

Registration:

All team registrations will take place on Friday, June 13, 2008 at Tournament Headquarters, from 5:30-8pm.

Jordan Acres Elementary School

75 Jordan Avenue

Brunswick, ME 04011

No registrations will be allowed on Saturday morning. To register, the designated team representative must present the team's **State Roster, Player Passes** authorized by their respective soccer association, and **completed Medical Release Forms** for each player. Player passes shall be verified and compared with the tournament roster at team registration and prior to each championship match. Players must register with only one team for the duration of the tournament.

Permission to Travel forms are not required for any team from a Region 1 state.

Roster Size:

Each team in the U11-U17/18 (High School) age groups is allowed a maximum of 18 players. U11 and U12 teams playing 8v8 may roster no more than 14 players. Teams in the U9 and U10 age groups may have no more than 12 players. Three guest players will be allowed, provided they have valid player passes for the correct age group.

Ball Size:

Size 5 – U13 through U17/18 (High School)

Size 4 – U9 through U12

U10 Notes:

- a. Defensive player must retreat to midfield on goal kicks.
- b. No penalty kicks or direct kicks.
- c. U9 -U10 teams are allowed rosters of up to 12 players.

Home Team:

Team listed first is designated the home team. If teams have similar colored uniforms, at the determination of the referee, the home team shall change jerseys.

Player equipment and uniforms:

All players must have matching colors for uniform shirts, shorts and socks. The only exception is the goalkeeper, who must wear a different color jersey. All players must wear shin guards. Players without shin guards will not be allowed to enter the playing field.

Substitutions:

Substitutions shall be unlimited. Substitutions may be made, with the consent of the referee, at the following times:

- a. Prior to a throw-in, in your favor.
- b. Prior to a goal kick, by EITHER TEAM.
- c. After a goal, by EITHER TEAM.
- d. After an injury, by EITHER TEAM, when the referee stops play.
- e. No substitutions on corner kicks.

Forfeits:

Any team not ready to play within 10 minutes of the scheduled start time will forfeit the game to its opponent by a score of 4-0. A team in the U17/18 (High School) age groups (11v11) that cannot field 7 players at start time, shall forfeit the match to its opponent by the score of 4-0.

Inclement Weather:

If inclement weather forces cancellation of games, division winners will be determined by points earned in an equal number of games played.

Example: If three teams played three games and two teams played two games before cancellation, the winner will be the team with the most points earned in the first two games played.

A game is official if it reaches half before it is cancelled.

Overtime:

Preliminary matches ending in a tie will remain a tie: there will be no overtime periods in preliminary games.

In semi-final and final matches ending in a tie after regulation: A maximum of two 5-minute overtime periods will be played to sudden death (first team to score wins). There will be a 5-minute rest period between overtime periods. If still tied after two overtime periods, the tie will be broken by penalty kicks according to FIFA tie-breaker rules.

Standings:

Standings will be based on total points from the results of preliminary matches, as follows:

3 points for a win

1 point for a tie

0 points for a loss

In competitive divisions with 4, 6 or 8 teams, a championship game will be held to determine the divisional winner. In 4-team brackets, the top 2 teams will play. In 6 and 8-team brackets, the 2 bracket winners will play.

In competitive divisions with 5 teams, the divisional winner will be decided on points, or according to tie-breaking rules.

The U10 and U11 divisions are non-results-oriented. All players will receive participation awards.

Tie-breaker Rules:

A two-way tie in total points within a group will be settled by the following tie breakers, in order:

1. Winner of head-to-head competition.
2. Most wins.
3. Goal differential (maximum 4 goals/game).

Examples:

$$15-0 = 4-0 (+4)$$

$$8-1 = 5-1 (+4)$$

$$2-4 = 2-4 (-2)$$

4. Fewest goals given up.
5. Most shutouts.
6. FIFA penalty kick.

In the event of a three-way tie, the same rules will apply with the exception that head-to-competition will not be considered.

Protests:

No protests will be allowed. All officiating decisions are final.

Cautions and ejections:

Players: A red card or two yellow cards during a game earns the player a game ejection, while two ejections during the tournament disqualifies the player from the remainder of the tournament.

Coaches: A red card or two yellow cards earns the coach a game ejection from the present game and the next game. With any red/yellow card, the coach shall be disqualified from coaching for the remainder of the tournament.

Behavior:

No smoking: No smoking will be allowed on any game field, this will include coaches, players and spectators. Adults wishing to smoke are requested to remove themselves from the playing areas.

Alcoholic beverages: Consumption of alcoholic beverages is prohibited at the tournament.

Sportsmanship: All players, coaches, and spectators are expected to display the best of sportsmanship behavior at any and all times. Anyone not able to comply with this rule will be asked at the discretion of the tournament committee to remove themselves from the field.

The coastal summer challenge adheres to Soccermaine's Zero-Tolerance Policy for coach, player, and spectator behavior. For more information on Soccermaine's Zero-Tolerance Policy