

## **2021 Rogue Memorial Challenge Tournament Rules**

**FIFA Laws of the Game apply with the following modifications**

### **Roster Size and Guest Players**

The U10 age group will play 7v7 and may roster a maximum of fourteen players. U11 and U12 teams will play 9v9 and may roster a maximum of eighteen players.

The U13- U19 teams will play 11v11 and may roster a maximum of twenty-two players.

All teams may have up to five guest players from outside your own club.

No more than eighteen players (fourteen at U10) can be on the match roster to play in a game. Rostered players not participating in a game must be crossed off the roster prior to the game (crossed off players may sit with the team if not dressed to play and with the approval of the referee).

### **Player Ages**

Ages are based on the 2018/2019 age groups for all teams.

Players may only play for one team throughout the tournament. Any player found to be playing on more than one team will automatically be ejected from the tournament. All games that player participated in will be forfeited.

### **Team Check-in**

Please bring Valid Player/Member Passes from either USYSA, or US CLUB or AYSO. All Player Passes MUST BE FROM THE SAME ORGANIZATION (You CANNOT MIX US CLUB SOCCER AND US YOUTH SOCCER PASSES). The player

passes/cards **must** be laminated and have the players picture on them and be brought to team check-in. Teams may check-in at the Rogue Regency Inn & Suites on Friday evening. You will need to bring seven copies of your team/tournament roster to check-in. All teams outside of Region IV (USYSA) must submit travel papers with their application to play in the tournament. Teams failing to produce required credentials can be disqualified from participation in the tournament without any refund.

## **Rosters and Player Cards**

Referees will collect the official, stamped tournament roster from each team prior to the start of each game. Referees reserve the right to check player passes prior to each game and at anytime during or after the game. If a coach or team is found to have used an ineligible player, the team will forfeit the game. Referees will pull player cards upon game ejection for either coach or player. Player cards will be held at tournament headquarters until after the next game.

## **Jersey Color Conflict**

Teams are required to have two different (Home = Light and Dark = Away) game jerseys.

In the event of a conflict in jersey colors, the home team is required to change the color of their jersey.

The home team is the team listed first on the schedule.

Goalkeepers must wear a color clearly distinguishing them from all other players on the field.

## **Minimum Number of Players**

All 7v7 teams must have a minimum of 5 players on the field to start the game. All 9v9 teams must have six players on the field to start the game. All 11v11 teams must have seven players on the

field to start the game. If a team does not have enough players or an authorized adult with a valid coach's card at the start of the game, they will forfeit the game with the other team receiving eight total points. A team that forfeits a game will advance to the medal round if they would otherwise qualify.

If a team is going to be late or not have enough players at the start of the game, they must contact the Tournament Director to determine how to proceed.

## **Player's Equipment & Safety**

A game can be forfeited if the Tournament Director feels there is a safety concern for players, referees or spectators.

- No equipment shall be worn that is dangerous to another player, as determined by the referee.
- Shin guards, covered by socks, are mandatory (Players not wearing shin guards will not be allowed to play.)
- No jewelry is permitted. Taping of jewelry is not permitted
- Medical ID bracelets/necklaces are permitted provided they are securely taped to the body
- Players with hard casts, splints or "1/2" casts are permitted to participate provided they are adequately wrapped with ½" closed cell foam, **at the discretion of the referee**. The referee's decision is final.
- No player may play if they are bleeding or there is blood on their uniform. The referee will immediately substitute the player and the uniform must be changed. The player cannot return to the game until the bleeding is stopped and the wound is covered.
- 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.

## **U10 AGE GROUP Modified Rules – Build out line, goal kicks keeper punts**

### **Build out Line**

The build out line is a line parallel to the end line located half way between the penalty area line and the center line.

When the goalkeeper takes possession of the ball in his/her hands, the opposing team must retreat behind the build out line and remain there until the goal keeper puts the ball into play by throwing or passing the ball. Should the goal keeper choose to release the ball prior to the defending team retreating to the build out Line, the play will continue.

### **Goal Kicks**

All players on the defending team (team not taking the goal kick) must be behind the build out line when the opposing team takes the goal kick.

If a defending player is nearer to the opponent's goal than the build out line when the goal kick is taken, the goal kick will be retaken.

### **Offside**

The Offside Law applies and is enforced under the same guidelines as a full sided game.

### **No Goalkeeper Punts**

A goalkeeper who has taken possession of the ball in his/her hands may not put the ball in play by punting or drop kicking the ball.

If a goalkeeper punts or drop kicks the ball, the opposing team is awarded an indirect free kick from the spot of the offense.

If the punt occurs within the goal area, the indirect free kick should be taken on the goal area line parallel to the goal line at the nearest point to where the infringement occurred.

### **No Heading at U12 and Below**

(a) A player may not use his/her head to play the ball.

(b) The penalty for playing the ball using the head is an indirect free kick at the spot of the infraction. If the infraction is committed by a defending player in the defender's penalty area, the free kick will be taken from a spot on the penalty area line parallel to the end line that is nearest to the spot of the infraction.

(c) The infraction consists in intentionally playing the ball with the head. If the referee determines that the ball struck a player in the head when the player is not trying to play the ball, the referee should allow play to continue.

### **Concussions**

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 tournament director has received a copy of a medical release signed by a health care professional that authorizes an unrestricted return to competition.

### **Game Start Times**

All games will start at the scheduled time. Game times may only be altered at the discretion of the Tournament Director. Referees DO NOT have the discretion to alter the game times in any way.

### **Length of Games**

**All Games** at the U10 age group will consist of 2 - 25 Minute halves with a 5-minute half time.

**All Games** at the U11 and U12 age groups will consist of 2 30-minute halves with a 5-minute half time

Preliminary games and Semi-Finals in the U13-U19 games will consist of two 30-minute halves with a 5-minute halftime at all age groups.

Championship and consolation games (Monday) for ages:

U10 2 25 Minute halves with a 5-minute halftime

U11/12 2 30-minute halves with a 5-minute half time

U14 and up will consist of 2 **35-minute** halves with a 5-minute half time.

Preliminary round games tied at the end of regulation time will stand as ties.

Semi-Final Games tied at the end of regulation will go directly to FIFA kicks from the penalty mark.

If a championship game is tied at the end of regulation time, two overtime periods of five minutes each shall be played to conclusion (switch ends after the first overtime). If the game is still tied after the second period of overtime, the game will go to FIFA kicks from the penalty mark. Only players on the field at the end of the game may participate in the kicks from the penalty mark.

### **Shortened/Abandoned Games**

If games are shortened or abandoned for any reason, the Tournament Director reserves the right to determine how the game result shall be determined. Decisions by the Tournament Director in determining the official game results are final and may not be appealed.

### **Substitutions**

Unlimited substitutions may be made, with the consent of the referee, on any dead ball. Players must be ready and present at the center of the field before you request a substitution. Players may only enter at the center of the field.

### **Game Card & Score Discrepancies**

Once a game is finished the game score is considered final and cannot be contested. In the case of a dispute of a posted score, the referees of the game in question will be contacted to ensure that the score is accurate. Game cards will be picked up from the referees after the game by either the field marshal or tournament HQ Staff for posting and reporting.

### **Scoring and Tie Breaking System**

Scoring Method (Brackets not involving International Teams)  
Scoring during the tournament will be based on the following system:

Win 6 Points

Tie 3 Points

Loss 0 Points

Shutout 1 Point

Goals 1 Point for each goal up to 3 maximum

Maximum of 10 points per game for winning team

### **Tie Breakers**

If two teams are tied in points after the preliminary round, the following tie breakers will be

1. Head to Head Results
2. Goal Differential. Maximum difference allowed is four per game
3. Least Number of Goals Allowed
4. Most Goals Scored
5. Coin Flip (performed by Tournament Director or designee)

If three or more teams are tied after the preliminary round, the tie breaker criteria listed will be used in the order shown, beginning with criteria #1, to first eliminate, or second, advance one of the three teams. The remaining teams will then be compared, beginning again with criteria #1.

## **Game Balls**

FIFA approved game balls are provided by the Tournament and shall be returned to the Center Referee or the tournament field marshal at the completion of the game. Each age bracket uses balls listed below.

- Size #4 Game Ball: U10, U11, U12
- Size #5 Game Ball: U13, U14, U15, U16, U17, U19

## **Red/Yellow Cards, Cautions & Dismissals**

Players who are ejected from a game on a red card will automatically be suspended from the team's next game; their card will be available at Tournament Headquarters following the suspended game. If a player is serving out a red card penalty, they may not suit up, but they can sit with the team during the game. If a coach is sent off or ejected, they will automatically be suspended from the team's next game; their card will be available at Tournament Headquarters following the suspended game. If a coach is serving out an ejection/dismissal, they may not be on the team's side of the field. The coach may be on the spectator side of the field once the game starts but may not coach or communicate with the team in any manner.

All red card ejections, cautions & dismissals will be reviewed by the Tournament Director and may result in a more severe penalty depending on the misconduct. Fighting by players, violent conduct, and harassment of referees by coaches, parents, players, or



spectators, is considered serious misconduct. Fighting by a player(s) may result in ejection from the tournament.

## **Spectator and Team Areas**

Spectator areas will be established on the opposite side of the field from the teams. Team areas extend 10 yards on each side of the halfway line. The team area is two yards back from the touchline. Coaches must remain in the FIFA defined technical area.

## **Sportsmanship**

Coaches are responsible for the conduct of their players, parents and spectators at all times during the game.

## **Venue Rules**

Rules governing game venues are posted at the various locations. All teams, coaches and spectators are expected to follow all posted venue rules. In addition, dogs, alcohol, smoking, glass containers, and swearing/verbal abuse are not permitted at any location. Violators of these rules will be asked to leave the venue.

## **Protests**

All games will be considered final. NO PROTESTS WILL BE ACCEPTED.

## **Refunds**

NO refunds will be granted to any team withdrawing/canceling after May 1 for any reason. NO refunds will be issued to any team failing to produce their required player passes or team roster credentials at check-in or for teams ejected from the tournament due to conduct. There will be a \$50 per game refund in the event games must be canceled due to "Act of God."

## **Other**

Trainers are not provided at any game locations. Teams are encouraged to bring all of their own first aid equipment as the tournament does not have those items, and this includes ice. Emergency services (911) are to be called for all injuries, both on and off the field.

Anything not clarified or specifically stated in these rules fall under the discretion of the Tournament Director.

**Tournament Headquarters & Contact Person:**

US Cellular Community Sports Park

300 Lowry Lane

Medford, OR 97501

Kevin Primerano, 541-301-3681