



2011 Oshkosh on the Water Tournament Rules

1. LAWS OF THE GAME

- A. All games will be played in accordance with 2010 - 2011 USYSA/FIFA laws. Any exceptions are as noted below.

2. ELIGIBILITY TO PLAY

- A. Players for the age group follow the USYSA birthday cut-off of August 1.
- B. For U11 and U12 teams, the maximum roster size is 14, which may include 4 guest players for non-tournament teams.
- C. For U13 thru U16 teams, the maximum roster size is 18, which may include 4 guest players for non-tournament teams.
- D. For U17 thru U19 teams, the maximum roster size is 18, which may include 4 guest players for non-tournament teams.
- E. Guest players must have the necessary release form from their respective state association.
- F. Teams may use up to 4 club player passes, which do not count as guest players.
- G. No roster changes will be permitted after registration unless approved by the Tournament Director.
- H. All players must have valid USSF/USYSA Player Passes. All players must be listed on the Official Roster Form. Player Passes must be presented to the Field Marshal prior to the start of each game.
- I. Medical Release/ Waiver of Liability form is required for all players.
- J. A player may only play for one team in the tournament.
- K. All out-of-state teams must provide official "Permission to Travel" forms.

3. GAME INFORMATION

- A. Teams should be present at the field on which they are to play at least 30 minutes prior to game time. Teams will then check in with **a referee** at their designated field for the checking of player passes and equipment.
- B. There will be NO on field warm-ups.
- C. **Games for U11 and U12 will be 2 - 25 minute halves** (8 x 8) with a 5-minute half time.
- D. **Games for U13 thru U19 will be 2 - 30 minute halves** with a 5-minute half time.
- E. Game play time may be shorter or longer, determined by the Referee Staff.
- F. There will be a coin toss to determine who kicks off and who defends what side. The team which wins the toss decides which goal it will attack in the first half of the match. The other team takes the kick-off to start the match. The team listed first on the schedule is the home team and is required to change jersey if a color conflict exists.
- G. Home team will provide the game ball.
- H. Both teams will have their bench on one side of the field. Parents and spectators must watch the games from the opposite side of the field as their team and must stay behind the spectator lines.

4. UNIFORMS AND EQUIPMENT

- A. Shin guards are required. Socks must be pulled over the shin guards.
- B. Casts (soft or hard) are not allowed. Referee's decision on the field is final!**
- C. No jewelry or knotted headbands are allowed.
- D. All players on a team must have the same type of jersey. All jerseys must be tucked in.
- E. Jerseys must have a unique number on them.

5. DISCIPLINE

A. PLAYERS

- A. Red-carded players will be suspended for at least one game. (Two yellow cards in one game equal
- B. a red card.) Players will be red-carded for violent conduct, violent fouls or abusive language and may be suspended for the remainder of the tournament and the TD's discretion.
- C. All red cards will be reported to the state soccer association of the player's team.
- D. No substitution will be permitted for a red-carded player.
- E. A player receiving 3 yellow cards during the tournament may be suspended for a game.

B. COACHES AND SPECTATORS

- A. Harassment of officials will not be tolerated. Referees may temporarily stop games or suspend play in the presence of persistent sideline harassment or intimidation. In the case of a game suspension, the Tournament Director will decide the outcome of the game.
- B. Coaches are responsible for the conduct of players, parents and spectators at the fields, hotels and other locations for the duration of the tournament. If the Tournament Committee receives complaints regarding conduct of any player or person associated with your team, the Tournament Director may ask any/all people to stay away from the tournament, and/or ask the team to leave the tournament, and/or ban the team from future tournaments.

6. FORFEITS/FAILURE TO SHOW

- A. All teams are expected to complete all scheduled games. Any team that fails to show within 10 minutes of posted game time, or leaves the field of play before the end of a game, may be disqualified from the tournament.
- B. That team may also be banned from future tournaments and its state association will be advised of its misconduct.
- C. A minimum of 7 players constitutes a team.

7. SUBSTITUTIONS

- A. Substitutions may be made prior to a throw-in in favor of your team, prior to a goal kick by either team, following a goal by either team, following an injury to a player from either team or at half time. Substitutions may also be made for your team on the opposing team's throw-in if the opposing team also has a player at the half-way line.
- B. A player with blood on the uniform or on the body must be substituted out. The bleeding must be stopped, the injury covered with a bandage, and the uniform must be blood-free before the player may return to play.
- C. A player with blood on the uniform or on the body must be substituted out. The bleeding must be stopped, the injury covered with a bandage, and the uniform must be blood-free before the player may return to play.

8. TOURNAMENT DIRECTOR AND REFEREE AUTHORITY

- A. All referee decisions are final. No protests are allowed. The Tournament Director has the right to relocate, reschedule, cancel, or reduce the length of any game. OUSC is not responsible for the expenses incurred by any team or individual if the tournament is canceled in whole or part.

9. SCORING

- A. 6 points for a win, 3 for a tie, 0 for a loss, 1 point for a shutout (including 0-0 tie), and 1 point for each goal scored with a maximum of 3 goals per game.
- B. Tie Breakers -- Preliminary Round
 - a. Head-to-head
 - b. Team with most wins
 - c. Fewest goals allowed
 - d. Goal spread (goals scored minus goals allowed – maximum of 3 per game)
 - e. Most goals scored
 - f. "Kicks from the Mark" (Penalty kicks).
- C. In the event that penalty kicks must be used, USYSA/FIFA rules will be followed. Each team will select 5 players to kick from those that were on the field at the end of regulation. The goalie for the shoot-out must

be on the field at the end of regulation. Teams will alternate kicks --the visiting team shoots first. If the score remains tied after 5 kicks, teams will alternate kicks one at a time until a winner is determined. All eligible players must be used before anyone can repeat. Both teams must use the same number of players before anyone can repeat.

- D. Semifinal and Championship games tied at the end of regulation play go to a 10 minute overtime. No golden goal.
- E. If the game is tied after the added time, the teams go to penalty kicks. Same rules apply as stated in 9.B.6 above.
- F. Ties in round robin play will remain a tie.
- G. A forfeit will result in the winning team being awarded 9 points.

10. **AWARDS**

- A. First and second place awards will be presented to players and coaches immediately after the Championship game or end of round robin play if no championship game is to be played.

11. **WEATHER /CANCELLATION POLICY.**

- A. On The Water is a rain or shine tournament. If a game in progress is suspended due to lightning, the game will be considered complete if the game has reached half-time.
- B. The tournament fee is non-refundable. Each team is scheduled for a minimum of 3 games. If a team does not get 3 games due to the tournament being cancelled in whole or part, the team will be given a \$100 rebate toward next year's tournament application fee.

All questions about the rules may be directed to Randy Campbell, Tournament Director,
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