



# West-Mont United Soccer Association

Character · Sportsmanship · Teamwork



## Intramural End of Season Tournament Rules: U08-U19

### Game Related Rules

- a. **Unless modified below, all soccer related rules that applied during the season continue during the tournament.**
- b. All divisions should consult the game schedule for game length.
- c. 3 minutes at halftime.
- d. **Substitutions:** Coaches can request a substitution but **MUST wait** for the referee to allow the substitution to occur.
- e. **All games must start promptly, whether both teams have enough players or not (see Forfeit section of rules). Teams not ready to play 5 minutes prior to the start time will forfeit the game, as determined by the Referee/Field Marshal/Tournament committee.**
- f. **Referee's watch will start promptly at kick-off time.** The referee may start the game clock at the scheduled game time, even if teams aren't prepared to play. The referee may combine two quarters and break time into one continual segment to bring the games back on schedule.
- g. Winning coach must report the score to the Score Table.
- h. Coaches need to supply goalie vest and appropriate sized game ball.
- i. Teams may not pick up additional players for the tournament. They may only play with their roster players. Teams playing with non-rostered players will forfeit their games.

### Coach's Etiquette

- a. **Every player must play at least HALF of every game.**
- b. Teams (players & coaches) should be on one side of the field, and all spectators will be on the other side.
- c. No coaches on the field.
- d. The tone of the voice **MUST** be instructive and not derogatory.
- e. **Nobody, including coaches, parents, etc. is permitted behind the goal line or by the goals.**
- f. Coaches and players/substitutes should remain within 10 yards of midfield.
- g. Teams should leave the field **PROMPTLY** after the post-game handshake.
- h. Snack, medals/trophies should be handed out away from the game field.

### Referees

- a. Only the Head Coaches shall discuss issues with the referee.
- b. Head Coaches can talk to the referee only at the game breaks (quarters and half-time).
- c. **Referee decisions are FINAL.**
- d. Any issue that cannot be resolved should be referred to the Field Marshal/Tournament Committee.

### **Overtime Rules (elimination games only; round robin games can end in a draw)**

a. Two three minute overtime periods; no break between OT halves

- 1st OT: no goal keeper and remove one field player
- 2nd OT: one additional player removed after the first overtime; teams will switch halves to start the 2<sup>nd</sup> OT

b. A coin flip will be conducted – winner chooses which end of the field to defend first.

c. The referee will drop the ball at mid-field to start play in each OT half.

d. **Golden Goal** – first team to score in the overtime wins.

e. **No Offside**

f. **No Substitutions** are permitted during a three minute OT period unless for injury. Substitutions can occur between OT periods.

g. **Penalty Kick during OT:** Field player may act as goal keeper. The player selected to defend the goal will be allowed to use their hands. Assuming a goal is not scored directly from the kick, the temporary keeper will be allowed to use their hands until either the keeper has released the ball from their hands [if the keeper controlled the ball from the PK ] or the ball has left the penalty area [if the PK doesn't result in a goal being scored or the ball being saved].

h. **Kicks from the Mark:** If no decision after both OT periods, a winner will be determined by USSF Kicks from the Mark rules (shoot out). The shoot out may occur on the field if time allows before the next scheduled game; if not, teams will move to the designated field on the schedule.

- Shoot out Process: 3 players are selected from each team. They alternate taking the penalty shot until one team is the winner of the “3v3” shoot out. If the score remains tied after the first 6 shooters, then each team will provide one player for a “1v1” shoot out. This continues until one team wins. The selection of the “1v1” shooters must come from the balance of the team, and no player may go a second time until all players have shot. The goalkeeper can be substituted at any time during the shoot out, and he/she may also take a shot.

**Wild Card Selection hierarchy** – these items are applied only to the latest round of games (*e.g.* Round 2).

Note: Round robin brackets may have the tie-breaker selection hierarchy presented in the tournament schedule; if so, that selection hierarchy will be used instead of that listed below.

1. Goal Differential **at the end of regulation time** [winning score – losing score; or 0 for OT games]. Maximum of 3 awarded for differential. Lowest goal differential moves on

2. Goals against: lowest number moves on

3. Goals scored: 1 point per goal, maximum of 3 points awarded, highest number moves on

4. Kicks from the Mark (3v3 Shoot out)

- If the Wild Card winner is required to play against the team they just played, changes may be made by the Field Marshal/Tournament Committee to the next round line-up.
- Teams that forfeited a game during an earlier round are not eligible for a wild card selection.

### **Forfeits**

A team will forfeit if they do not have the minimum number of players ready to play 5 minutes prior to the scheduled kick off time. Opposing team automatically moves on. The game can still be played “for fun”, at the coaches’ and Field Marshal’s discretion, but must end 15 minutes prior to the start of the next game.

- U8 and U9 must have at least 5 players (including the goalkeeper)
- U10, U12 and U16 must have at least 6 players (including the goalkeeper)
- U14 must have at least 7 players (including the goalkeeper)