



Continuous Play Tournament (Winter League)

A fully sanctioned & approved US Soccer youth event – USSF (LISRA) Officials

Rules of the Game:

The rules of FIFA will be enforced except as modified herein for indoor play. All calls are at the discretion of the referee and the decision of the referee is final. The OUSC Event Directors reserve the right to decide all matters pertaining to this event including interpretation, review and revision of all rules contained herein. In all cases, the decision of the Directors is final. Coaches are responsible for all players and spectators associated with their respective teams and are eligible for caution or ejection. Only players, coaches and event staff will be permitted on the field and in player bench areas. All other spectators must remain outside of the playing area.

Eligibility:

Travel: Open to registered Travel/Club teams. Travel players must have valid, up to date passes and medical release forms. Intramural players may participate in travel session provided an *Intramural Player Form for Participation in League Tournament Play* is completed and approved.

Intramural: Open to recognized and insured intramural teams of a participating and sanctioned US Soccer youth organization. A roster certifying that all team participants are insured with the same club/organization and signed by club, league officer will be required, along with birth certificates or other proof of date of birth

*No player may play on more than one team within same session/age group
Valid medical release form required for all participants*

Registration & Coaches Meeting:

ALL teams must have a representative present to register their team a half-hour before their first game of the season on either December 3rd or December 4th. All documents required (See “Eligibility” section above) must be presented at that time. In addition, there will be a coaches meeting, that each team coach or assistant must attend, about 20 minutes prior to the first game of the season.

Dress Code:

Player may wear either indoor soccer shoes (rubber soled) or sneakers on the turf field (*NO Cleats Allowed*). Teams are required to have matching uniforms, and all players MUST wear shin guards under their socks. No earrings, jewelry, necklaces or bracelets of any kind may be worn. No players will be allowed to play wearing a cast or metal brace of any kind. All teams must have an alternate jersey in the event of a conflict, in which case the HOME team (listed first on schedule) must change. All Goalies must wear a jersey that does not match their own team, or conflict with the field colors of the opposing team. Only Goalkeepers will be allowed to wear pants of any kind.

League Format:

Each team will play 10 games during league play, conducted on the following dates, with no Holiday play:

Boys (Saturdays): December 3, 10 and 17. January 7, 21 and 28. February 4 and 11. March 3 and 10

Girls (Sundays): December 4, 11 and 18. January 8, 22 and 29. February 5 and 12. March 4 and 11

For U8 and U9 Age Groups: 6 v 6 play (including goalkeeper), 40 minute running clock games, 15 player max roster

For U10 teams and up: 8 v 8 play (including goalkeeper), 50 minute running clock games, 15 player max roster for U10 & U11, 18 player max roster for U12 and up

There will be no stoppage of the clock except for player injuries.

Sportsmanship:

Conduct: All Players, Coaches and spectators are expected to exhibit good sportsmanship at all times, and adhere to LIJSL's Zero Tolerance Policy. Abusive and obscene language, violent play/conduct, fighting and other behavior (including but not limited to sarcasm, taunting, etc.) deemed detrimental to the game will not be tolerated. This policy applies before, during and after the sanctioned event either on the soccer field of play or in and around the immediate surrounding areas. Since this is a sanctioned event, red cards and yellow cards may be issued, and will be reported if they are.

OUSC is committed to promoting sportsmanship at its events. The goal in a League such as this is to promote the game of soccer, let the players get valuable touches on the ball and most importantly, to have fun. No one wins in a situation where scores are run up against opposing teams. In order to minimize the likelihood of this occurring, All League games will be capped at a 5 goal differential maximum. In the event that a team exceeds the 5 goal differential during match play, that team will have to play one player short until the opposing team scores a goal, at which time the teams will both revert to even strength. In the event that a coach continually allows this to occur, they may be asked to leave the sidelines by the referee for the duration of the game. We all need to remember that the players learn from us and from our actions.

Team Bench:

A maximum of 3 adults are permitted to coach from the teams bench/sidelines. All other adults must watch from the viewing area or via closed circuit television in the Coleman Café. Players currently not on the field must be seated on the bench. All team bags must be placed neatly besides or underneath the bench. Coaches and players are asked to leave the bench area and the field immediately after their game. **Players and Coaches are responsible to clean up any water bottles or garbage left behind on the sidelines.**

Substitutions:

All substitutions (including goalkeepers) will be done “on the fly” during play or when a stoppage occurs. All substitutions must be made at the mid-field line. “On the fly” substitutions require that the player coming off the field be within 2 feet of the players bench BEFORE the new player can enter the field, as long as no advantage is gained by either player until the substituted player leaves the field. If this rule is violated, the referee at their discretion, may award a change of possession at the spot of the infraction.

Field of Play:

Restarts from the touch line will be a kick in (NO Throw Ins). Any ball that hits the ceiling, obstacle above the field of play will be considered a dead ball at that location. The ball will be turned over to the opposing team. All restarts will be taken as an indirect kick from the point in which the ball left the field of play.

Start of Play:

The Home Team will kick off and it is necessary for the ball to move forward on the kickoff. On the Kick Off, all defensive players must be outside the center circle.

Indirect Kicks:

All fouls and restarts are indirect kicks (excluding penalty kicks). All defenders must be at least 3 yards from the point of the restart.

Goal Kicks:

On a Goal Kick, the ball must touch the playing field on the defensive half OR a player from either team before crossing the midfield line. If this does not occur the result will be an indirect free kick at the midfield line (anywhere on the line) by the opposing team. This rule also applies when the goalkeeper is distributing the ball after making a save.

Goalkeeper:

Goalkeepers may **NOT** punt the ball. If they do, the opposing team will receive the ball at the midfield line in the form of an indirect free kick. The Goalkeeper may become a field player entitled to kick the ball over the half mark if (a) a Goalie places the ball on the ground and plays the ball with their feet, outside of the Goal Box. In this case the ball must make at least one full rotation before the Goalkeeper would be allowed to play the ball over the midfield line. The opposing team may challenge the ball as soon as it hits the ground outside of the box

Passing Back to the Goalie:

The ball **MAY NOT** be played back to the Goalkeepers hands but can be passed back to the his/her feet, head, chest, if their team has possession of the ball.

Offside:

There will be **NO OFFSIDE** calls made

Slide Tackling:

There will be **NO SLIDE TACKLING**. An indirect kick will be awarded at the point of the infraction.

Forfeits:

If a team does not show up at the field to play their scheduled game or is not prepared to take the field with at least 5 players (U8, U9, 6 players U10+) at game time or within the 5 minutes of the scheduled game time, they will forfeit the game (a 3-0 loss). There will also be a \$50.00 fine assessed to any team that forfeits, which must be paid before the team will be permitted to play its next game.

Point System:

Win = 3 points Tie = 1 point for both teams Loss = 0 points

Tiebreakers:

The team with the most points after completion of League Play declared the First Place Champion and the team with the second highest points will receive Second Place Honors.

In the event of a tie in points at the end of the season, the following system shall apply to determine the standings:

- 1) Winner of Head to Head competition (not used if more than two teams are tied)
- 2) Most Wins
- 3) Least Goals Against
- 4) Most Shutouts
- 5) Goal Differential * All League games will be capped at a 5 goal differential maximum.
- 6) Bonus Points if needed

Awards:

First and Second Place Awards will be given at the end of the season for each bracket, and will be distributed following completion of final game of League play.

League rules that may not be accounted for in this document or disputes regarding interpretations of these rules will be brought to the attention of the League Directors, at which point they will have discretion to make an appropriate determination or consult with the Referee to make such decision.