

Tournament Rules

Registration

All players must be registered on their team's roster prior to the start of the tournament. Any team or player determined by the event director to have falsified age or to have used a player not on the roster prior to the start of the tournament will be dismissed from the event. All players must be able to provide proof of age if requested from referee or opposition. (OYSA player card, passport, or birth certificate accepted).

Rosters

All rosters are final after check-in.

Number of Players

The maximum number of players on a team is SIX. There are THREE players on the field at any one time (NO goalkeepers). Players may only play on one team. A team may play with two players on the field, but if only a single player is available at kickoff time or at any point in the match (absence, red card, injury) the match is ruled a forfeit. Substitutes may occur at any dead ball situation or may be made on the fly during active play, but players must enter and exit at the midfield mark only.

Forfeits

A forfeit shall be scored as 5-0.

Games

All teams are guaranteed THREE games (which may include playoffs or final.) No team will play more than SIX games.

Gender

No males will be allowed to participate in any female youth divisions. Females CAN play in male divisions. The adult divisions will be coed but do not require any minimum male or female participation.

Equipment

All players must wear shin guards. Teams shall wear non-conflicting colors of uniforms. The team listed 2nd shall have to wear pinnies if there is a question of jersey color. Players may wear padded hard casts at referee discretion. No jewelry is permitted (including taped over earrings).

Ball Size

U9-U12 = 4

U13+ = 5

In the event that age divisions are combined teams will use the older division's ball size.

Field Dimensions

35 x 25 yards

Goal Box

An arc extending 7 ft from the center of the goal is marked directly in front of the goal. No player within the arc may play the ball, however any player may move through the arc. Any part of the ball or player's body on the line is considered in the arc; the player is an 'extension' of the arc. An infraction occurs if a defender touches the ball in the arc. In this case a penalty kick is awarded to the offensive team. If an offensive player touches the ball within the arc a goal kick is awarded to the defensive team. Habitual (repetitive and/or intentional) touches in the arc may result in a yellow card given to the offending party. If the ball comes to a complete stop in the arc, regardless of which team touched it last, a goal kick is awarded to the defensive team.

Goal Scoring

A goal may be only be scored with a touch by an attacking player on the offensive half of the playing field. A ball that enters the goal last touched by an attacking player from the defensive half of the field is NOT a goal and results in a goal kick for the opposing team.

Goal Size

2"5" X 3'11"

Game Length

Games shall consist of two 12 minute halves (24 minutes total playing time) separated by a two minute halftime period. Games in pool or group play that are tied after regulation play shall end in a draw. In a playoff, if a game is tied after the second half is complete there will be a 3 minute 'golden goal' extra time period (next goal wins). If the game is still tied following the extra time period a shootout will be held to determine the winner. Shootouts will take place on the field where the game is tied. Players from opposing teams shall alternate shooting on open goal from a specific distance (SEE BELOW). Six kicks will be made by each team. One kick is taken by each player on a six person team or the kicks rotate through a smaller roster (eg: 1-4 and then 1 and 2 take a second kick). If each team makes an equal amount of its six kicks a coin toss will then decide the winner.

Shootout Kick Distance

U9-U15 = from the midfield line (same as penalty kicks below)

Tournament Points Scoring (In Group/Pool Play)

6 points for a win

3 points for a tie

0 points for a loss

1 point per goal scored (Max of 3 points per match)

Tiebreakers

At the end of group/pool play, ties between two or more teams will be broken by:

1. Head to head result (only to be used between TWO tied teams)
2. Total goal difference in all group/pool play matches (maximum differential of +/- 5 per match)
3. Fewest goals against in all group/pool play matches (max of 5 goals against per match)
4. Most shutouts
5. Coin Toss

Heading

No heading of the ball for U-12 and under per USYS regulations.

Offside

The offside rule is NOT enforced.

Kick-ins

The ball shall be kicked into play from the sideline instead of thrown in and the defending team must provide a three yard 'buffer' area (no encroachment) for the taker of the kick-in. A goal cannot be scored directly from a Kick-in.

Indirect Kicks

All dead ball kicks (kick-ins, free kicks, kickoffs) except for corner kicks and penalty kicks are indirect. The team defending a dead ball, in the case of a free kick or kick-off, shall provide a 5 yard 'buffer area (no encroachment) unless the dead ball is within 5 yards of the goal box. In this case the defending team must stand just outside the goal box area when the kick is taken.

Goal Kicks

Goal kicks may be taken from any point on the end line (goal kicks need not be taken from inside the arc or on the arc lines).

Kickoff

A kickoff may be taken in any direction, but a goal cannot be scored directly from a kickoff.

Penalty Kicks

A penalty kick shall be awarded if, in the referee's opinion, an obvious goal scoring opportunity was nullified by the infraction. It is a direct kick taken from anywhere on the midfield line with all other players from both teams behind the ball and the shooter (no players are allowed to make a 'second' play on the penalty kick). If the ball enters the goal, it is a goal. If it does not (goes wide of the goal or stops short of the goal) the defense obtains possession with a goal kick. Penalty kicks are not 'live balls.'

Concussions

A) A player who demonstrates signs of concussion as a result of an observed or suspected blow to the head or body must leave the field and may not return to play in that match. Referees will include in their match report information about any player required to leave the field because of a suspected concussion. A player who has been removed from a game by a referee because of a suspected concussion is ineligible to play until the league director has received a copy of a medical release signed by a health care professional that authorizes an unrestricted return to competition. Because this is a one day event, this will most often result in the player being done for the day.

B) Coaches should be aware that SB 721, enrolled as 2013 Oregon Laws Chapter 489, and codified as ORS 417.875, became effective January 1, 2014 and applies to all competitions sanctioned by OYSA. If a player exhibits signs of concussion following an observed or suspected blow to the head or body, a coach is prohibited from allowing that player to participate in any competition, including practice, until the player has been cleared to return to play by a health care professional.

Player Discipline/Ejection

Players may be issued yellow cards by the referee for reckless tackles, dissent or profanity. Red cards can be given for tackles that endanger the safety of an opponent and/or are blatantly intentional. Red cards will also be issued to players who show continual disobedience or dissent or use profane language repeatedly. A player who is issued two yellow cards in a single match is then immediately shown a red card.

Red Card Suspension

A player issued a red card misses the rest of the game in which he/she was dismissed and the entire next game for which he/she was playing when issued the red card. The Tournament Director may also decide to eject the player for the remainder of the tournament.

Sportsmanship

Players, coaches and spectators are expected to act in the nature of good sportsmanship at all times. Abuse of the referees will not be tolerated. Any instance of such conduct will disqualify the responsible team from the event.

Weather Policy

If a match is abandoned due to weather at the discretion of the Tournament Director the score of the match at the time of the abandonment (0-0 if never started) will be the official final score of the match. In the case the tournament is cancelled before the first game due to weather conditions, the tournament may keep up to 50% of the registration fee to cover pre-event administration costs.