



# 2022 EIS Durango Shootout Rules

**\*\*\* Rules subject to change due to COVID-19 restrictions at the time of the tournament\*\*\***

*The 2022 EIS Durango Shootout uses GotSport (herein referred to as "GS") for application and tournament management. Every team is required to have or create a GS Team Account at the time of application.*

## Roster Verification:

You will be responsible in full to build a roster for your team in GotSport.

- If your club uses GotSport, this will be as simple as "cloning" your team's official roster into your tournament roster.
- If your club does not use GotSport, you will need to **individually create players** and add them to your tournament roster in the Event Roster page.
- Your Tournament Roster (player list) in GotSport MUST exactly match your official paper roster that you bring to In-Person Team Check In or exactly match your uploaded official roster .
- **All GotSport Tournament Rosters will be locked on May 15<sup>th</sup> and may not be changed without approval of tournament director.**
- **If using ONLINE check-in, your roster freezes on May 6<sup>th</sup> and may not be changed without approval of tournament director. If changes to your official roster AFTER May 6<sup>th</sup>, you must contact the Tournament Director and attend In-Person Check-in.**

## Mandatory Team Check In

1. Online Check-In (**final documents upload due Friday, May 6**) **OR**
2. In-Person Team Check In - one representative from team (**Friday, May 20**)
3. All Teams must bring 2 paper copies of their official roster to the tournament – one to turn in and one to keep.

### IN-PERSON OPTION

- In-person Team Check In will take place on **Friday, May 20, 2022**.
- One team representative from each team is required at tournament team check-in.
- Failure to check-in results in automatic disqualification (without refund of fee) from the tournament.
- All credentials listed below are required for team check-in. Teams without all documents will not be eligible to play.
- Any special arrangements must be made **in advance** with Tournament Director. Games not played by a disqualified team will be classified as "Forfeits" or "Byes" as determined by the Tournament Director.
- **Your tournament roster in GotSport will be frozen on May 15<sup>th</sup>** (it will be printed on the referee game cards) and must exactly match your official roster that you bring to in-person check in on May 20.

### ONLINE OPTION

- Final official roster (pdf) and all player cards (pdf) must be uploaded by **May 6<sup>th</sup>**.
- GotSport tournament roster (player list) must be entered by **May 6<sup>th</sup>** and exactly match your uploaded roster. If you make changes to your roster after May 6<sup>th</sup>, you must contact the tournament director and attend in-person check-in.
- Failure to check-in results in automatic disqualification (without refund of fee) from the tournament. Games not played by a disqualified team will be classified as "Forfeits" or "Byes" as determined by the Tournament Director.
- Team representative must check in with the Field Marshall at the field at least 1 hour prior to their first game.
- Your team documents have already been verified. At field check in, you will present your paper official roster and player cards for stamps. You will show your medical release forms (physical or electronic) for proof that you have the documentation on the premises.

## Credentials Required for Team Check In

1. **Official Team Rosters** - State or Club Registrar Approved
  - State certified rosters.
  - Printed Official Team Rosters must contain the players' name, date of birth, US Youth Soccer player identification number, and the signature/stamp of the Club Registrar or marked by state stamp
    - Non-official rosters are not accepted
    - Tournament Rosters entered **manually into GotSport** team Account (by coach or manager) are not Official Rosters; only Club/League official state rosters are accepted. If you are unsure, and your Club does not use GotSport, please check with your Club Registrar for your Official Roster.
    - If you are a member of Colorado Soccer Association, your GotSport Team Rosters are state certified by CSA.



2. **Official Player ID Cards** – Each Player must have:
  - Official laminated Player ID card with photo for every player
3. **Official Coach ID Card** – Upload - Each Coach must have:
  - **Official Laminated Coach ID card with photo** (“Coach Pass”) for every coach is required on *the field at all times*.
4. **Medical Release** and Consent to Treat Form for each player, signed by parent or guardian. Electronic documents and signatures are accepted.
5. **Guest Player Form** (if team has guest players) signed by Club Official  
*\*Guest players must provide the same credentials as rostered players.*

Any team NOT FROM the Region IV states (Alaska, Arizona, California North, California South, Colorado, Hawaii, Idaho, Montana, Nevada, New Mexico, Oregon, Utah, Washington, Wyoming) must provide USYSA travel forms approved by their respective state association.

**No Player Pass, No Play! No Exceptions!**

## Roster Size

U09 and U10 Teams may register a maximum of fourteen (14) players  
U11 and U12 Teams may register a maximum of sixteen (16) players  
U13- U16 Teams may register a maximum of eighteen (18) players  
U17-U19 Teams may register a maximum of twenty-two (22) players  
U17-U19 Teams may roster only eighteen (18) players per game

Teams may have up to six (6) guest players. Teams utilizing guest players are limited to the maximum roster sizes listed above. Players must be able to verify age, if challenged. ***Players may not play on more than one team in the tournament. Participation on more than one team will automatically result in team(s) disqualification.***

## Number of Players on the Field

U09 and U10: 7 v 7  
U11 and U12: 9 v 9  
U13 and Older: 11 v 11

## Rules of Play

### FIFA Laws

FIFA Laws of the Game apply as modified by USYSA as described herein. U9/U10 will play with the Build Out Line Rules per US Soccer Player Development Initiatives. Please see “Build Out Line” below for explanation of the rule.

### Duration

Duration of games, overtimes (by halves) and ball size are as follows:

#### U09, U10, U11, U12

|                     |            |
|---------------------|------------|
| Prelim (group play) | 25 minutes |
| Semi-finals         | 25 minutes |
| Finals              | 30 minutes |
| Overtime (per half) | 5 minutes  |
| Ball size:          | Size 4     |

#### U13, U14, U15, U 16

|                     |            |
|---------------------|------------|
| Prelim (group play) | 30 minutes |
| Semi-finals         | 30 minutes |
| Finals              | 35 minutes |
| Overtime (per half) | 7 minutes  |



|                     |            |
|---------------------|------------|
| Ball size:          | Size 5     |
| U17, U18, U19       |            |
| Prelim (group play) | 35 minutes |
| Semi-finals         | 35 minutes |
| Finals              | 40 minutes |
| Overtime (per half) | 10 minutes |
| Ball Size           | Size 5     |

\* Preliminary Games shall be terminated five (5) minutes prior to the scheduled start of the next game, regardless of the amount of time played in each half up to that point. A game is complete upon completion of one half of play, regardless of the circumstances of termination during the second half with final results based on the score at termination.

\*\* Preliminary games will not play overtime. Games may end in a tie.

\*\* \*Semi-final or Final games, if tied after regulation, will continue with up to two overtime halves. A goal scored during overtime ends the game (**Golden goal**). If a tie still exists after overtime halves in a Semi-Final or Final game, Kicks from the Penalty Mark will determine the winner. Kicks from the Penalty Mark immediately follow the game.

## Halftime

Halftime is five (5) minutes.

## Referees

7v7 and 9v9 small-sided games will be officiated 1 referee unless additional referees are available.

## Build Out Line: 7v7 only

All U9/10 games, 7v7, will play with a Build Out Line.

The build out line promotes playing the ball out of the back in a less pressured setting. When the goalkeeper has the ball, either during play (from the opponent) or from a goal kick, the opposing team must move behind the build out line until the ball is put into play. Once the opposing team is behind the build out line, the goalkeeper can pass, throw or roll the ball into play (punting is not allowed). After the ball is put into play by the goalkeeper, the opposing team can cross the build out line and play resumes as normal.

If a goalkeeper punts the ball, an indirect free kick should be awarded to the opposing team from the spot of the offense. If the punt occurs within the goal area, the indirect free kick should be taken on the goal area line parallel to the goal line at the nearest point to where the infringement occurred.

The build out line will also be used to denote where offside offenses can be called. Players cannot be penalized for an offside offense between the halfway line and the build out line. Players can be penalized for an offside offense between the build out line and goal line.

## Kicks from the Penalty Mark

Kicks from the Penalty Mark immediately follow the game and will be taken in accordance with FIFA guidance. If time constraints exist, Kicks may be taken from a different field and/or with a different officiating crew, at the Tournament Director's (or designee's) discretion.

Players taking the Kicks may be chosen only from players on the field at the end of the second overtime period. For this purpose, a player temporarily off the field to deal with an injury or to correct an equipment defect is considered to be on the field.

If one team has fewer players than the other at the end of the second overtime due to injury or send-offs, the other team must remove player until both teams have an equal number of eligible players to take the Kicks ('Reduce to Equate'). If the teams become unequal after the beginning of the Kicks (e.g. because a player is sent off or injured during the actual taking of the Kicks), the other team does not reduce their number of eligible players. Substitutions are not permitted during Kicks; however, an injured goalkeeper may be substituted. If the goalkeeper took a kick before being replaced, the goalkeepers substitute is also considered to have kicked. The goalkeeper may also switch places with an eligible player (i.e. any player on the field to take kicks) between Kicks, regardless of whether the goalkeeper is injured. No eligible player will be permitted to kick more than once in the same round.

The Referee shall conduct a coin toss, the winner of which may choose whether to kick first or second. The Referee shall determine which goal to use.



If a kicker violates Law 14, and a goal is scored, the Kick must be retaken. If a goal is not scored, no retake is permitted. If the goalkeeper violates Law 14 and a goal is not scored, then the kick must be retaken. If a goal is scored, then the goal counts. The retake need not be taken by the same player as the original kick, provided that there is an eligible player (e.g. one who has not yet kicked in the round) available to take the Kick instead.

Goalkeepers are reminded that they are not permitted to leave the end-line and move forward until the ball has been placed into play. Lateral (side-to-side) movement is permitted. Coaches are encouraged to request that the Referee physically demonstrate for both goalkeepers how forward movement will be called (e.g. will the Referee permit one step forward, etc.), as officials interpret forward movement differently. This will help eliminate any confusion on this issue.

Kicks are conducted in pairs, one from each team, for an initial round of up to five pairs. Kicks proceed past the initial round of five only if, after five Kicks by each team, the score is still tied. Past the initial group of five, Kicks proceed only in single pairs and one team is declared the winner if that team has scored in its pair, but the other team has not ('Sudden Victory'). Once all eligible players have kicked, and no team has been declared the winner, a new round begins, still 'Sudden Victory'. All players are once again eligible to Kick and players are not required to Kick in the same order as in any previous round. No eligible player will be permitted to kick more than once in the same round.

## Substitution

Free substitution is allowed in all age groups; however, teams may substitute only with the referee's permission, only by entering at the half line, and only at the following times (including overtimes):

1. Prior to a throw-in, by either the team
2. Prior to a goal kick, by either team
3. After a goal, by either team
4. After an injury when the referee stops play, by either team
5. At halftime, by either team
6. On a caution, only the cautioned player may be substituted at that time.

7v7 and 9v9: Substitutions are unlimited and can occur at any stoppage.

## Player's Equipment

Shin guards are mandatory for all players. It is at the Referee's discretion whether to allow a player to play wearing an orthopedic cast or hard brace.

## Coaches, Team Officials, and Spectators

All coaches have total responsibility for the conduct of their players, friends, and spectators at all times.

No mechanical noise devices are allowed at any time by players, coaches, or spectators. This includes but is not limited to cowbells and vuvuzela.

Coaching from the sidelines by coaches (giving direction to one's own team on points of strategy and position) is permitted, provided:

- No mechanical devices are used
- The tone of the voice is instructive and not derogatory
- All coaches, team officials, and substitute players remain outside of the area within ten (10) yards of the half line, except for players entering and exiting the field
- No coach, team official, substitute, or spectator makes derogatory remarks or gestures to the referees, other coaches, team officials, players, substitutes or spectators
- No coach, substitute, team official, or spectator uses profanity or incites in any manner, disruptive behavior.
- No noise-making electronic or mechanical devices are allowed. This includes use by the spectators, coaches, or players.

The Referee has the authority to remove spectators for disruptive behavior during the time when the Referee ordinarily has authority over players, substitutes, coaches, and team officials, and may terminate the match if said spectator refuses to vacate the premises. This includes the period immediately before and after the match when the officiating crew is on or near the field of play. The Referee shall make a full report to the Tournament Director of any spectator so removed. The Tournament Director reserves the right to ban a spectator from further participation in the tournament.



## Cautions and Send-Offs

A player receiving two cautions (Yellow Cards) in a single game is considered to have received a “send-off” (Red Card) for the purpose of awarding points for the tournament competition. A player who has been sent-off cannot be replaced. A player who has been sent off, or coach or bench-person who has been dismissed, cannot return for the game and is not allowed to participate in the next scheduled game. A player who is sent off for violent conduct is not allowed to participate in the next two (2) scheduled games. The Tournament Disciplinary Committee (made up of the Tournament Director or designee, the Assistant Tournament Director/Co-Director or designee, and the Director of Referees or designee) reserves the right to modify these penalties at its discretion. Any player, coach, or bench person who assaults a referee shall be expelled from the tournament, referred to their State Association and reported to law enforcement. For the purpose of this tournament, a coach can be “cautioned” (yellow-card).

The home State Association, CSA, or member thereof and the home club, DYSA, shall, except in the case of referee assault or abuse, have the responsibility for imposing, should circumstances warrant, additional penalties within their respective jurisdictions with regard to any matters arising from the tournament or games.

## Terminating Games

If, in the opinion of the Referee or authorized tournament officials, a game must be terminated for misconduct of players, coaches, or spectators, the offending team forfeits that game and may be suspended by the Tournament Director from all

remaining games. All previous points earned remain as played. Additionally, the home league and state association will be contacted as appropriate.

## Injury

A delay of the game due to injury results in appropriate time being added to the full game time, based on the judgment of the referee; however, all preliminary games must end not less than five (5) minutes prior to the scheduled start of the next game. If time added results in the game ending less than 5 minutes before the start of the next scheduled game, the game will end regardless of time remaining.

## First Aid

First Aid services are available at all fields during the tournament. A Field Marshal is on site to direct participants to first aid services as well as to other medical and ambulance services. Ice is available for player injury use.

## Concussive Initiative

Per U.S. Soccer's Concussion Initiative, if a player is suspected to have a head injury the referee is instructed to stop play to allow for treatment/evaluation as needed. If the player leaves the field of play for additional evaluation, a substitution can be made in that moment. The player with the suspected head injury may not return to the game unless a Health Care Professional (HCP) or Certified Athletic Trainer (ATC) has cleared the player. Any coach or parent insisting on returning the player to the game without approved clearance will result in the referee ending the game.

**U9/10:** Deliberate heading is not allowed in 7v7 games. If a player deliberately heads the ball in a game, an indirect free kick should be awarded to the opposing team from the spot of the offense. If the deliberate header occurs within the goal area, the indirect free kick should be taken on the goal area line parallel to the goal line at the nearest point to where the infringement occurred.

**U11:** Deliberate heading is not allowed in U11 games. If a player deliberately heads the ball in a game, an indirect free kick should be awarded to the opposing team from the spot of the offense. If the deliberate header occurs within the goal area, the indirect free kick should be taken on the goal area line parallel to the goal line at the nearest point to where the infringement occurred.

**U12:** Heading is allowed in U12 games without limitations. If younger players are playing in a U12 bracket, the coach is responsible for advising the younger players on his/her team not to head the ball in accordance with the recommendations from U.S. Soccer. The referee will abide by the rules of the U12 bracket, regardless of the actual age of the players, and allow heading the ball unless both coaches agree (prior to the start of the game) to play by the U11 rules to disallow headers. It is the responsibility of the coach, not the referee, to advise players younger than U12 not to head the ball if playing in a U12 bracket.

## Tournament Competition Determining Winners

Teams are awarded points on the following basis:

- Six (6) points for each win
- Three (3) points for each tie
- Zero (0) points for each loss
- One (1) point for each goal scored up to a maximum of three (3) per game



- One (1) point for each shutout
- Minus one (1) point for each player sent off or coach/team official dismissed
- 0-0 tie is scored as four (4) points for each team (3 for the tie, 1 for the shutout)

In the event of a tie in points at the end of bracket play, the winner for advancement or placement play is determined as follows:

1. The winner in head-to-head competition
2. Fewest goals against
3. Most goals for
4. Most total wins
5. Most shutouts
6. Goal differential
7. Kicks from the Penalty Mark – this may require that teams return to the field after the last game is played in the bracket. This may be mid-day, at the end of a day or before the games begin on Sunday at the discretion of the Tournament Director. **\*\* (See Note below)**
8. A drawing by lots (As recommended by the Colorado Youth Soccer tournament manual)

**\*\* NOTE:** In the event of a three-way tie at the end of bracket play, the winner for advancement or placement is determined as above, without consideration for comparison of head-to-head competition, to eliminate one team. Advancement for the remaining two teams is determined as above with consideration for head-to-head competition. This may require that teams return to the field after the last game is played in the bracket. This may be mid-day, at the end of a day or before the games begin on Sunday at the discretion of the Tournament Director.

## Pre-Game Check-in

### Player Cards & Roster

Player Cards and official roster will be given to the referee at pre-game check in.

### Home Team

The home team is the team that appears first on the game schedule. The home team supplies the game ball, which is subject to referee approval. Home team wears light colored jersey; away team wears dark colored jersey. The home team is required to switch to alternate jerseys if a color conflict is declared by the referee. If the home team cannot supply alternate jerseys, and the away team is unable to do so, then the home team forfeits the game. ***The teams will be on opposite sidelines. The parents will sit on the same sideline as their player but distanced from the coach and players, and not behind the players' bench. If directed by the referee, due to space constraints, teams may be asked to occupy the same sideline on opposite halves of the field.***

### Forfeits and Byes

Teams failing to report ready to play within fifteen (15) minutes of the scheduled kick-off time, home teams unable to supply alternate jerseys (and the visiting team is unable to do so), or teams failing to register at Mandatory Check-In forfeit the game(s) with a score of 3-0. The Tournament Director reserves the right to waive this penalty at his or her discretion for good cause (e.g. airline lost luggage, inclement weather delays, appropriate rest/recovery period between games due to field delays, etc.). In the case of inclement weather delays, teams must be allowed the minimum rest period between games and the Tournament Director reserves the right to waive the 15-minute "ready to report" rule and/or may push back the scheduled kick-off time to accommodate the minimum rest period between games. In the event of a forfeit, the winning team is awarded ten (10) points (6 for the win, 3 for the goals, and 1 for the shutout). The same points are awarded for a bye.

### Protests

No protests are allowed.

### Disputes

The Tournament Director or his/her designee settles all disputes, and the decision is final.

Age challenges must be reported to the Field Marshall prior to the second half of the game in which the dispute arises.

### Inclement Weather Contingency Plan

In the event of inclement weather, the Tournament Director reserves the right to modify all tournament rules to fairly and safely complete the tournament. The health and safety of the players is the first priority. The second priority is to protect Durango's limited fields and facilities. All



decisions are guided by these principles. Coaches are asked to remain flexible because there may be opportunities to switch game locations to facilitate successful completion.

Modified game schedules do not affect tournament scoring.

As a result of inclement weather, the Tournament Director may implement any of the following:

1. Eliminate pre-game warm-ups on the field (to protect the field), game times to continue as scheduled.
2. Eliminate pre-game warm-up on the field (to protect the field) and shorten first-round games to no less than 15-minute halves
3. If the interruptions alter the schedule so that 15-minute halves are not possible, then the games are decided by Kicks from the Penalty Mark in accordance with FIFA guidance. \*\* This refers to SCHEDULING... not games in progress.
4. Games in progress: If a game has a weather delay, the game will resume after the delay if the game has not completed one half. If one half of play has been completed, the game will be considered complete.

In the case of inclement weather delays, teams must be allowed the appropriate rest period between games and the Tournament Director reserves the right to waive the 15-minute "ready to report" rule and/or may alter the scheduled kick-off time to accommodate appropriate rest/recovery period between games. This kick-off time alteration may occur after a team has already reported to a field for play (at the designated time) if the other team has not met the appropriate rest period. During inclement weather delays, every effort will be made to accommodate teams so that all games will be played; the Tournament Director's decision will be final with regard to all reschedules, game interruptions, and forfeits during inclement weather delays. No refunds will be allowed due to inclement weather or due to Tournament Director decisions with regard to reschedules, game interruptions, and/or forfeits during inclement weather delays.

The Tournament Director, Field Marshals and/or Tournament Officials make all inclement weather decisions. Coaches will be informed of any anticipated changes in the schedule during player check-in or as soon as possible prior to scheduled games.

The Tournament Director has sole discretion regarding inclement weather decisions and will make decisions based on the whole of the tournament.

## Refunds

No refunds will be allowed once a team is accepted to the tournament except in extreme circumstances. No refunds will be allowed due to inclement weather or due to Tournament Director decisions with regard to reschedules, game interruptions, and/or forfeits during inclement weather delays. No refunds will be allowed due to opposing team forfeiture. Refunds will be made if the Tournament is canceled due to COVID.

***All tournament rules are subject to the Tournament Director's discretion and may be modified as deemed necessary.***

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