



2022 REVOLUTION Clash at the Creek SOCCER TOURNAMENT March 18-20

Laws of the game

All games will be played in accordance with FIFA Laws of the Game observed by USSF/USYSA with the adjustments outlined below.

Eligibility and Game Duration

Tournament roster sizes are as follows:

U13 – U19: maximum roster size is 22 players

U11 – U12: maximum roster size is 18 players

U9 – U10: maximum roster size is 14 players

There will be a maximum of three (3) guest players allowed per team. A player may play on only one (1) team per age division.

Players in the following divisions must be born between the dates shown and will play as shown below:

Age	Group	Year of Birth	Ball Size	Halftime	Halves
U9	(7v7)	2013	4	5 minutes	2 x 25 minutes
U10	(7v7)	2012	4	5 minutes	2 x 25 minutes
U11	(9v9)	2011	4	5 minutes	2 x 30 minutes
U12	(9v9)	2010	4	5 minutes	2 x 30 minutes
U13	(11v11)	2009	5	5 minutes	2 x 35 minutes
U14	(11v11)	2008	5	5 minutes	2 x 35 minutes
U15	(11v11)	2007	5	5 minutes	2 x 35 minutes
U16	(11v11)	2006	5	5 minutes	2 x 35 minutes
U17	(11v11)	2005	5	5 minutes	2 x 35 minutes
U18/19	(11v11)	2004/2003	5	5 minutes	2 x 35 minut

****Combining of age groups will be done at the tournament committee's discretion, if needed. We will make every effort to keep each division skill level appropriate.**

WEATHER

No games will be played if lightning is in the area. If any coach, field marshal or assistant referee sights lightning, they will immediately notify the referee who will suspend play or delay the start of the game. Such delay or suspension must remain for a minimum of thirty (30) minutes past the last sighting of lightning or longer at the direction of the field marshal or referee. In the event of other inclement weather, the Tournament Director/Committee will have the sole authority to shorten games by up to 50%, relocate game sites, reschedule games or cancel games. If a game is canceled prior to starting or during the first half due to weather, including lightning, best effort will be made to reschedule. If a game is canceled during the first half of play and is rescheduled, the game will be restarted with the same score and time remaining as at the time play was suspended. Games will be considered completed if one half of the game as elapsed. If a game is part of the selection of a group winner, the Tournament Director/Committee will, in their sole discretion, determine the method and timing to determine the winner. Neither the Tournament, nor anyone connected with the Tournament, assumes any responsibility or liability if the Tournament is canceled in whole or in part for any reason, weather related or not. In the event of inclement weather during the tournament, it is the responsibility of each team manager/coach to contact the Tournament Director/Committee with questions or concerns.

Cancellation Policy

In the event of inclement weather forcing cancellation of the tournament or games after the tournament has started, the following will occur:

If all games are played on Saturday, there will be no refunds.

If the Tournament is cancelled or shortened for weather or unforeseen circumstances beyond our control, refunds will be calculated after Tournament expenses have been met.

Registration

Each team must submit the following by the given deadline of MARCH 11th by downloading the documents into your team snap registration account. You may reach your account by copying this link into your browser. <https://events.teamsnap.com/login> You may download saved files or download pictures of the documents if necessary. If you hear nothing from us then we have received your documents and they have been approved. If we do not receive your documents or if there are items missing then we will be contacting you directly.

1. OFFICIAL STATE ROSTER with jersey numbers of each player and guest players. Guest players may be handwritten on the bottom of the teams official roster.
2. PLAYER CARDS for each player including guest players
3. TRAVEL PERMIT for teams from outside Kentucky.

Each player (including guests) MUST have a laminated player card from the team's state association, with picture for each rostered player. Bring player cards and a copy of your approved roster with guests added and clearly marked to each game. Only 3 guest players are allowed. Plan to bring at least 4 copies of your roster to the tournament. The Coach or Team Manager must have possession of the player cards, medical release forms and tournament-approved rosters at all games. Failure to do so can result in dismissal of players or the entire team from the tournament.

Player's Uniforms and Equipment

Field players must wear numbers on the backs of their matching uniforms. Each field player must have a different number that coincides with the jersey number listed for that player on the roster. The goalkeeper will wear a shirt of a different color than the keeper's teammates, the referee and opponents, and may have any number or no number. The HOME TEAM is list FIRST on the schedule. The Home Team shall wear white (light colored) jerseys. The AWAY TEAM is listed second on the schedule. The Away Team shall wear dark (non-contrasting) colored jerseys. Sharp steel spikes are not allowed on shoes. All players' equipment is subject to the referee's approval. The home team must present a minimum of two (2) game balls to the referee prior to the start of the game for the referee's approval.

Forfeited Games

A team will be allowed a five (5) minute grace period from the scheduled kick-off time before the game will be forfeited to the opponent. A team may begin play with a minimum of seven (7) players at 11v11, six (6) at 9v9 and five (5) at 7v7. Late players must check in with the referee or assistant referee prior to being allowed in the game. The opposing team will play at full strength if they choose. In the event a team forfeits a game, the opponent will be awarded a 4-0 win. Any team quitting the field of play before the conclusion of the game is subject to being disqualified from the Tournament. Teams causing abandonment will be declared the loser by a 4-0 score regardless of score when they leave. When the situation causing abandonment is such that Tournament officials cannot assign responsibility, both teams will forfeit with no goals scored and a double loss declared.

Start of Play

Teams must check in with the field marshal or center official at least 10-15 minutes prior to their scheduled kick off time. Field marshals/referees will inspect and retain the official state approved tournament rosters and player cards. Both teams will be on the same side of the field and each team will be located no closer than 5 yards away from the halfway line. Field marshals and referees will have the authority to determine team location during the game. No team will

be allowed more than three non-players (coaches, trainers, managers) on the team's side of the field during the game. Each team will have a coach at the field for the duration of the game. A team not so represented will forfeit the game.

Spectators will be located on the opposite side of the field adjacent to their team. The game clock will not be stopped because of an injury to any player except at the discretion of the referee and if medical personnel remove the injured player from the field. Stoppage time may be added if, in the opinion of the referee, a team is delaying the game in their benefit. Games that start late due to this may and likely will be shortened as needed to ensure that the next game on that field may begin on time.

Conduct

Coaches are responsible for the conduct of their spectators, team staff and players of their team. Referees are authorized to take appropriate action to maintain proper control of games. Abuse from players, coaches, and spectators will not be tolerated. If the referee terminates play due to unruly behavior, the Tournament Director/Committee will determine if the game is to be replayed, continued or forfeited by the offending team. Players ejected from the game are automatically banned from their team's next tournament game. Coaches ejected from the game are (at a minimum) automatically banned from that team's next tournament game. Violations that are deemed of a serious nature (fighting) might require further disciplinary action such as banning from further tournament play. The player card of the ejected player will be collected by the field marshal, attached to the game report and delivered to the Tournament Headquarters. The decision of the Tournament Director/Committee on red card violations is final.

Substitutions During Play

There is no limit to the number of substitutions during the game. Players may be substituted with the consent of the referee at the following times:

- Prior to a throw in by team in possession or both teams, if team in possession first requests a substitution.
- Prior to a goal kick by either team
- After a goal by either team.
- In the event of an injury, by either team.

An ejected/red-carded player may not be substituted. The team of the ejected player must play short for the remainder of the game.

Utilizing the Build-out Line for U9 and U10 Games (7v7)

The Build-Out Line promotes playing the ball out from the defensive third in a less pressured setting.

- 1.) When the goalkeeper has control (with his/her hands) of the ball during play, the opposing team **MUST** move behind the Build-Out Line until the ball is released (put in play) by the goalkeeper. Once the opposing team is behind the Build-Out Line, the goalkeeper can pass, throw, or roll the ball into play (punts or drop kicks are **NOT** allowed). After the ball is put into play by the goalkeeper, the opposing team can cross the Build-Out Line and play resumes as normal. * The goalkeeper may play the ball quickly before the opposing team is behind the build-out line with the understanding that it was his or her own choice to promote speed of play.
- 2.) The opposing team **MUST** move behind the Build-Out Line for a goal kick restart and may only cross the Build-Out Line once the ball is in play. (In play means as soon as it is kicked and clearly moves.) Newly mandated rules state it no longer has to leave the penalty box before it is live.
- 3.) **OFFSIDES** will begin at the build out line...not the half-line.

Scoring and Tie Breakers

Scoring Method: The standings of teams within brackets are based upon the number of points earned in qualifying games. Teams earn points as follows:

- **Three points (3) for a win (including forfeits)**
 - **One point (1) for tie**
 - **No points (0) for a loss**
- *Forfeits are considered a 4-0 victory for non-forfeiting team.**

Tiebreakers: In the event that teams are tied on the basis of points earned, the team's placement will be determined in accordance with the following sequential criteria:

- a) Winner of head to head competition (these criteria not used if more than two (2) teams are tied.)
- b) Winner of most games.
- c) Goal differential (goals scored minus goals against) with a maximum of four goals per game.
- d) Fewest goals allowed
- e) Kicks from the penalty mark per FIFA Laws of the Game

Note:

If more than two (2) teams are tied, the sequence will be followed until a team is eliminated/advanced. The remaining teams will then restart the sequence at Point “b” above until the tie is broken.

If FIFA kicks from the mark have to be taken, there will be a draw by the Tournament Committee. The first team drawn will receive the bye; the next team drawn will be home team against the remaining team in the first contest of kicks. The winner of the first contest will then compete against the bye team in kicks from the mark to determine the round robin winner. The bye team will be the home team. This is only if there are more than two (2) teams tied after going through the Tiebreakers.

Overtime

For semi-final and final games:

If tied after regulation, you will have “1” 5 minute golden goal overtime period. If no one scores then it is FIFA Kicks from the Penalty Mark.

Game Reports

The referee or a field marshal will handle game reports. Each coach/manager will verify the game results before signing the report. Both coaches must sign the reports! Reports will periodically be delivered to the official scorer or tournament director by the field marshal or referee. Scores will be posted at the tournament headquarters near the pavilion.

Awards

Awards will be given to each player on the first and second place team in each division.

Protests

Protests will not be allowed. Decisions of the Tournament Director/Committee and/or referee will be final.

Tournament Director/Committee

The Tournament Director/Committee will make every effort to ensure this Tournament is an enjoyable experience for the players, coaches and fans. Any fan, coach or player who distracts from the competition by abusive, derogatory, vulgar or profane language or actions will be ordered to leave the game site for the remainder of the game. Refusing an order to leave by a referee, field marshal or tournament official will result in the termination of the game and forfeiture by the team in which the offender is affiliated. Neither the Tournament Director/Committee, nor anyone connected with the tournament, assumes any responsibility or liability if the tournament is canceled in whole or in part for any reason. The Tournament Director's/Committee's interpretation of application information, procedures, rules, results and all matters pertaining to the Tournament are final.

Subject to Change

The above rules - **in whole or in part** - may be changed up until the time of the first game of when the tournament begins and subject to the tournament committees approval. (March 18th, 2022)

****Only if needed will we begin play on Friday night for teams that live close to Murray. Otherwise all games will be played on Saturday and Sunday.**