

# 2016 Barrington Invitational Soccer Tournament

## TOURNAMENT RULES

1. Tournament games will be played in accordance with FIFA Laws except where modified below.
2. **Format, Ball Size:**  
U-9/10 6 v 6 Size 4  
U-11/12 8 v 8 Size 4  
U-13/14 11 v 11 Size 5
3. **Length of Game:** All games shall consist of two 25 minute halves with a 5 minute halftime.
  - a. Playoff games that end in ties shall be followed by two 5 minute sudden death overtime periods. If the game remains drawn, a penalty kick shootout shall decide the match.
  - b. In preliminary or round-robin games, tie scores at the end of regulation time shall stand.
4. **Home Team** is the first team listed on the schedule. The home team will be expected to change jerseys in the event jersey colors of the opposing team are similar or considered so by the referee.
5. **Substitutions** shall be unlimited for all age groups. Substitutions may be made, with the consent of the referee, at the following times:
  - Prior to a throw-in, by the team in possession, or when your opponent does a throw-in substitution
  - Prior to a goal kick by either team
  - After a goal, by either team
  - After an injury, by either team, when the referee stops play
  - At half time

NO substitutions on corner kicks. ANY player receiving a yellow card MUST be replaced at that time. If a player from only one team receives a yellow card, the opposing team will be allowed one substitute at that time.

6. **Registration:** Every team must register before their first game. A state-certified team roster and medical/general release forms must be submitted to the Tournament Registrar at the time of Registration. No player is allowed to play without a medical/general release form. Players not on a state certified roster must present a player pass or birth certificate for proof of age. "Permission to Travel" forms are not required by teams within Region 1 (includes RI, MA, CT, VT, ME, NY).
7. **Off-Sides** will be called for all age groups.
8. **Forfeits:** A team will be allowed 5 minutes from the scheduled game time to field a team of at least 7 players for 11 v 11 play, 5 for 8 v 8 and 4 for 6 v 6.
  - a. A team winning a match by forfeit will be considered a 3-0 win (a goal differential of plus 3; zero goals allowed, counted as a shutout).
  - b. A team losing a match by forfeit shall be awarded: Zero points; a goal differential of minus 3; three goals against.
9. **Protests:** There will be no protests. Decisions of the referees, Tournament Director and/or Committee are final and not subject to revision.
10. This is a **Patch or Pin** Tournament.
11. **Inclement Weather:** In severe weather, when the conditions are determined to be unsafe for play, the game may be cancelled by the referee and/or Tournament Director. The referee and/or Tournament Director may change location, delay, or reduce the length of play by up to fifty percent (50%). In the event that the entire tournament is cancelled due to severe weather conditions or other reasons beyond the control of the Tournament Committee, 50% of the entry fee will be refunded.

Games suspended for more than 20 minutes due to inclement weather will be considered official if 50% or more of the game has been played.

## **COMPETITION FORMAT**

1. **Trophies** will be awarded to the first and second place teams in the U12 and U14 divisions. U-9/10 divisions are non-results oriented and will receive participation awards.
2. Most divisions will be decided by round-robin play only. A few divisions will include a playoff round. Please refer to the schedule for the structure of your division.
3. **Division Standings:** based on point system; 3 points for a win, 1 point for a tie, and 0 points for a loss.
4. The criteria used to resolve a **tie** in the standings are as follows, applied in the order listed:
  - a. Winner of head to head competition
  - b. Least goals allowed
  - c. Goal differential (maximum of three per game)
  - d. Most shutouts
  - e. Most goals scored (maximum of five per game)
  - f. Penalty kicks (immediately following the round-robin games)
5. **Sportsmanship Policy:** Coaches and players are expected to respect each other, referees and spectators, before, during and after each game. The BIT and BYSA will not tolerate negative statements, actions or offensive language by coaches, players or spectators. If such occurs, the referee will deal with each situation, including possible ejection. If the referee feels threatened, the game will be terminated and the offending team will forfeit. Any spectator entering the field of play will result in the game being terminated immediately. It is the coaches' responsibility to inform spectators of this policy prior to the match.
6. **Player Ejections:** The player will not play in the team's next match; this penalty may be increased at the discretion of the Tournament Committee ("Committee").
  - a. The referee's report of the incident shall be turned over to the Committee by the referee or the referee administrator. A Committee member will inform the referee and coach of the ejected player's next opponent that the player may not compete in the game.
  - b. If the ejected player's team allows the ejected player to participate in a game they are not permitted to play, that team will automatically forfeit the game.
7. **Coach Ejections:** The Coach will not be permitted to coach in the team's next match. The penalty may be increased at the discretion of the Committee.
  - a. The referee's report of the incident shall be turned over to the committee by the referee or referee administrator. A Committee member will inform the referee and coach of the ejected coach's next opponent that the coach may not participate in the game.
  - b. If the coach should show up at the game site for the game he/she has been disqualified from, the coach's team will automatically forfeit the game.
  - c. Coaches are responsible for the conduct of the players and the conduct of the parents and fans of the players. A coach may be warned or even ejected on this basis of the conduct of his players, players' parents or fans.