

2010 STATE GAMES OF NORTH CAROLINA

YOUTH SOCCER PLAYING RULES

DESCRIPTION OF ELIGIBLE NCYSA TEAMS (Please scroll down for requirements for US Club Teams)

• **Intact Recreational Teams (RT):** Teams that have played together during the Fall '09/Spring '10 season as a recreational team for their local association. Guest players will need a Guest Player Roster Completed. See Directions Below.

• **Recreational Tournament Teams:** Teams that are comprised of players from different recreational teams from one association or multiple associations.

Intra-Club Tournament Teams (TT3)-all players are from the same association. The players will be listed on the State Games Roster, then signed, dated and red stamped by their NCYSA Registrar.

Inter-Club Tournament Teams (IC3)- players are from different associations. The players will be listed on the State Games Roster AND players will also need the Guest Player Roster completed and signed by coaches, and releasing registrar. The guest player rosters will then be attached to the State Games Roster. See Directions Below.

• **Intact Challenge Teams (S3):** Teams that played together during the Fall '09/Spring '10 season as a challenge team for their local association. **No challenge teams that are comprised of players from multiple associations or teams will be allowed.**

Guest players will need a Guest Player Roster Completed. See Directions Below.

• *Teams will play in separate divisions by age group. Any age division is subject to cancellation or combination due to insufficient entries. The younger teams will be notified and given the chance to withdraw with a full refund.*

REQUIRED CREDENTIALS FOR NCYSA TEAMS

Each player MUST be registered with NCYSA and:

1) Be issued a NCYSA Player Pass with the player's signature witnessed by a NCYSA Registrar, the player's current picture attached, the NCYSA Registrar's signature, date, and registrar's red stamp.

2) A medical release form.

3) Six copies of the validated Official Match Roster (can be the State Games Roster) from their NCYSA affiliated member organization. One copy will be handed to the referee before each game.

4) One copy of the State Games roster that tournament officials will keep at registration.

5) Have a parent/guardian sign the agreement to participate on the back of the State Games roster.

6) PLEASE NOTE: The roster of names presented at registration represents the **only** players who may participate in the tournament.

***All non-NCYSA players must register with NCYSA by June 11, 2010.**

***THERE WILL BE NO PLAYER REGISTRATION AT TEAM CHECK-IN.**

REQUIRED CREDENTIALS FOR US CLUB TEAMS

All accepted US Club Soccer teams are required to register with the following completed:

1) Validated US Club Soccer affiliated member issued player pass for EACH player and EACH coach, in alphabetical order, to remain in the possession of the team manager.

2) A medical release form for each participant.

3) Six copies of the validated Official Match Roster from their US Club Soccer affiliated member organization. One copy will be handed to the referee before each game.

4) One copy of the State Games roster that tournament officials will keep at registration.

5) Have a parent/guardian sign the agreement to participate on the back of the State Games roster.

6) PLEASE NOTE: The roster of names presented at registration represents the **only** players who may participate in the tournament.

GUEST PLAYERS:

All guest players MUST be listed on the guest player roster, which must be attached to the State Games Roster. The Guest Player Roster must have all required information listed, including the appropriate coach's signatures and the releasing registrar's signature, date and red stamp. These forms will be provided in your confirmation email and available on www.ncsports.org.

The Number of Guest Players allowed per division is as follows:

Intact Recreational Teams: U6, U7, U8 - 3 guest players; U9, U10, U11, U12 - 4 guest players; U14, U16, U19 - 5 guest players.

Recreational Tournament Teams: unlimited for all divisions, but ALL players on the State Games roster MUST also have a guest player form.

Intact Challenge Teams: U10, U11, U12 - 4 guest players; U13, U14, U16, U19 - 5 guest players.

RULES

All State Games soccer matches will be played in accordance with the laws of the game as issued by FIFA, and USYS/NCYSA.

Modified Rules for under-6, under-7, under-8, under-9, under-10, under-11, and under-12 matches. The following rules supplement the laws of the game.

****NO ONE WILL PARTICIPATE WITHOUT A PARENT/LEGAL GUARDIAN-SIGNED AGREEMENT TO PARTICIPATE AND A NOTORIZED MEDICAL RELEASE FORM.***

CLARIFICATION ON OFFSIDES

Offside will be called for all age groups U11-U19. Offside will not be called for U6-U10.

ROSTER REQUIREMENTS

Every team must turn one match roster in at check-in AND have 6 other copies with them. The coach will give one copy of the match roster to the head referee before each match.

TEAM REQUIREMENTS

This is an unrestricted NCYSA sanctioned tournament allowing US Club Teams to participate.

Every team must provide the following at check-in:

- Approved state roster, **plus 6 copies of this match roster-must give one copy to the head ref before each match**
- Medical Release Form (State Soccer Association forms permissible)
- Current validated player passes (they do not have to be laminated)
- Guest player roster form and passes if team has guest players

GENERAL ELIGIBILITY NOTES FOR ALL DIVISIONS

- All players must have been born in the years of their age group classification, or in a later year. (Younger players may play in an older division.) Player's age is determined as of **AUGUST 1, 2009**. See age chart below.

To be eligible for a listed age group, the player MUST be born ON OR AFTER the date listed:

Under 6 (8/1/03)

Under 7 (8/1/02)

Under 8 (8/1/01)

Under 9 (8/1/00)

Under 10 (8/1/99)

Under 11 (8/1/98)

Under 12 (8/1/97)

Under 14 (8/1/95)

Under 16 (8/1/93)

Under 19 (8/1/90)

for challenge divisions = Under 10 (8/1/99)

for challenge divisions = Under 11 (8/1/98)

for challenge divisions = Under 12 (8/1/97)

for challenge divisions = Under 13 (8/1/96)

for challenge divisions = Under 14 (8/1/95)

for challenge divisions = Under 16 (8/1/93)

for challenge divisions = Under 19 (8/1/90)

- No player shall play for more than one team during the tournament or transfer from one team to another.

FORFEITS

- A forfeit shall be awarded in all games played if a player, coach or team manager violates the eligibility criteria (e.g., Agreement To Participate signature).
- A forfeit shall be awarded if a team is not present and ready to play within 10 minutes of the scheduled game time, with the score being recorded 3-0 in favor of the team that was at the field on time.
- Teams must have at least 7 players for age divisions U14 and older; at least 5 players for U11 and U12; at least 4 players for U9 and U10; and at least 3 players for the U6, U7 and U8 divisions.

PLAYER EQUIPMENT - ALL FIFA LAWS APPLY

- The game ball will be determined by mutual agreement of best ball by the two competing teams.
- Don't forget to bring your own practice balls.

ROSTER LIMITATIONS

The roster may not exceed 22 players and 4 coaches for under-19 and under-16 divisions.

The roster may not exceed 18 players and 4 coaches for under-14 divisions.

The roster may not exceed 14 players and 4 coaches for under-12 and under-11 divisions.

The roster may not exceed 12 players and 4 coaches for under-10 and under-9 divisions.

The roster may not exceed 10 players and 4 coaches for under-8 and under-7.

The roster may not exceed 8 players and 4 coaches for under-6 division.

PLAYER PARTICIPATION – Recreation Divisions Only

State Games of North Carolina is a participatory event. It is recommended that each player play at least half of each match. Under 14's, Under 16's and Under 19's will play with 11 players per side. Under 12's and Under 11's play 8 per side. Under 10's and Under 9's play 6 per side. Under 8's play 5 per side including a goalkeeper. Under 8 teams are encouraged to rotate goalies each quarter. Under 7's play 4 per side with **no goalie**. Under 6's play 3 per side with **no goalie**. Play will be held on an appropriately sized field. (See chart.)

SUBSTITUTIONS

Any team may substitute, with referee's permission, on goal kicks, after goals, halftime, or before each overtime period. The team in possession may substitute on a throw-in. An injured player may be substituted at the discretion of the referee, and the other team may substitute one player for each injury substitution.

PLAYER OR COACH EJECTION

Any player ejected from a match will not be replaced in that match, and his/her team must play a player short. An ejected player will not be allowed to participate in his/her team's next game. Any player, coach or spectator ejected from a match must leave the premises and will not be allowed to return until the completion of their team's next game. Game management officials will be responsible for making sure ejected players, coaches or spectators leave the premises. Coaches are responsible for making sure ejected players do not play in the next game. Consult the State Games Ejection policy, which will be included in your confirmation packet.

CONDUCT OF PLAYERS, PARENTS AND SPECTATORS

Each coach is responsible for the conduct of his/her players, parents and spectators. Referees have the authority to forfeit a team in the case of unsportsmanlike behavior on the part of anyone associated with a given team.

COACH AND TEAM FIELD POSITION

Coaches and spectators must remain between the penalty areas. No one will be allowed behind the goal lines or the goals. Each team's players, coaches, parents and spectators will take a position on the field opposite their opponents. The home team has the choice of which side to sit on. The State Games staff, tournament staff and/or facility can modify the field configuration.

DURATION OF PLAY

The duration of matches is indicated in the chart below. Matches may be shortened at the discretion of the competition manager or referee in the case of inclement weather.

<u>DIVISION</u>	<u>MATCH LENGTH</u>	<u>HALFTIME</u>	<u>BALL SIZE</u>	<u>APPROX. FIELD SIZE</u>	<u># ON FIELD</u>	<u>MAX. ROSTER</u>	<u>APPROX. GOAL SIZE</u>
UNDER 19	2 X 40 min. halves	5 minutes	5	110 x 60	11	22	8 x 24
UNDER 16	2 X 40 min. halves	5 minutes	5	100 x 60	11	22	8 x 24
UNDER 14	2 X 35 min. halves	5 minutes	5	100 x 60	11	18	8 x 24
UNDER 13	2 X 35 min. halves	5 minutes	5	100 x 60	11	18	8 x 24
UNDER 12	2 X 30 min. halves	5 minutes	4	modified 70 x 50	8	14	6 x 18 (7 x 21 opt.)
UNDER 11	2 X 30 min. halves	5 minutes	4	modified 70 x 50	8	14	6 x 18 (7 x 21 opt.)
UNDER 10	2 X 25 min. halves	5 minutes	4	modified 60 x 40	6	12	6 x 18 (7 x 21 opt.)
UNDER 9	2 X 25 min. halves	5 minutes	4	modified 60 x 40	6	12	6 x 18 (7 x 21 opt.)
UNDER 8	2 X 20 min. halves	5 minutes	3	mini 40 x 30	4	10	6 x 12
UNDER 7	2 X 20 min. halves	5 minutes	3	mini 35 x 25	4 (no goalie)	10	4 X 6
UNDER 6	4 X 9 min. quarters	6 min.(4 b/w quar)	3	mini 25 x 20	3 (no goalie)	8	4 x 6

Note: Field sizes and goals sizes are approximate sizes and may be modified by the facility, State Games staff and/or tournament staff.

The official clock will not stop for any reason except as deemed necessary by the referee. If a game is delayed for more than 10 minutes, game management officials will decide if the time is to be made up. The referees will stop **all games** for water breaks at the midway point of each half.

START OF GAMES

Each team must be present at least 15 minutes prior to the scheduled start time of its match (one hour before first game of tournament). The referee will inspect the players before the start of the game to check for shin guards and the use of jewelry or other items that could harm another player. It is up to the referee's discretion whether or not he allows a player with an appliance (i.e. a cast) play. The State Games Staff takes no responsibility for making this decision – it is left entirely up to the referee.

INCLEMENT WEATHER

Coaches and their teams must appear on the field ready to play as scheduled. Failure to appear will result in a forfeiture of the match. Only the competition manager in conjunction with the referee may cancel or postpone a match. In case of severe weather before play, referees or the competition manager can reduce the length of the match. Should the match be terminated before the second half of play is concluded, the match will be considered official and the score at the stopping point will be the official score. Should a match be terminated due to weather conditions after one half of play, the match will be considered official and the score at the stopping point will be the official score. The tournament director/State Games staff will have the discretion to terminate or resume games cancelled prior to halftime. Referees and competition managers should not begin or continue play when lightning is seen in the area.

SCORE REPORTING

The score of each match must be reported to game management officials by the referee and the winning coach within 10 minutes of the conclusion of the match. Coaches should check the referee's scorecard to ensure the proper team was credited with the win. Teams must check/verify scores within the 10 minutes allotted. All scores are final, once the tournament staff has posted them.

DISCLAIMER

State Games of North Carolina and its designated agents will not be responsible for any expenses incurred by any person, team, league and/or association. State Games game management officials reserve the right to decide on all matters pertaining to State Games and those decisions are final.

PROBLEMS AND QUESTIONS DURING PLAY

In the event of a problem or question about State Games competition, teams should first check with the game management officials at the soccer headquarters. If needed, game management officials will check with the State Games office.

CONTACT FOR YOUR TEAM/ TEAM CHECK-IN

- Each team must check-in the Friday night before competition. One contact person (i.e. coach or parent) is required at check-in. At that time the team contact should give their cell phone number, hotel and room number so contact can be made if necessary.
- Make sure the contact person is someone who can be reached at any hour. If this information needs to be updated, come by the State Games soccer headquarters and inform them.

MODIFICATIONS FOR AGES 6-8 YEARS

- Multiple attempts are awarded for throw-ins until correctly performed.
- All free kicks and kickoffs are "indirect" (the ball must touch another player before a goal is scored.)
- Goal kicks and corner kicks are utilized. On goal kicks, the attacking team must be in their defensive half of the field.
- Offside will not be called.
- There are no penalty kicks.

CHAMPIONSHIP FORMAT

For games that must end with a winner, the following format will be used:

- Two full 5-minute overtime periods will be played following a 5-minute rest period. A coin toss will determine choice of kick-off or goal to defend. The referee will determine the time allowed for breaks between overtime periods.
- If tied at the end of the 10-minutes of overtime for ages 9 and older, the FIFA penalty kick procedure will be used to decide which team advances (FIFA Reduce to Equate rule applies.)
- If tied at the end of the 10-minute overtime for ages 8 and younger, sudden death overtime will decide which team advances.
- If all the games in a Championship Format bracket cannot be completed because of game cancellation due to weather or other reasons, the round-robin point system will be used to determine final standings.

ROUND-ROBIN FORMAT

- If a round-robin tournament format is used, a point system will be used to determine the standings. There will be 3 points awarded for a win, 1 point awarded for a tie, and 0 points awarded for a loss.
- In the event of a tie following the round-robin tournament or incomplete play due to weather, etc., the following tie-break system will be used:
 1. Head to head competition
 2. Bonus points – Awarded in each match to the team that prevails. Bonus points per match are equal to the goal differential with a maximum of three bonus points per match.
 3. Fewest goals allowed
 4. Most shutouts
 5. Coin toss

* Any time that only two teams remain tied during the above tie breaking procedure the tie breaker will revert back to #1 above.