



2007 Tournament Rules (revised 07/23/07)

1. Laws of the Game

All games shall be played under FIFA Laws of the Game as modified by USSF or US Youth Soccer for youth games unless otherwise noted.

2. Eligibility

PikeFest is a Fall Tournament and all age and other eligibility determinants will be the same as for the Fall regular season. This tournament will accept teams (including up to 3 guest players) of no more than 18 players for U13 and U14 teams, 14 players for U11 & U-12 teams and 12 players for U9 and U10 teams. All teams must be currently registered with their State Association. The tournament roster may not be changed after registration check-in. No player will be allowed to neither register nor play for more than one team in the tournament.

Player passes with photographs, duly authorized by an appropriate USSF State Registrar, must be presented at registration and at the field of play as requested by the referee, field marshal or other tournament official. All out of state teams must provide valid permit to travel documentation.

3. Age

Players must be born within the August 1 – July 31 time frames as established by the USSF for the division in which they will participate. An exception will be made for over-age U14 players. A team roster may include up to 3 U15 players on a U14 roster. These players must have a valid Fall player pass. The oldest player on the tournament roster will determine the age group of play with the exception of U15 aged players on a U14 team.

4. Age Group, Game Length and Ball Size

Group	Birth Dates	Game Length	Championship Game	Ball Size
U-9	8/1/98- 7/31/99	2-25 minute halves	50 minutes	#4
U-10	8/1/97– 7/31/98	2-25 minute halves	50 minutes	#4
U-11	8/1/96– 7/31/97	2-25 minute halves	60 minutes	#4
U-12	8/1/95 – 7/31/96	2-25 minute halves	60 minutes	#4
U-13	8/1/94 – 7/31/95	2-30 minute halves	70 minutes	#5
U-14	8/1/93 – 7/31/94	2-30 minute halves	70 minutes	#5

All U9 & U10 games will play a 6 v 6 format.

All U11 & U12 games will play an 8 v 8 format.

- All games will use a running clock with no stoppage except for serious injury.
- Half-time will be limited to 5 minutes.
- In the event of mandated water breaks, the clock will NOT stop.
- Substitutions are not limited; however, a team may only substitute on its own throw-in, any goal kick, any kick-off and upon injury.
- In the event of conflicting uniform jersey colors, the team listed first on the game schedule shall be the "Home Team," and will be required to change jerseys if required by the referee. Home teams are encouraged to wear light colored uniform jerseys. Home Team will supply a game ball if not provided by PikeFest.
- *****All games may begin up to 10 minutes EARLIER than scheduled. Teams should plan on being checked in with the Field Marshal and ready to take the field 15 minutes before the scheduled start time. There are no team warm ups on the game field.*****

5. Small Sided Games

U-9 & U-10

- Play shall consist of 5 field players and 1 goalkeeper
- Punting and/or drop kicks are allowed, however, the ball may not land past midfield without touching the ground or another player first. Throwing, rolling and/or putting the ball on the ground and kicking it beyond the midfield line in the air is allowed. In case of an infraction, an indirect free kick will be awarded. The indirect free kick will be placed at the midfield line at the point nearest to where the ball crossed the line.
- Fouls will result in Direct and Indirect kicks.
- The distance at restarts will be 5 yards.
- Penalty kicks will be taken from a spot 8 yards from the goal line.
- Restarts will follow FIFA rules (i.e. a corner kick is direct)
- The offside rule will NOT be used, however teams should not 'cherry pick.'
- No semi-final or championship games in U-9 & U-10 age groups.

U-11 & U-12

- Play shall consist of 7 field players and 1 goal keeper
- Fouls will result in Direct and Indirect kicks.
- The distance at restarts will be 8 yards.
- Penalty kicks will be taken from a spot 10 yards from the goal line.
- Restarts will follow FIFA rules (i.e. a corner kick is direct)
- The offside rule will be in effect.

6. Championship & Semi Final Games

In the event of a tie at the end of regulation play, the following procedures will be applied:

A mandatory overtime (OT) consisting of two (2) periods of five (5) minutes each with no "half-time." Both of these halves shall be played in their entirety. There is no "golden goal or sudden victory"

In case of a tie after OT, "Kicks from the Penalty Mark" rules will apply to determine the winner. Only players playing at the end of OT will be allowed to participate in the kicks. Standard FIFA rules will be followed:

- Each team shall select five (5) players to kick, from the players on the field at the conclusion of the overtime period.
- The referee will toss a coin and the team whose captain wins the toss selects whether to take the first or second kick.
- Teams shall alternate kicks.
- If, before both teams have taken five (5) kicks each, one team has scored more goals than the other team could, even if it was to score on its remaining kicks, taking kicks shall cease and the winner declared.
- If, after both teams have taken five (5) kicks, both have scored the same number of goals, or have not score any goals, the kicks shall continue with five new players selected from the remaining players who were on the field at the end of the overtime. Kicks continue until such time as both teams have taken an equal number of kicks (not necessarily five more kicks) and one team has score one goal more than the other. This means if teams are tied after the first round of five penalty kicks, successive rounds of one shooter from each team will be taken until one team prevails. No player may take a second kick until all other eligible players have kicked.

7. Inclement Weather

The only time a game will be delayed is if it becomes hazardous to players or spectators, such as an electrical storm or tornado warning. Games will be continued at the point of delay once the threat subsides. If play cannot be resumed timely, an alternate schedule will be followed as determined by the tournament committee.

If championship or semi final games cannot be played due to weather, final positions will be determined by the point system with ties resolved as stated in rule #9. If the tournament cannot be completed due to weather or another act of God, no fees will be refunded.

IN THE EVENT OF WEATHER CHANGES, IT WILL BE THE RESPONSIBILITY OF TEAMS TO CHECK IN AT TOURNAMENT HEADQUARTERS TENT FOR CHANGES. Scheduling information will be available on the web site: www.pikefest.org

8. Scoring

The team coach is responsible for checking the accuracy of the score reported to the official score board.

Teams will be awarded points as follows:

- Win: 3 points
- Tie: 1 point
- Forfeits: scored as a 4-0 win.

9. Standings

The following procedure will determine the bracket winner:

1. Most points
2. Most wins
3. Winner of game played between the tied teams (does not apply in the event of a three-way tie)
4. Fewest goals allowed
5. Most goals scored (*maximum four per game*)
6. Penalty Kicks. Per FIFA rules, except: any eligible*, rostered player may participate. If teams are tied after the first round of five penalties, successive rounds of one shooter from each team will be taken until one team prevails. *Players who are sitting out a red card, and not eligible to play in the following game, are *not* eligible to participate in the PKs.
7. Coin flip, if deemed necessary by the tournament committee.

Decisions of the Tournament Committee shall be final on all questions regarding advancement. There shall be no appeals of advancement decisions.

After checking the posted scores and standings, if you have any questions about which teams are advancing to the finals, PLEASE ASK THE OFFICIAL TOURNAMENT SCORE KEEPER AT THE HEADQUARTERS TENT.

10. Protests

The decision of the referee will be final. Protests are not allowed.

11. Final Arbitration

Pike Fest Tournament Committee is the final interpreter of the rules and regulations and reserves the right to issue the final decision of all matters pertaining to the tournament.

12. Equipment

1. The designated home team (listed first on the game schedule) shall be prepared to:
 - Provide a game ball
 - Change jerseys in the event of a color conflict (to be determined by the referee)
 - Home teams are encouraged to wear light colored uniform jerseys
2. All players are required to wear shin guards.
3. Eyeglasses must be secured by a safety strap or goggles.
4. All body piercing and other jewelry must be removed, including newly pierced ears.
5. Any equipment eligibility concerns not specifically mentioned in these rules shall be ruled by the center referee.

13. Blood Safety Rule

If during the course of the game a player is witnessed to have an open sore or wound, the referee will require the player to leave the field of play. As in the case of injury, the player may be substituted and the opposing team may also substitute. The referee, assisted by the Assistant Referee, will determine the player's status for return to the game only after complete cleanup, including uniform, has been accomplished and inspected.

14. Park Rules

- No dogs, No alcoholic beverages, NO SMOKING are allowed.
- Concessions and restrooms are available at all sites.

15. Red and Yellow Cards

Any player receiving two yellow cards or one red card in any game will be required to leave the field and playing area for the duration of the game in process and will be suspended for the next game.

Coaches / managers and/or spectators ejected will also be required to leave the field and playing area and will be suspended until after the next game played by the team playing at the time the ejection takes place. Coaches, managers and spectators are required to complete their suspension prior to returning to the playing fields regardless of their status with another team or their club.

Pike Fest Tournament Committee may order additional penalties or suspensions or ejection from tournament and this decision shall not be subject to appeal.

Player passes for players and coaches ejected will be held by the tournament committee and will be returned to a team official (registered with appropriate pass) upon completion of the required suspension. If an ejection occurs during a team's final game, the pass will be held by the committee and returned to the appropriate State Association. State Associations will be notified on the next business day of any red card offense.

16. Player / Coach / Spectator Locations:

- Both teams will be on the same side of the field, including coaches.
- All other persons must be on the opposite side. No spectators or coaches are allowed behind the goal lines.
- A maximum combination of 3 coaches/managers will be allowed on the sidelines. All coaches and managers must have valid state association cards.
- Coaches are responsible for the comments and behavior of themselves, their players and the parents or other spectators.
- The spirit of the game and sportsmanship are paramount.

17. Forfeits

A forfeit will be declared if a team is not on the field, ready to play more than 10 minutes late for a scheduled start time. To start a game, a minimum of 7 players is required for U-13 & 14. For U-11 & 12 the minimum is 6 players. For U-9 & 10 the minimum is 4 players. A forfeited game shall be recorded as a 4-0 win for the opposing team. Teams forfeiting a game will be eliminated from consideration for a participation in any playoff game.

If a scheduling error is discovered that leads to game time or field location change or confusion, the tournament committee reserves the right to correct the mistake.