

Fifty FC Tournament Rules

FIFA's 17 laws of the game shall apply, except as modified or amended below:

1. Field of Play - Field of play-modified fields and goals are used for U8, U10, and U12 divisions. U8 divisions will play small-sided 4 vs. 4 games with no goalkeeper. We will play the "dual field method" where each team is split into two squads and two simultaneous games are played between the two opposing club's teams.

Spectators shall stand back at least 3 feet from the playing field at all times while games are in progress. Spectators are not allowed on the same side of the field as the players/coaches or on the end of the lines behind the goals.

2. Ball - #3 for U8, #4 for U10 and U12, #5 for U14 and up.

3. Number of players on the field - Number of players on the field - *see explanation under 1 above for U8 division*. U10 will play with 7 players (including a keeper) and U12 divisions will play with 9 players (including goalkeeper) on the field and 16 on the roster. All other levels will play 11 players (including goalkeeper) on the field and 22 on the roster. Substitutions are unlimited but can be made only with referee's permission at the following times: before goal kicks, throw-ins by your team, throw-ins by the other team if they are subbing, after a goal is scored, and to replace an injured player. The injured player must leave the field of play. A player with exposed bleeding must leave the field and be replaced until the bleeding is stopped.

Guest players are allowed only when the player card and official roster are presented at registration.

4. Players' Equipment - All teams shall bring numbered alternate jerseys. Coaches should attempt to resolve jersey color conflicts before the game. Home team (*listed on the left-hand schedule*) has choice of jersey color in the event of unresolved conflict. Socks up over shin guards. Goalkeeper's jersey must be a contrasting color. Exposed bloodied clothing must immediately be covered or replaced.

5. Referees' decisions are final - No formal protest allowed, but designated Tournament Officials are available for clarification. The tournament committee shall have the final say over anything not specifically covered in these written rules.

6. Duration of the game - Game duration is indicated on the game schedule. Switch sides approximately half-way through the game during brief stoppage as directed by the referee. There is no break at half-time and the teams must remain on the fields.

7. Weather Delay - Tournament Director, with concurrence of head referee, will decide whether to cancel the tournament within one hour after onset of a weather-related delay. Games stopped before half-time will be continued after the delay - if continuation is not possible, the score at the time of the stoppage will stand. Games stopped after half-time will not be continued and will be recorded as a complete game. There is No Rain Date.

8. Start of Play - Home team (*listed on the left-hand side of schedule*) decides which goal to attack - other team kicks off. Ball is in play the moment it moves.

9. Tournament Scoring - Tournament scoring (*for division U12 and up*) - win will count with 6 points, tie will count with 3 points and loss will count with 0 points. One point will be given for each goal up to 3 goals. Referee will give a signed score sheet to the winning coach or score-runner at the game's conclusion. The winning team or score-runner is responsible for turning in the referee-signed score sheet to the scorer's table immediately after each game.

Tie breaker sequence is as follows:

1st - Head-to-head record

2nd - Goals Against

3rd - Goal differential

4th - Coin Toss

10. Shoot-Out Rules - If the schedule calls for championship and consolation games, a tie score at the end of regulation will be settled by shoot-out. Both teams will use the same goal, which will be chosen by the referee. Each team will select 3 players who will take one kick each in the first round. The players need not have been in the game when regulation time ended. Goalkeepers can also be shooters. The team to kick first will be decided by a referee coin toss. The teams will shoot alternately, with the team winning the coin toss going first. The kicks will be taken from the penalty mark. Goalkeeper substitution is allowed. The referee should be notified of the substitution. The kicker **MUST** wait for the referee to signal before taking the shot. Kicks taken prior to the referee's signal will not count. The goalkeeper must start on the goal line, and can move laterally along the goal line. Only after the ball is kicked is the goalkeeper allowed to move forward, toward the kicker. There are no rebounds or second shots. The player taking the shot gets only one kick at the ball; a "swing-and-a-miss" counts as an attempt. If, after each team has taken their 3 shots in the first round the game is still tied, additional rounds of one shot each will commence. Each team will select a new player to have one kick, starting with the team that kicked first, continuing with new players until one team has scored and the other team has failed to score. No player on a team can take a second shot until all players on the roster have taken at least one shot. If still tied after the roster of shooters is depleted, start over in the same order. If a team has an insurmountable advantage during the first 3 kicks, such as a 2-0 lead after 2 kickers per side, there is no need for the remaining kicks to be taken.

11. Off-sides - not in effect for U8 division.

12. Fouls and Misconduct - Two yellow cards in one game, or three yellow cards during the tournament, equal to a red card for that player. For red cards, the offending player(s) sits out the remainder of that game(the team plays short) and the next game, at a minimum. Fighting and excessively loud or persistent dissension will be grounds for ejection from the tournament (*no refunds*). Yellow cards and red cards will be recorded on score sheets by the referee, tracked by score reporter, and reported in accordance with CDYSL/ENYISA directives. The conduct of team players, coaches and fans is the responsibility of the team's coach. The tournament officials expect that all participants will conduct themselves properly on and off the field, before, during and after games. Misconduct may result in team disqualification and forfeiture of tournament fees.

13. Penalty Kicks - No penalty kicks for U8 division (take direct kicks instead). Goalkeepers may move along the goal line prior to taking of penalty kick.

14. Throw-ins - May not be directly handled by the throw-in team's goalkeeper.

15. Goalkeepers and Goal Kicks - Four-step rule is relaxed, but goalkeeper must put the ball into play quickly to avoid foul (indirect kick) for delay of game. Indirect foul will be called if goalkeeper directly handles (using hands) a throw in from a teammate.

16. Corner Kicks - Prior to taking of the kick, ball may be placed anywhere inside the corner arc lines.

17. Under 8 Game Rules - U8 games will follow the dual sided game format and will use the [rules established by CDYSL](#) for this style of game.

18. Mercy Rule - We have implemented a mercy rule to ensure play enjoyment on all sides. This rule will apply unless both coaches inform the referee that they wish to waive the mercy.

5-0 = Play down 1 player

5-1 = Resume normal play

6-0 = Play down 2 players

6-1 = Play down 1 player

7-0 = Play down 3 players

7-1 = Play down 2 players



Thunder and Lightning Emergency Plan

In accordance with the policies of the United States Soccer Federation and CDYSL, Fifty FC will adhere to the following policy as it relates to thunder and lightning and/or the occurrence of severe weather:

- 1) Thunder and lightning necessitate that contests and practices be suspended. The occurrence of thunder and/or lightning is not subject to interpretation or discussion - thunder is thunder, lightning is lightning.
- 2) When thunder is heard and/or when lightning is seen, the following procedures should be adhered to:
 - a. Suspend play for a minimum of 30 minutes and direct participants to go to shelter; a building normally occupied by the public or if a building is unavailable, participants should go inside a vehicle with a solid metal top (e.g. bus, van, car).
 - b. Do not permit people to stand under or near a tree; and have all people stay away from bleachers, light poles, antennas, towers and any underground watering systems. **At the Fifty FC Father's Day Tournament everyone must evacuate to their cars.** Absolutely no one is allowed to remain on the fields during severe weather.
 - c. After thunder and/or lightning have left the area, wait 30 minutes after the last boom is heard or strike is seen before resuming play or competition. If thunder and/or lightning are heard and/or seen again, the clock re-starts at 30 minutes.