

# 2011 NYSA Academy Invitational Rules

## **TEAM REGISTRATION AND COACHES MEETING**

All team applications for tournament must be completed accurately and received by the deadline.

*\*\*\*THERE WILL BE A TEAM CHECK-IN ON SATURDAY MORNING FROM 8:00 – 10:00AM under the pavilion at the complex. WE WILL BE VALIDATING OFFICIAL ROSTERS AND MEDICAL RELEASES at CHECK IN.*

*\*\*\*ANY TEAMS THAT HAVE SCHEDULE CHANGES WILL BE NOTIFIED AT THE TEAM CHECK-IN or via NYSA website.*

## **TEAM STANDINGS AND TIE-BREAKERS**

Team standings will be based on the following scoring system:

Win.....3 points

Tie.....1 point

Loss.....0 points

Tie-breaker system is as follows:

- (1) Head-to-head
- (2) Goal differential (max 5 per game)
- (3) Most shutouts
- (4) Fewest goals allowed
- (5) Goal differential (no max)
- (6) If still tied, then FIFA penalty kicks will determine the winner.

*\*\*\*If 3 teams are tied, we will proceed down the tie-breakers until there is a winner or one team is eliminated. If one team is eliminated, then we will start back with those two remaining teams at tie-breaker one (1) and proceed down the tie-breakers with the remaining two teams.*

*\*\*\*In the event that the wildcard team comes from Group A then Group A winner will play Group C winner and Group B winner will play the wildcard. This will prevent two teams from the same bracket playing each other again in the semi-finals.*

## GAME TIME

Kickoff will be at the scheduled time unless games are delayed. A team not ready to play at the scheduled time or immediately after the conclusion of the previous game is subject to forfeiting the match. Home team sits on North or East side and changes if color conflict.

## GAME LENGTH AND BALL SIZE

DIVISION	BALL SIZE	LENGTH OF Games
U-9/U10 (8v8)	4	2 x 25 Minute Halves

There is no overtime in Preliminary games. Semi-Final and Championship matches that are tied at the end of regulation will be decided on "Golden Goal" (2 x 10 min).

If there is not a winner after "The Golden Goal" then the game will be decided by FIFA penalty kicks.

## PLAYING CONDITIONS

The home team is listed first or on top in the schedule. The home team will set on the North or East side of the field. In case of color conflict, the home team is responsible for changing to an alternate color. Each team must be prepared to provide a game ball to the referee prior to start of the game. In case of inclement weather, the Tournament Director will determine if a game is to be played. Games shall be considered complete if one half of the game has elapsed. The score at the stoppage of play will be the final score. \*\*\*If the tournament should be cancelled entirely due to weather, entry fees will be refunded with a 25% administration fee.

## TEAM DISCIPLINE

An ejected player or coach is ineligible for the next scheduled game. Any ejected player or coach must report to tournament headquarters immediately after receiving the red card. Ejection for fighting will automatically result in the player(s) not being allowed to participate in the remainder of the Tournament. A player who accumulates three yellow cards in the tournament will serve a 1-game suspension for the next tournament game. Should a player receive a red card, that player must sit out the remainder of that game plus the next game. Should a player receive a second red card in the Tournament, that play will be suspended from the remainder of the Tournament. **In addition, any coach receiving a yellow card in two consecutive games will be ineligible to participate in the next scheduled game.** All red cards will be reported to your State Association. The coach is responsible for the verbal and physical abuse of referees by his/her spectators. Such abuse will not be tolerated! Violations may result in forfeit of the game and/or expulsion from the tournament.

## MATTERS NOT PROVIDED FOR

Any matters not provided for shall be determined by the Tournament Director, whose decision will be final.

## **INCLEMENT WEATHER**

Weather Hotline (405) 321-1616      (405) 321-1616

Field status will be updated on homepage