

# Kick or Treat

Lassen Youth Soccer Recreational Halloween Tournament

## RULES OF THE GAME

The following rules have been designed to ensure fair play for all participants. Each team is expected to understand these rules prior to their participation in the tournament. Any questions concerning these rules should be directed to LYS Board of Directors Kick or Treat Committee.

- I. **Sportsmanship:** Good sportsmanship is to prevail at all times. Coaches will be held responsible for the conduct of themselves, their players, players' parents and spectators.
- II. **Number of Players:** Seven is the maximum number of players on a team (four field players and three substitutes). A team must have a minimum of 3 field players. There are no goalkeepers in 4v4.
- III. **Divisions:** Depending on total number of teams in identified age divisions, the tournament may combine age divisions. Teams will be notified prior to tournament if groups are combined.
- IV. **Uniforms/Soft Protective Casts**
  - A. **Costumes:** Teams are encouraged to wear costumes and participate in our costume contest. If costumes are too similar in nature, the *home team* must wear pennies, provided by the tournament.
  - B. **Casts:**
    1. *Soft protective casts* worn by a player must be approved by the Tournament Director and referee.
    2. *Hard casts* are not permitted (no exceptions).
  - C. **Jewelry:** No jewelry will be allowed, including earrings of any type, rope necklaces and bracelets. The only exception will be players wearing medical bracelets.
- V. **Tournament Equipment**
  - A. All players must wear shin guards. Any player without shin guards will not be allowed to play.

- B. Home Team is responsible for providing the game balls.

**VI. Field Dimensions:** The playing field is 90 feet long by 60 feet wide.

**VII. Game Duration**

- A. The game shall consist of two 12-minute halves (U10-U19). 10-minute halve (U6/U8).
- B. Halftime is two minutes.
- C. There are no timeouts and the game clock does not stop.
- D. The referee (or Tournament Director) has the official time on the field and holds the right to take necessary action if he/she feels that a team is delaying the game.

**VIII. Game Play**

- A. U6/U8 divisions will use regular season playing rules for game play (coaches will officiate the games as with season play).
- B. No offside, no headers, no slide-tackles in 4v4 soccer.
- C. **Goal Keepers:** There are no goal keepers. No player is allowed to use their hands in 4v4 play.
- D. **Kick-off:**
  - 1. *Home team* will have kickoff to start the game and the *away team* will choose the side they want to defend.
  - 2. May be taken in any direction.
  - 3. You cannot score directly from a kick off.
- E. **Kick-Ins:**
  - 1. The ball out of play on the touch line (side line) shall be awarded the opposing team with a kick-in. No throw-ins. Only kick-ins.
  - 2. The ball is considered in play when the ball is touched and moves.
  - 3. A goal can not be scored directly from a kick-in.
- F. **Goal Kicks:** May be taken from any point of the end line.
- G. **Scoring & Free Kicks:**

1. The player scoring must be on the attacking half of the field and outside of the goal box to score.
  2. All dead-ball kicks are indirect (must be touched by another player before entering the goal). Goals cannot be scored directly from kick-offs, kick-ins, free kicks, and corner kicks.
- H. **Penalty Kicks:** Shall be awarded if, in the referee's opinion, a scoring opportunity was nullified by an infraction (the infraction does not automatically result in a red card). Penalty kicks are direct kicks taken from the center of the mid-line (kick-off mark) with all players from both teams behind the mid-line. Penalty kicks are dead ball infractions. If a goal is not scored, the defense obtains possession with a goal kick.
- I. **Goal Box Rule (U10 and above only):**
1. No player may touch the ball if they are inside the goal box.
  2. All players may pass through the goal box as long as they do not touch the ball while in the box.
  3. If the ball comes to a rest in the goal box, a goal kick is awarded regardless of who touched the ball last.
  4. Any part of the ball or player's body on the line or inside the plane of the box is considered to be "in the goal box" and is an extension of such.
  5. If a *defensive player* touches the ball after it has entered the the goal box, a penalty kick will be awarded to the offensive team from the center of the the mid-line (kick-off mark).
  6. If an *offensive player* touches the ball after it has entered the box, a goal kick will be awarded to the defensive team.
- J. **No Slide Tackling:**
1. If a player is sliding, any contact with another player is not allowed. If a player slides and contact is initiated, a free kick shall be awarded.
  2. This does not prevent players from sliding to stop/intercept a ball where contact is not initiated during the slide. Example: a player may slide to save a ball from going out-of-bounds.
- K. **Substitutions:** may be made during any dead-ball/stoppage of play situations, regardless of possession. Teams must gain the referees attention and players must enter and exit at mid-field. Substitutions should not be made on the fly.

- IX. Five Yard Rule:** In all dead-ball situations, defending players must stand at least five yards away from the ball. If the defensive player's goal is closer than five yards, the ball shall be played five yards from the end line nearest the location of the foul.
- X. Hand Ball Clarification:** Deliberate handling of the ball that denies a team of an obvious goal-scoring opportunity will result in a penalty kick and a yellow card (caution) at the discretion of the referee.
- XI. Delay of Game:** Any player may be cautioned with a yellow card if it is deemed by the referee that the player is intentionally wasting time (e.g. if a player intentionally kicks the ball long distances away from the playing field in order to waste time.)
- XII. Tie Game:** Games tied after regulation play shall end in a tie, except in the playoffs.
- XIII. Playoff/Championship Overtime:**
- A. Shall consist of a 3-minute "golden goal" overtime period (the first team to score in overtime is the winner).
  - B. The *home team* will have kickoff and the *away team* will choose the side to defend.
  - C. If no team has scored in the 3-minute overtime, the winner shall be decided in a sudden death shootout.
    - 1. No goalies.
    - 2. Shots taken from the penalty mark.
    - 3. The home team will shoot first.
    - 4. Each team will designate 4 players from its team to shoot and create a lineup of the 4 shooters.
    - 5. Teams will alternate shots until one teams goal is unanswered by the opposing team.
    - 6. If tied after the first four designated shooters for both teams, four successive shooters shall be selected from the first group of four or any players who have not yet shot.
      - a) The 2nd round of shooters shall kick from the buildout (orange) line.
      - b) If still tied, the 3rd round of shooters shall kick from the half field line (center spot used for kick-offs).

**XIV. Cautioned Players (Yellow Card):**

- A. Players receiving a yellow card must be substituted from the field immediately. The player may return to the field at the next substitution opportunity.
- B. A player that receives two yellow cards in one game will result in a red card. (Please see red card rule).

**XV. Player Ejection (Red Card):**

- A. Referee's have the right to eject a player or coach from the game for repeated violation of the Laws of the Game, LYS Rules, Kick or Treat Rules, and/or as a result of an incident that warrants sending off. The team may then continue with their remaining players/coaches.
- B. If the player receiving the red card was on the field of play, the team must complete the entire game a player short. The player receiving the red card will automatically be suspended for their next game (no exceptions). A coach receiving a red card shall automatically be suspended for 3 succeeding games of this tournament.

**XVI. Tournament Point System (In bracket Play):**

- A. Games will be scored according to the following: 3 points for a win; 1 point for a tie; 0 points for a loss. No bonus points will be awarded. Top teams advance to championship.
- B. Tie-Breakers: At the end of group play, if teams are tied the following will break the tie: 1. Head to Head result. 2. Goals differential (goals scored minus goals allowed based on the maximum of six goals per game.). 3. Goals allowed. 4. Goals scored.

**XVII. Protests:** No protests as this is a friendly tournament.

**XVIII. Inclement Weather:**

- A. The Tournament Committee will do whatever is necessary to play all games, however, the safety of the players is paramount.
- B. Player safety and damage to the fields will be considered in making the decision to cancel any games. No refunds will be issued once the team has been accepted and paid for the tournament.