line, except for players entering and exiting the field

No coach, substitute, or spectator makes derogatory remarks or gestures to the referees, other coaches, players, substitutes or spectators

No coach, substitute, or spectator uses profanity or incites in any manner, disruptive behavior.

Cautions and Ejections

A player receiving two cautions (Yellow Cards) in a single game is considered to have received an ejection (Red Card) for the purpose of awarding points for the tournament competition. A player who has been ejected (sent off) cannot be replaced. A player or coach who has been ejected cannot return for the game and is not allowed to participate in the next scheduled game. A player who is ejected for violent conduct or serious foul play is not allowed to participate in the next two (2) scheduled games. Any player or coach who assaults a referee is expelled from the tournament. For the purpose of this tournament, a coach can be carded. In the event of a red card, the center referee is required to hold the player card, and fill out a red card report. This needs to be turned into the field marshal tent. Red card report forms are in in the field marshal notebook.

Suspended Games

If, in the opinion of game officials, a game must be terminated for misconduct of players, coaches, or spectators, the offending team forfeits that game and may be suspended by the Tournament Director from all remaining games. All previous points earned remain as played. Additionally, the home league and state association are contacted as appropriate.

Injury

A delay of the game due to injury results in appropriate time being added to the full game time, based on the judgment of the referee; however, all preliminary games are terminated not less than five (5) minutes prior to the scheduled start of the next game.

First Aid

First Aid services are available at all fields during the tournament. A Field Marshall is on site to direct participants to first aid services as well as to other medical and ambulance services. Ice is available for player injury use.

Pre-Game Check-in

Player Cards & Roster

Player cards and copy of tournament roster **must** be provided to referee at on-field pre-game check in. Teams failing to provide the following will forfeit game(s) 1-0.

The referee will return player cards and tournament roster to their respective coaches at the completion of the game.

Referee's are required to check players for proper equipment (cleats, shin guards, removal jewelry).

Home Team

The home team is the team that appears first on the game schedule. The home team supplies the game ball, which is subject to referee approval. The home team is required to switch to alternate jerseys if a color conflict as declared by the referee. If the home team cannot supply alternate jerseys, the home team forfeits the game. Both teams must be located on the same side of the field and spectators on the other side of the field. The home team chooses the team side of the field and the half of the field where the home team will be situated.

Forfeits and Byes

Teams failing to report ready to play within five (5) minutes of the scheduled kick-off time, home teams unable to supply alternate jerseys, or teams failing to register at Mandatory Check In forfeit the game(s) with a score of 1-0. The winner is awarded eight (8) points (6 for the win, 1 for the goal, and 1 for the shutout). The same points are awarded for a bye.

Protests

No protests are allowed.

Disputes

The Tournament Director or his designee settles all disputes and the decision is final.

Inclement Weather Contingency Plan

In the event of inclement weather, the Tournament Director reserves the right to modify all tournament rules to fairly and safely complete the tournament. The health and safety of the players is the first priority. The second priority is to protect Durango's limited fields and facilities. All decisions are guided by these principles. Coaches are asked to remain flexible because there may be opportunities to switch game locations to facilitate successful completion.

Modified game schedules do not affect tournament scoring.

As a result of inclement weather, the Tournament Director may implement one of the following:

1. Eliminate pre-game warm-ups on the field (to protect the field), game times to continue as scheduled.
2. Eliminate pre-game warm-up on the field (to protect the field) and shorten all first-round games to no less than 15-minute halves . If the interruptions alter the schedule so that 15-minute halves are not possible, the games are decided by Penalty Kicks in accordance to FIFA law.

The Tournament Director, Field Marshals and/or Tournament Officials make all inclement weather decisions. Coaches will be informed of any anticipated changes in the schedule during player check-in or as soon as possible prior to scheduled games.