

# State of Jefferson

## 6v6 and 7v7 Soccer Tournament Rules

Changes are highlighted in yellow. Rules that are emphasized are highlighted in blue.

The tournament will be played in accordance with FIFA rules as modified by the following changes:

### **PROTESTS**

All games will be considered final and NO protests will be allowed.

### **SPORTSMANSHIP**

Good sportsmanship will prevail at all times. Coaches and managers are responsible for the conduct of their players and spectators. The coach can be ejected (RED CARDED) from the game if their sideline is at fault. Bench areas for each team will be on opposite ends on the same side.

### **ROSTERS - ID WILL BE CHECKED AT REGISTRATION**

Only rostered players can wear a team uniform. ALL players and coaches must be listed on their team roster and must sign the roster. The injury waiver must be also be signed by all rostered players.. Players may only be listed on 1 roster for 1 team. Players may not switch teams once they have been added to and signed a team roster and that team has played a game, regardless of whether or not the individual player actually played in any game. Teams using unregistered, illegal, or players not listed on their roster will forfeit any games in which such players were used. Only rostered team members may be on the bench. Tourney officials will review the team rosters for consistency. All rosters must be final by noon on Saturday.

**High School Division-** This division will be 6v6. The High School Division will be allowed 11 players on the roster. All players must be entering or currently enrolled in high school to be eligible to play in this division. Players who graduated in the spring are ineligible and are encouraged to play in the open division. A picture ID may be required to verify high school enrollment. 8th graders may be allowed to play in the silver division on a case by case basis..

**Men's and Women's Open Division-** A maximum of two (2) underage U18/high school players may be listed on roster. This division will be 7v7 due to larger fields at Dutch Bros Soccer Complex. The Men's and Women's Open Division is allowed a max roster of 12.

### **SUBSTITUTIONS**

1. Substitutions are unlimited and must take place near the team's bench.
2. Substitutions must be quick and can be made at anytime without notifying the referee.
3. Violation of the substitution rules will result in a throw-in at midfield by the opposing team.

### **NUMBER OF PLAYERS DURING GAME**

A game is played by two teams, each consisting of no more than six players (High School) or seven players (men/women), one of whom is the goalkeeper. A game may not start if either team consists of fewer than five players that are properly equipped. After the game has started, and a team has fewer than four players, the game will be terminated and declared a forfeit. Tournament Directors will determine goal counts, and make all final decisions.

### **SPECIAL RULES FOR 6 V 6/ 7 v 7**

1. **NO SLIDE TACKLING IN AN ATTEMPT TO WIN THE BALL** in the vicinity of an opponent. Slide tackles will result in a yellow card or a red card if flagrant. Note: Sliding in an attempt to keep the ball in play or to complete a pass or shot, is not considered a violation of the sliding rule as long as opponents are not in the vicinity. It's the discretion of the officiating referee to determine if the play is dangerous and in violation of the sliding rule.
2. Goalkeepers may slide or dive to win the ball but may not slide in an attempt to win the ball with their feet. Violation of this rule will result in a yellow card or a red card if flagrant.
3. **All kicks(including corner kicks) are indirect except penalty kicks.**
4. All defensive walls including corner kicks have a 5-yard setback.
5. On goal kicks, ball must be touched before crossing midfield. If not touched, ball goes to other team as a throw-in from midfield.
6. If a goalkeeper controls the ball with their hands, the ball must touched by another player before crossing midfield. If not touched, ball goes to other team as throw-in from midfield.
7. Upon a pass to a goalkeeper from his/ her teammate the goalkeeper may choose to pick the ball up with his/her hands without penalty.
8. **NO OFFSIDE RULE IN EFFECT**

### **EJECTIONS**

1. A player **MUST** immediately substitute a yellow-carded player. The Yellow-carded player must remain off the pitch for 5 minutes. If a player accumulates 2 yellow cards in one match it is equivalent to a red card. (FIFA rules)
2. If a player/coach is ejected from a game (RED CARD), that player/coach shall automatically have a minimum suspension from the next game. The Head Referee and Tournament Director shall determine the level of suspension.
3. Any adult ejected from a game must leave the vicinity of the field and the game will not be restarted until they are gone.
4. If a player or coach accumulates 2 RED CARDS at any point during the tournament, that player or coach will be disqualified from participating

any further in the tournament.

5. If a team accumulates 3 red cards in the game, the game will be terminated by the referee and the game will be declared a forfeit.
6. VIOLENT conduct ejections will result in additional disciplinary actions, including immediate total suspension by the TOURNAMENT DIRECTOR AND HEAD REFEREE.

### **SUSPENDED/ FORFEITED GAMES**

If, in the opinion of game officials, a game must be terminated for misconduct of players, bench or spectators, the offending team could be suspended from further play and forfeit all points and position previously earned.

### **GAME START**

All games will be started within 5 minutes of the scheduled time. If a team has not taken the field with a minimum of five (5) players within the 5 minute grace period, the game will be forfeited and the opponent (with at least 5 players in attendance) will be awarded 9 points for the forfeited game. The referee will notify the forfeited team. If both teams agree, they can choose to begin the match. If neither team shows up, NO points will be awarded.

### **GAME BALL**

1 game ball is to be provided by each team prior to the game.

### **LENGTH OF GAMES**

1. PRELIMINARY GAMES: Two 20-minute halves. (5 minute half-time)
2. CHAMPIONSHIP GAMES: Two 30-minute halves. (5 minute half-time) Silver divisions or Consolation are not considered to have Championship games.
3. No injury time will be added except for serious injuries requiring professional attention.
4. Referee may add time at his/her discretion for an unfair delay late in the game.

### **TIE GAMES**

1. In preliminary seeding games(Pool Play), ties will stand.
2. During Bracket Play games, ties will be broken in the following order:
  - a. SUDDEN DEATH OVERTIME: One 5-minute half. First Goal Wins.
  - b. PENALTY KICKS: Any player may participate. They do not have to be on the field at the end of play. Each team shall designate 10 players to take penalty kicks. A coin toss will determine which team shoots first. The first 5 shooters from each team will alternate shots. If the score is tied after the first 5, the second round is sudden death with each team alternating rounds until one team leads at the end of a round. If still tied, 5 new shooters must be chosen from anyone on the team regardless of whether or not they have taken any shots.
3. During the Championship games, ties will be broken in the following order:
  - a. SUDDEN DEATH OVERTIME: Two 5-minute halves. First Goal Wins.
  - b. PENALTY KICKS: Any player may participate. They do not have to be on the field at the end of play. Each team shall designate 10 players to take penalty kicks. A coin toss will determine which team shoots first. The first 5 shooters from each team will alternate shots. If the score is tied after the first 5, the second round is sudden death with each team alternating rounds until one team leads at the end of a round. If still tied, 5 new shooters must be chosen from anyone on the team regardless of whether or not they have taken any shots.

### **PLAYER EQUIPMENT**

1. Players are to be equipped according to FIFA rules; however, numbers are ONLY required on jerseys. Goalkeepers must wear a jersey that is a different color than their team and opponents.
2. In case of a conflict in the colors of the uniforms, the team with a 2nd set of jerseys will change. If 2nd set of jerseys isn't available, home team (team listed first on schedule) must change uniforms or they will have to wear the pinnies (vests).
3. Any equipment that has the potential to be dangerous to another player will be reviewed and final decisions will be made by the head referee and tournament director.

### **GAME POINTS**

A team may gain a maximum of 10 points per game. Points will be awarded for each game in accordance with the following schedule:

WIN: 6 points      LOSS: 0 points      TIE: 3 points

- GOALS: 1 point for each goal scored, up to 3 per game, regardless of win, loss, or tie.
- SHUTOUT: 1 point for a Shutout. No goals allowed.
- FORFEIT: Non-forfeiting team gets 2-0 win and with 9 points (6 for win, 2 for goals, 1 for shutout)

### **GAME POINT DEDUCTIONS**

- ☐ 2 points will be deducted for EACH ejection of any COACH/Assistant.
- ☐ 1 point will be deducted for each Yellow card.
- ☐ 2 points will be deducted for each RED CARD received by any PLAYER.
- ☐ 1 point will be deducted for each in the event of an ejection of a spectator or player on the sidelines.

### **TIE BREAKING PROCEDURES**

Point TIES within a bracket/flight will be resolved by:

1. HEAD TO HEAD COMPETITION.
2. GOAL DIFFERENTIAL, maximum of 5 per game. For a team with forfeit wins, goal differential in its forfeit wins shall be equal to its average goal differential in its other preliminary games.
3. LEAST GOALS ALLOWED in the preliminary round. For a team with forfeit wins, goals allowed in its forfeited wins shall be equal to its average goals allowed in its other preliminary games.
4. SPORTSMANSHIP- least number of cards
5. COIN FLIP will be the final tie breaker in the event of all other tie breakers are utilized

#### **RAIN OR OTHER FORCES OF NATURE**

Games may be shortened, delayed, or postponed to protect fields and players. There will be a \$25 per game refund in the event games must be canceled due to "Act of God."

#### **ALCOHOLIC BEVERAGES AND SMOKING**

**Possession or consumption of alcoholic beverages and smoking/vaping is expressly prohibited at all field complexes. This is an Oregon State law (OAR 581-021-0110) in regards to school property!**

#### **GOLDEN BOOT**

A Golden Boot Award will be designated to the player who has scored the most goals in pool play in his or her division. The following stipulations will apply:

- a. Max of 6 goals per one player per game.
- b. **In order to be counted towards the golden boot you must have a completed roster with name and number.** Any player not on the roster by the noon deadline will not have goals counted towards this award.
- c. For goals to be counted, the player number must match the submitted team roster.
- d. Silver division players are not considered for this award.
- e. If there are any divisions with less than 3 pool play games, 1 bracket play game will be counted towards the golden boot.
- f. The following tiebreaker procedures will apply:
  - i. Most games with at least one goal scored
  - ii. Most games with 2 or more goals
  - iii. Most goals scored against the highest ranking opponent during pool play
  - iv. Coin Toss

**OTHER** The TOURNAMENT DIRECTORS will resolve situations not covered by these rules. *The SOJ Tournament Board reserves the right to refuse any team participation in the tournament for any reason.*

Tournament Directors: Alan Rojas and Rob Saunders