

SAY NORTH TOURNAMENT RULES

Laws of the Game: All games will be played under the National S.A.Y. rules and regulations unless otherwise noted below. Note: See section for Modified Passers and Wings rules.

- A. U-8 Passers division games will be 7 vs. 7. There will be no “second chance” on improper throw-ins. No goalkeeper punting. No intentional head balls. All free kicks are indirect. No offside infractions will be called.
- B. U-10 Wings division games will be 7 vs. 7. No goalkeeper punting. No intentional head balls.
- C. U-12 Strikers division will be 9 vs. 9. No intentional head balls.
- D. U-14 Kickers will be 11 vs. 11.

Protests: Any protest **MUST** be brought to the attention of the referees within 2 minutes of the infraction. If the coach does not get satisfaction and the game plays on, the coach must go to the field marshal and they must get the ref to stop the game to address the protest. The game will be stopped and a hearing will be held immediately. The protesting coach must post a \$50.00 cash bond with the Protest Committee. If the protest is upheld, the bond will be returned. If the protest is lost, the cash bond is surrendered to the tournament. The game will then resume at the point where play stopped.

Ties at the end of regulation play will be decided by:

- A. Two **(2)** Overtime periods of equal length:
 - Passers (U8) – Five (5) minutes
 - Wings (U10) – Six (6) minutes
 - Strikers (U12) & Kickers (U14) – Eight (8) minutes
 - 1) Both overtime periods are played in full, with regulation number of players unless there was an ejection.
 - 2) First overtime period should start within 5 minutes of the end of regulation
 - 3) No coin flip is used for overtime. The goals defended and team kicking off in the 1st & 3rd quarters will kick off in the first overtime. The teams will switch sides and the team kicking off in the 2nd & 4th quarters will kickoff in the second overtime.
 - 4) There will be a one (1) minute break between the overtime periods to switch sides and substitutions.
 - 5) If the score is tied after the overtime periods, the teams will proceed to penalty kicks.
- B. Penalty Kicks at the end of Overtime
 - 1) Before the start of a game, each team will submit a list of players showing their uniform number in the order of shooting.
 - a. 11 v 11 games will list 10 players
 - b. 9 v 9 games will list 8 players
 - c. 7 v 7 games will list 6 players
 - 2) The penalty kick rules are as follows:

- a) The referee shall choose the goal for penalty kicks AND track the results of the shoot out.
 - b) There will NOT be a coin toss to determine who kicks first. The team kicking first will be the same as in the 2nd & 4th quarters of regulation.
 - c) The Field Supervisor must assure the players kick in the order listed on the Shootout List sheet.
 - d) Both teams will take five (5) kicks.
 - i. The kicks shall be taken alternately.
 - ii. If **before** both teams have taken all five (5) kicks, one team has scored more goals than the other team could score, even if it were to complete all its remaining kicks, the taking of kicks shall cease.
 - iii. If the score is tied after both teams have completed five (5) kicks, the taking of kicks shall continue with each teams' next group of five (5) listed players.
 - 11 v 11 – this is 6 – 10
 - 9 v 9 – this is 6 – 8, & 1 -2
 - 7 v 7 – this is 6, & 1 – 4

Kicks from the penalty mark will continue in groups of five (5) until a winner is determined. (there is no sudden elimination)
- In the event that a team, either thru injury, ejection, or other cause has few players on the list, the opposing team will 'reduce to equate'.
 - Passers will not use a goalkeeper, and will shoot on a pug goal. Shots will be taken from 8 yards from the pug goal. A successful shot goes into the pug goal.
 - Wings PK shots will be taken from 10 yards from the goal line with a keeper.
 - Strikers & Kickers PK shots will be taken from 12 yards from the goal line with a keeper.