



Sturgis Soccer Association, Inc.
2017 Harvest Days Soccer Tournament
Official Tournament Rules

Sturgis Soccer Association will use these modifications to the IFAB Laws of the Game.
IFAB Laws of the Game can be found at <http://www.theifab.com/>.

The Harvest Days Soccer Tournament is operated under tournament play rules. Good sportsmanship is expected from every player, coach, parent and spectator. For U10 and U12 matches, scores will be kept and posted on-site during the tournament as well as on-line at <http://sturgissoccer.com/harvest-days-tournament/>. The Tournament Director has the authority to make changes in scheduling. Posted scheduling and policies will take precedence over statements on the website.

Rule 1 - The Field of Play: Conform to US Youth Soccer's Rules for Small Sided Games

Rule 2 - The Ball:

U10 & U12: Size four (4)

U8: Size three (3)

Rule 3 - The Number of Players:

U12: A match is played by two teams, each consisting of not more than nine players, one of whom is the goalkeeper. A match may not start if either team consists of fewer than eight players.

U10: A match is played by two teams, each consisting of not more than seven players, one of whom is the goalkeeper. A match may not start if either team consists of fewer than six players.

U8: A match is played by two teams, each consisting of not more than four players, with no goalkeeper. A match may not start if either team consists of fewer than three players. Players are not allowed to remain in the goal box acting as a non-privileged goalkeeper while the ball is in play.

Substitutions: Substitutions may take place on referee's permission: Goal Kick - Either Team; Kickoff - Either Team; Throw-In - Team with throw may substitute, opposing team can also substitute if players are ready; Injury - may substitute for injured player, opposing team may also substitute a player; Caution - may substitute the injured player. The number of substitutions is unlimited. All other substitution rules conform to FIFA.

Teams that are coed will play in the boys division.

Rule 4 - Teams:

Each team must have its certified team roster, player cards, guest player forms and travel papers (if needed) checked and approved before their first match. Player cards will be utilized to check each team's players in by the Center Referee prior to each match.

Teams must be present, checked in by the Center Referee, and ready to play by the scheduled match time with a minimum number of players. If teams are not present, checked in by the Center Referee, are not ready to play, or if player cards are not present 10 minutes after the scheduled game time, the match will be declared a forfeit. Any team not showing up for a scheduled match may be eliminated from the event at the discretion of the Tournament Director.

Each team is responsible for providing two (2) game balls for each match from which three (3) will be chosen.

For each match, both teams will be located on the same side of the field as designated by the Tournament Director. Home teams will occupy the North or West technical area. Spectators will be positioned on the opposite side of the field.

Guest Players: A team may guest up to a maximum of four (4)

Rule 5 - The Players:

Uniforms: Members of each team shall wear shirts of the same color and similar style. If, in the opinion of the Center Referee, there are conflicting uniform colors, the Home team will be required to switch to their secondary uniforms. Goal keepers must wear a shirt that is easily distinguished from their team, the opponents, and the Referee's shirts. Non-uniform clothing is allowed by the Center Referee's discretion, but uniforms must still distinguish teams. Toe cleats are not allowed. Shin guards are required. Socks must completely cover the shin guard. Any protective equipment worn by a player must be well padded and the player must have a letter of consent to play from his/her doctor. Except as allowed for medical or religious purposes, ALL JEWELRY, INCLUDING ANY PIERCINGS, MUST BE REMOVED.

Safety: This tournament will follow the U.S. Soccer Heading and Concussion Protocols. During a match, if a player suffers a significant blow to the head and/or there are any concussion symptoms exhibited by a player, the game will be stopped, and the player must be removed from the field. The player cannot return to the game unless cleared by a health care professional. If no health care professional is present at the game, the player may not re-enter the game. If any coach or parent tried to permit such player to return to play without proper evaluation, the game will be stopped immediately, and the player will be asked to leave the field and be substituted. Players with active bleeding must leave the field of play until the bleeding is controlled, cleaned off the player's garment and covered as appropriate. The player must receive permission to reenter the match from the Center Referee.

A player may be listed on only one (1) roster and play for only one (1) team.

Rule 6 - The Center Referee (Referee):

Referees' decisions are final and fully supported by the Tournament Director as well as the Sturgis Soccer Board of Directors.

The Sturgis Soccer Association's designated Referee Assignor shall assign all officials to all matches in its discretion.

Rule 7 - The Assistant Referees:

U12: Two Assistant Referees will accompany the Center Referee for each match.

U10: Two Assistant Referees will accompany the Center Referee for each match.

U8: No Assistant Referees will be utilized for U8 matches.

Rule 8 - The Duration of the Match:

U12: The match will be divided into two (2) equal halves of thirty (30) minutes each. There shall be a half-time interval of ten (10) minutes.

U10: The match will be divided into two (2) equal halves of twenty-five (25) minutes each. There shall be a half-time interval of ten (10) minutes.

U8: The match will be divided into four (4) equal quarters of ten (10) minutes each. There shall be quarterly breaks of five (5) minutes each.

The Center Referee will notify both teams prior to the start of the match if a water break is necessary. If a break is allowed, time will continue to run during the break (no time will be added).

Rule 9 - The Start and Restart of Play:

U10 & U12: The opponents of the team taking the kick-off must be at least eight (8) yards from the ball until it is in play.

U8: The opponents of the team taking the kick-off must be at least ten (10) feet from the ball until it is in play.

Rule 10 - Goalkeeper clearance

U12: Conform to FIFA

U10: Goalkeeper is not allowed to punt or drop-kick the ball when placing it back into play. The goalkeeper is allowed to throw-in or roll the ball or play the ball from the ground. If the goalkeeper punts the ball, an indirect free kick is awarded to the opposing team from the spot of the offense.

U8: No goalkeeper for U8. All players will be encouraged by the referee to be an active participant in the match, therefore not standing in their goal box acting as an unprivileged goalkeeper.

Rule 11 - Build Out Line

U10 will follow the USYS PDI including playout lines and offsides.

- i. The U10 division will use a "build out" line. The build out line will be marked. If the build out line is not marked then it will be the halfway line.
 - a. The build out line is used after the keeper has the ball in their hand or on a goal kick.
 - b. Once the opposing team is behind the build out line, the goalkeeper can pass, throw or roll the ball into play (punting is not allowed).
 - c. After the ball is put into play by the goalkeeper, **AND** touched by the first offensive player, the opposing team can cross the build out line and play resumes as normal.
 - d. If the ball is put into play, while a defensive player is retreating back to the build out, they must continue their retreat until the second touch and then may contest for the ball.

Rule 12 - The Ball In and Out of Play: Conform to FIFA.

Rule 13 - The Method of Scoring: Conform to FIFA.

Rule 14 - Offside:

U12: Conform to FIFA

U10: Conform to FIFA. Offside will only be called if it occurs between the Build Out Line and the Goal Line. No penalty will be assessed for an offside offense between the Halfway Line & the Build Out Line.

U8: None

Rule 15 - Fouls and Misconduct:

U10 & U12: Conform to FIFA.

U8: All penalties result in an indirect free kick for the opposing team.

Rule 16 - Free Kicks:

U10 & U12: All opponents must be at least eight (8) yards from the ball.

U8: All opponents must be at least ten (10) feet from the ball.

Rule 17 - The Penalty Kick:

Conform to FIFA.

Rule 18 - The Throw-In:

Conform to FIFA. Throw-Ins will be used at U8 as they are at U10 & U12.

Rule 19 - The Goal Kick:

U12: Conform to FIFA

U10: Players on the defending or non-possessionary team must remain behind the Build-Out Line.

U8: Players on the opposing team will remain behind the midline until the ball has been put into play.

Rule 20 - The Corner Kick:

U10 & U12: Opponents must remain at least eight (8) yards from the ball until it is in play.

U8: Opponents must remain at least ten (10) feet from the ball until it is in play.

Rule 21 - Heading:

Purposely heading the ball will not be allowed at any of the U8, U10 or U12 age groups.

Infringement punishable by an indirect free kick for the opposing team from the spot that the ball was intentionally headed. If the header occurs within the goal area, the indirect free kick should be taken on the goal area line parallel to the goal line at the point nearest to where the infringement occurred. If the heading of the ball is not deliberate, play should continue.

Rule 22 - Tournament Scoring:

In an attempt to provide like competition for everyone, all teams will be placed into divisions with consideration given to the skill level provided at team registration as well as the type of teams that are registered. Effort will be made to establish an Olympic and World Cup sub-division within each age & gender division. If there are not enough teams within each age & gender division to constitute these two subdivisions all teams will be placed in the Olympic division. Requests for placement of a team in a specific division will be considered by the Tournament Director however the team's placement as of the release of the schedule is final.

U8: Festival format only.

U10 & U12: Through pool play the official result of the match will determine the points awarded. The winner of the match will be awarded "3" points and the loser "0" points. Pool play matches may end in a draw. In the event of a draw, both teams will be awarded "1" point. If a player receives a Red Card or anyone is ejected from the Technical Area there will be a deduction of "1" point for that team for each offense. In the event of a forfeit, the forfeiting team may not advance from pool play. The opposing team will be awarded "3" points for that forfeit win and a 3-0 score will be assigned.

Advancement from pool play will be as follows:

1. One flight: The top two teams advance to the Championship Game.
2. Two flights: The top team from each flight advances to the Championship Game.
3. Three flights: The top team from each flight plus 1 Wildcard team, selected as the top non-flight winning point earner from all three flights will advance to the Semi-Final Matches.
4. Four flights: The top team from each flight will advance to the Semi-Final Matches.
5. More than four flights: Advancement will be posted on the Bracket.

In the event of a tie in points earned, the tie will be broken by the following criteria:

1. Winner of Head-to-Head Competition
2. Goal Differential - (Maximum Differential of 3 goals plus or minus per match)
3. Goals Scored (Up to 6 per match)
4. Goals Allowed
5. Penalty Kicks according to procedure set out by FIFA.

U8: Matches will be played by festival rules.

Rule 23 - Semi-final & Final Matches:

Seeding - The teams will be seeded according to total points earned. In a Semi-Final match, the 1st Seed will play the 4th Seed and the 2nd Seed will play the 3rd Seed.

Ties - In the event of a tie after regulation there will be no overtime played. Both teams will proceed directly to penalty kicks according to procedure set out by FIFA to determine a winner.

Rule 24 - Inclement Weather & Suspension of Matches:

The event of inclement weather may possibly lead to a suspension in play for the safety of the players. The decision to suspend play due to inclement weather will be that of the Referee Assignor and/or Tournament Director. All decision of weather related match suspension and match resumption will be published on the Sturgis Soccer Association Facebook page and website. Every effort will be made to see each scheduled match through to its completion however the safety and security of the players will be our top priority.

If the suspension of play occurs during an on-going match due to inclement weather or any other reason, the score as of the suspension of play will be considered the final score and that match will not be resumed or rescheduled. If a match that has not begun is suspended due to weather or any reason other than forfeit, the match will not be rescheduled and both teams will be awarded a 0-0 draw and "1" point.

Rule 25 - Refunds:

A team may withdraw from a tournament and a full refund will be issued if the team cancels prior to the registration deadline.

After the registration deadline, a 50% refund will be issued at the discretion of the Tournament Director.

Once the tournament schedule is released, no refunds will be issued.