

Southern Tier Travel Soccer League Tournament Play-off Rules

1. Rules

The current edition of FIFA Laws of the Game is the rulebook of the Southern Tier District Travel Soccer League, except as modified herein.

2. Age divisions

1.1 Under 12 Boys and Girls, Under 14 Boys and Girls, & Under 17 Boys and Girls.

1.2 A players' age is determined as age of Aug. 1 (see matrix, click below)

http://www.usclubsoccer.org/main.aspx?sec_id=15&guid=9c52b4f1-1815-4e3e-9dde-2250664456a4

- Field sizes (preferred)
 - 3.1 U12 division 50' x 90' (for 9 v 9)
 - 1. U14 division 50' x 100' minimum
 - 2. U17 division 60' x 110' minimum

4. Field Markings

4.1 Field markings for U14 & U17 divisions should conform to USSF standards.

- Field markings for U12 division should conform to USSF standards, where possible.

5. Size of Goals

5.1 U12 division – smaller than 8' x 24' preferred

5.2 U14 & U17 divisions – 8' x 24' regulation goal

- All goal posts should be securely anchored.

6. Size of Ball

6.1 U12 division – Size 4,
U14 & U17 divisions – Size 5

6.2 Balls should be provided by the home team, unless none of the proposed balls is acceptable to the referee.

7. Length of game(s)

7.1 U12 division – two (2) 30-minute halves
U14 division – two (2) 30-minute halves
U17 division – two (2) 35 minute halves

7.2 There should be a 5-minute break between halves for all games.

7.3 Time may be added on by the referee in any period for all time lost through the transport from the field of injured players, or time-wasting, the amount of which shall be a matter of discretion of the referee.

7.4 If a game ends in a tie (other than weather-related), there shall be one 5-minute overtime period, during which the first team to score will be declared the winner and the game will end. Teams start on same side as 2nd half. If no goal is scored during this period, then penalty kicks will determine the winner

8. Number of players

8.1 U12 division 9 (with minimum 7 to start or continue game)
U14 division 11 (with minimum 7 to start or continue game)
U17 division 11 (with minimum 7 to start or continue game)

8.2 Teams may roster up to 26 players, but may dress only 18 on game day.

8.3 Boys may not be rostered on a girls' team.

8.4 Hardship Rules do not apply.

9. Spectators

9.1 Where site conditions permit, all team players, coaches and team officials shall be located on one sideline with all spectators located on the opposite sideline.

9.2 Teams may have no more than three coaches on the player sideline during game.

9.3 No spectators, players, team officials or coaches shall be located along either end line.

9.4 This section may be modified if site conditions make the above impractical.

10. Player registration

10.1 A player may be assigned to more than one team in the Southern Tier District Travel Soccer League, but a primary team must be designated (only one team per age group).

10.2 For the play-off tournament, a player who is dual-rostered in two divisions may play only for their primary team.

11. Referees & assistant referees

11.1 Referees will be assigned by Southern Tier District Referee Unit Assignor.

11.2 Referees will receive the amount agreed upon between the Referee Unit and the Southern Tier District Travel Soccer League Board of Directors.

11.3 Assistant referees will be assigned to each game by the referee assignor.

11.4 Number of referees per game – U12 division – 3; U14 & U17 division – 3

12. Timekeeping

12.1 The official game time is kept by the referee on the field.

13. Substitutions

13.1 During the course of a game, each team may substitute an unlimited number of times, under the following conditions:

1. when awarded the ball for a throw-in;
2. after a goal is scored (either team);
3. when a goal kick is awarded (either team);
4. between halves (or quarters);
5. when a player from either team receives a caution
6. for a player found wearing illegal equipment

13.2 Either team may substitute, if the coach or assistant coach needs to enter the field to treat an injured player. The player being attended to must then leave the field of play, with the exception of the goalkeeper. If a player is injured in a game requiring him or her to leave the field, that player must not enter another game until the conclusion of the first game.

13.3 All substitutions must take place at the field center line and only after being directed on by the referee.

14. Weather conditions

14.1 Games shall be played regardless of weather, except during thunder or electrical storms or other unplayable conditions.

14.2 Games will be delayed by 30 minutes after the last incidence of thunder or lightning is observed. One weather delay is allowed per game. A second delay will lead to the conclusion of the game, settled by penalty kicks if there is a tie score when play is allowed to resume.

14.3 If the first half of a game is completed and the second half cannot be played due to weather conditions, then the game shall be deemed complete at the half. If the game has a tie score, it

will be concluded by penalty kicks.

14.6 If the second half of a game begins, but cannot be concluded at any point due to weather conditions, the game shall be called complete. If the game has a tie score, it will be concluded by penalty kicks.

15. Uniforms

15.1 All field players on any team must wear the same color jersey.

15.2 All shirts shall be numbered, except the goalkeeper, with each player assigned a different number.

15.3 In case of color conflicts, the home team must change jerseys.

15.4 All players must wear SHINGUARDS COVERED BY SOCKS

15.5 No jewelry may be worn except a medic alert covered by tape.