

2013 Bryant Soccer June Jamboree & Summer League Rules

Registration

All players must be registered on their respective team's roster. Roster changes must be made before a team's first game. Players must be registered with the ASSA for the 2012-2013 season. Players from other associations must bring proof of registration such as a player card or official roster. Players not registered with ASSA must pay an additional fee of \$25 to be registered. Cost for the June Jamboree (6/1) is \$75 per team. Cost for the Summer League is \$125. Summer League begins Monday, June 3rd. Games will be on Mondays and Thursday for three weeks ending on Thursday, June 20th.

Sportsmanship

Players, coaches, and spectators are expected to show good sportsmanship at all times and follow the ASSA Code of Conduct.

Team Size

There is a **maximum six players per team**. You must have a minimum of 2 field players or your team automatically forfeits.

Uniforms

All players must wear jerseys/shirts during play and each team must bring both a light and a dark colored jersey/shirt. If both teams are wearing the same color, a coin flip in pool play will determine the team to change uniforms. Numbers on the jerseys are not required.

Equipment

All players must wear shin guards. Any player without shin guards will not be allowed to play. Teams are responsible for providing game balls. Balls should be appropriate size for age group.

Field Characteristics

Dimensions: 30 yards long X 20 yards wide field. Field size will vary based on age group.

The goal box (10 feet wide x 6 feet long) is directly in front of the goal. There is no ball contact allowed within the goal box; however, any player may move through the goal box. If the ball comes to rest in the goal box, a goal kick is awarded regardless of who touched the ball last. Any part of the ball or player's body on the line is considered in the goal box and is an extension of such. If a defender touches the ball in the goal box, a goal is awarded to the offensive team. If an offensive player touches the ball within the goal box, a goal kick is awarded to the defensive team.

Substitutions

Substitutions may be made at any dead-ball situation on either team's possession. Teams must get the referee's attention and players are to enter and exit at mid-field only. You may not substitute on the fly.

Scoring Goals

A goal may only be scored from a touch (offensive or defensive) within a team's offensive half of the field. (Ball must be completely on the offensive half of the field: Cannot be touching the mid-line). If a player in their defensive end kicks the ball across midline and the ball hits another player (offensive or defensive) and the ball goes in the goal, a goal will be awarded.

Point System

Games will be scored according to the following point system:

- 3 points for a win
- 1 point for a tie
- 0 points for a loss

Tie Breakers

If two or more teams are tied at the end of pool play, the following tiebreakers will be used to determine seedings for the final games:

1. Head-to-Head
2. Goal Differential (maximum of 5 per game)
3. Goals For (with a limit of 5 per game)
4. Goals Against (with a limit of 5 per game)
5. Shootout (3 players according to overtime penalty kick rules)

Playoff Overtime

Shall consist of a 5-minute "golden goal" overtime period with a coin toss to decide kickoff/direction. The first team to score in overtime is the winner. If no team has scored in the 5-minute overtime, the winner shall be decided by a shootout. In the first round, the three players from each team remaining on the field at the end of the overtime period will enter a rotation of penalty kicks, alternating teams with each kick, with the higher scoring team winning after the first round. If the score remains tied after the first round of penalty kicks, the same 3 players will alternate in the same order in a sudden death penalty kick format until one team scores unanswered. If one team has received a red card during the game and finishes with 2 players on the field, a remaining roster player (other than the red carded player) may be chosen to kick in the rotation of penalty kicks. If the red-carded player is the last remaining roster player, one of the two field players may kick twice.

No Off-Sides

No Slide Tackling:

Players can slide for a ball if there is no contact initiated. Ex. Player can slide for a ball that is going out of bounds if no other players are around (at referee's discretion.)

5-yard rule: In all dead ball situations, including kickoffs, defending players must stand at least five yards away from the ball. If the defensive player's goal area is closer than five yards, the ball shall be placed five yards from the goal area in line with the place of the play.

Kick-ins: The ball shall be kicked into play from the sideline instead of thrown in. All dead ball kicks (kick-ins, free kicks, kick-offs) are indirect with exception to corner and penalty kicks.

Goal Kicks: May be taken from any point on the end line, and not in the goal box area.

Kick-off: Is an indirect kick and may be taken in any direction.

Penalty Kick: Shall be awarded if, in the referee's opinion, an obvious scoring opportunity was nullified by the infraction. It is a direct kick taken from the middle of the half-field line with all players behind the half-field line. If a goal is not scored, the defense obtains possession with a goal kick. Penalty kicks are not live balls.

Red Cards: Referees have the right to eject a player from the game for continual disobedience or as a result of an incident that warrants sending the player off. The team may then continue with their remaining two players; however, if the player receiving the red card was in the field of play, the team must complete the game with only two players on the field. The tournament director will decide suspension from additional games.

Rainouts will be played on a Tuesday for Monday rainouts and Friday for Thursday rainouts. If situations arise which have not been clarified in these rules, the league director shall have sole discretion to determine a ruling.

******The coach of the winning team will bring the referee's score card to the concession stand immediately after the game.**