

# METRO PAL Youth Soccer League



2016

## 13<sup>th</sup> Annual Jim Leard Classic Tournament

October 30, 2016 (U18)

November 12 & 13, 2016 (U15 & Below)

**Tournament Schedule, Rules, & Regulations**

**Revision E**

The tournament will be played according to Metro PAL and FIFA rule as modified by the following changes and additions. In the event of rain or unplayable grounds (as determined by tournament officials or field coordinators at the fields), the tournament continuation will have to be determined by the Board of Directors

## General Rules

- 1) Each team will play a minimum of two games except for “Elimination Rounds”.
- 2) Every player must play at least 1/2 of each game as per Metro PAL rules.
- 3) A player that accumulates 2 cautions (Yellow card) during the course of the tournament shall be sent-off (Red card) and shall not be able to play for the remainder of the tournament, including championship games.
- 4) Any player or coach who is sent-off (Red card) or ejected prior to, during, or following a game shall be suspended from the remaining games, and possibly face further disciplinary action from the METRO PAL Board. The game will not continue until the player's or coach's pass has been collected. In addition, if the person ejected is an adult, play will not resume until he or she leaves the field of play. If a coach is ejected and there is no licensed assistant to take over, the team will be forced to forfeit all remaining games. No substitute coaches outside of that team may take over the coach-less team.
- 5) Intentional forfeit of any game may be subject to disciplinary action of the METRO PAL Board.
- 6) The Mercy Rule for U6/U8/U10 age groups is suspended for tournament play.
- 7) Possession or consumption of alcoholic beverages at any field is prohibited!
- 8) Any issues not covered by Rules and Regulations will be handled by a MPYSL Board of Directors Member. All decisions are final as there are no appeals allowed for the tournament.

## Referees

Referees may be changed for any reason that the tournament staff feels is necessary. Additional referees may be used if required by the referee staff.

## Duration of Playoff Games

### Quarter

Division	Quarter	Half	Break	Halftime
U6	7.5 minutes	-	2 minutes	5 minutes
U8	10 minutes	-	2 minutes	5 minutes
U10	-	25 minutes	-	5 minutes
U12	-	30 minutes	-	5 minutes
U15	-	35 minutes	-	5 minutes

U18 - 40 minutes - 5 minutes

**Referees are instructed not to add time in games for injury or other reasons. Game**

## **Check In and Field Positions**

Each team must check in at the field headquarters at least **30 minutes** prior to the start of each game. Coaches must have laminated player passes, player registration papers, and a signed copy of the team roster in their possession for all games. If a team cannot field 7 players (5 players for under 6 and under 8) at the start of the game time, the other team will be awarded a win by forfeiture. There is no 10 minute grace period at the start of the game in tournament play. If neither team fields the minimum number of players, neither team will receive points for that game.

The *home team* is listed first. It will kickoff, defend the west or south goal, and its spectator area will be on the west or south side. If there is a conflict of uniform colors, the visiting team must change jerseys or wear pennies.

All coaches are required to report the score to the field coordinator or tournament headquarters at the end of each game, and pick up their player passes.

Each team must have a game ball available.

## **Uniforms**

Uniforms must be league issue. There are **no** exceptions. Shin guards are required and worn underneath the socks. If bike shorts are worn they must be the same color. If undershirts or sweatshirts are worn, they must be worn under the jersey and be uniform in color.

## **Standings and Game Points**

Points will be awarded in preliminary games as follows:

1. 6 points for a win.
2. 3 points for a tie.
3. 0 points for a loss.
4. 1 point for a shutout (including a 0-0 tie game)

5. Bonus Points: 1 point for each goal scored, up to a maximum of 3 points per game (bonus

- points are awarded to all teams, whether they won, lost or tied the game).
6. 8 points for a forfeit.
  7. No points are awarded if both teams forfeit the game.
  8. One point will be deducted for every red card issued.

## **Ties**

Ties stand in preliminary games. If games are played in the “Elimination” format, there must be a winner of the game. If both teams are tied at the end of regulation time, they will proceed directly to Penalty Kicks.

## **Tie Breaker System**

If a point tie exists after the preliminary games, and the division has a final game, the team to advance to the finals in will be determined by the following criteria:

NOTE: Due to time constraints, if a tie exists the methodology used to break a tie will be the decision of the Metro PAL Youth Soccer Commissioner(s) on site.

1. Head to Head record
2. Goals against; team that allows the fewest goals in its game
3. Goals for: Team that scores the most goals in its games.
4. Penalty Kicks (NOT for U6, U8 and U10)
5. Round of Five:

The coach will pick any five team players and anyone as goalkeeper and submit by numbers the referee. Players must wait for the referee to whistle the kick to be taken.

Teams will alternate after each kick. At the end of five, the team with the highest score is declared the winner of the match. If the score is still tied after the first round of five, the teams will proceed to Sudden Death Round.

6. Sudden Death Round:

The other remaining players shall take alternate turns. No player shall kick twice until the whole team has preceded him or her including the goalkeeper. The team that goes second shall be given the opportunity in every round. If the first team scores and the second team does not, the match is ended. If the second team scores in the sudden death round and the first team failed to do so, the match is ended.

If players are needed in a second round, the players must continue in the same order.

All players on or off the field at the time of the scheduled game ended are required to participate in

these rounds.

7. Accuracy Kicks:

(Under 6, 8 & 10 only): The coach will pick any five team players for kicks. There will be no goalie. The ball will be placed on the field at a spot equidistant from the touchlines and half way between the center line and the goal line. Players must wait for the referee to whistle the kick to be taken. Teams will alternate after each kick. If, after the first round of five kicks, the teams are still tied, the teams will then proceed to Sudden Death Round.

## **Championship Game**

A final championship game is played in divisions that are not decided by a point format. In divisions decided by a point format, total points decide the championship.

In championship games, ties will be broken by Penalty Kicks as outlined in items #5, “Round of Five” and #6, Sudden Death Round” on the previous page.

## **Awards**

Trophies will be awarded to first, second place teams in each division. If a tie exists in first place after the preliminary rounds then the Tie Breaker System shall be used. Only one team will get team trophies for first place and one team will get trophies for second place.

The trophies will be awarded after the last game in the division played.

Coaches may award the trophies. Coaches are reminded to keep their comments short, all comments shall be positive, and no negative comments about any team in the tournament will be tolerated. The tournament representative will award the trophies if the coach cannot follow these guidelines.