

## **BPAA Soccer 2013 Tournament Rules & Information**

### **Coaches**

1. If a team is short players for the tournament, coaches may use guest players from BPAA Soccer teams below their division, as allowed by rule 5.4 of the 2013 BPAA Soccer Philosophy and Rules
2. All teams MUST wear the issued BPAA uniforms.
3. All winning coaches (except U6-U7) must report the score of their game to the tournament headquarters located by the concession stand at Noble Sports Park (NSP).
4. Coaches return any BPAA equipment after their last game to the headquarters tent at NSP.

### **Referees**

1. All referees' decisions are final. No protests will be allowed.
2. Referees are to record their scores on their referee cards. Referees are asked to report their scores to the headquarters tent at the end of their games (NSP). If they are doing consecutive games, try to give the scores to a BPAA committee member.

### **Field Locations: Teams and Spectators<sup>1</sup>**

1. Parents of team members and other spectators must sit or stand on the opposite side of the field from the teams and their coaches during the game. This insures that our coaches are able to instruct and encourage players without distraction and helps our players remain focused during the game.

*Noble Sports Park* – Teams must take the side of the field away from the closest fence; in other words, between the fields. Spectators must take the side closest to the fence.

*Zane Sports Park* – Teams are positioned on the east side of the soccer fields. Spectators are positioned on the west side of the soccer fields.

2. Teams choose a field half for their base on a first come basis. During the game team members and coaches are restricted to an area from the center line to 10 yards down their half of the field. Because the two opposing teams will be on either side of the midfield line during the game, coaches and players should remain in their own areas during the game, and one team should not cross over the midfield line to interact with the opposing team.
3. Coaches are not permitted on the field of play or out of the team position on the touchlines at any time during the game without the referee's approval. If the coach violates this rule, the referee may caution the coach, or remove the coach from the game.
4. Chairs and equipment must be at least 5 feet away from the touchlines. All players, coaches and spectators must be at least 5 feet from the sidelines. This gives players room for throw-ins and over running the touchlines safely without having to deal with obstacles on the touchlines. It also allows assistant referees to see an 'out of bounds' ball more clearly.

### **Trophies and Game Length**

1. Trophies and medals are awarded according to the number of teams in a division with the exception of U6-U7 teams. All players on the U6-U7 teams get a participation trophy. To find out if your team gets a trophy, look on the tournament record, which is located at the Tent by the main concession stand (NSP).
2. All games will be (2) 30-minute halves. If the weather dictates that quarters are needed for water breaks,

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<sup>1</sup> BPAA Soccer Philosophy and Rules 2013, Section 5.14

the referees will be notified by the BPAA committee to do so.

### **Tie Games and Overtime**

1. There are no ties in tournament play. If a tie occurs you will play two 5-minute overtime periods, the two periods are not sudden death.
2. A coin toss will be performed before the start of the first overtime period to establish ball possession.
3. At the end of the first 5-minute period teams will switch ends without a break and begin the next 5-minute period.
4. If the two 5 minute overtime periods ends in a tie, then proceed to the shoot-out as indicated below.

### **Shoot-out Rules**

The shoot-out procedure is for determining a winner if a game is tied after the conclusion of regulation and overtime play. It is described by FIFA rules (page 54) and used in BPAA with the following exceptions:

1. The center referee of the game conducts the shoot-out procedures unless scheduling problems requires a BPAA Soccer Committee member to name an alternate referee to conduct the shoot-out.
2. The referee chooses the goal at which the kicks will be taken, unless it is determined that it is too dark to proceed or field scheduling required an alternate time and location to proceed with the shoot- out. If a new location or time is required it must be determined or approved by a committee member.
3. The referee tosses a coin and the team whose captain wins the toss decides whether to take the first or second kick. For the Coed division the coin toss winner can choose the first or second shot or if a boy or girl must start the shoot-out, then the other team makes the other choice. For example the coin toss winner may choose to shoot second and the other captain may choose girls first.
4. Each team must select the first five (5) players to participate in the shoot-out from the players (including the goalie) that were on the field at the end of the game. The numbers (required) and names (optional) of these players are given to the referee in the order the players will shoot.
5. The goalie for the shoot-out must be the goalie at the conclusion of the game. The goalie may be substituted only if injured and unable to play.
6. After the first 5 players of each team have been identified, with the exception of goalies, they are positioned in the half center circle closest to the shoot-out goal. The remaining team members and coaches may enter the field but must stay on the opposite half of the field from the selected goal and out of the center circle completely.
7. One Assistant referee stays with the gathered teams to insure players and coaches remain in their proper places. The other assistant referee is used to assist the referee.
8. The kicks are taken alternately by the teams. For Coed each team must alternate genders for each turn (Boy-Girl-Boy-Girl-Boy or Girl-Boy-Girl-Boy-Girl depending on the choice at the coin toss).
9. If, when both teams have taken their five kicks, each team has scored the same number of goals, the shoot-out becomes sudden death. Kicks are continued with each team alternating kicks in the same manner until one team has more goals than the other with the same number of kicks. For example, after a round of sudden death kicks, if one team has scored and the other did not, the team that scored the goal has won the shoot-out and the game
10. All players on each team are eligible to kick and a different player must take each kick before any player on a team can take a second kick. For Coed teams this rule is gender specific, that is if all girls on a team has kicked but there are still boys who haven't, the girls restart their rotation.