

METRO PAL Youth Soccer League



2011

8th Annual Jim Leard Classic Tournament

October 29 & 30, 2011 (U18G & U18B)

November 19 & 20, 2011 (U15 & Below)

Tournament Schedule, Rules, & Regulations

The tournament will be played according to Metro PAL and FIFA rule as modified by the following changes and additions. In the event of rain or unplayable grounds (as determined by tournament officials or field coordinators at the fields), the tournament will continue on the weekend of December 3 & 4, 2011.

General Rules

Each team will play a minimum of two games.

Every player must play at least 1/2 of each game as per Metro PAL rules.

All games are considered final and no protests will be allowed.

Any player or coach who is ejected prior to, during, or following a game shall be suspended from the next game, and possibly face further disciplinary action from the METRO PAL Board. In the case of any ejection (red card), the game will not continue until the player's or coach's pass has been collected. In addition, if the person ejected is an adult, the play will not continue until he or she leaves the field of play.

Intentional forfeit of any game may be subject to disciplinary action of the METRO PAL Board.

The Mercy Rule for U6/U8/U10 age groups is suspended for tournament play.

Possession or consumption of alcoholic beverages at any field is prohibited!

Any issues not covered by Rules and Regulations will be handled by a MPYSL Board of Directors Member. All decisions are final as there is no appeal for the EOS tournament.

Referees

Referees may be changed for any reason that the tournament staff feels is necessary. Additional referees may be used if required by the referee staff.

Quarter Division	Quarter	Half	Break	Halftime
U6	6 minutes	-	2 minutes	5 minutes
U8	8 minutes	-	2 minutes	5 minutes
U10	-	20 minutes	-	5 minutes
U12 & U15	-	25 minutes	-	5 minutes
U18	-	25 minutes	-	5 minutes

Duration of Playoff Games

Referees are instructed not to add time in games for injury or other reasons.

Game Check In and Field Positions

Each team must check in at the field headquarters at least **30 minutes** prior to the start of each game. Coaches must have laminated player passes, player registration papers, and a signed copy of the team roster in their possession for all games. If a team cannot field 7 players (5 players for under 6 and under 8) at the start of the game time, the other team will be awarded a win by forfeiture. There is no 10 minute grace period at the start of the game in tournament play. If neither team fields the minimum number of players, neither team will receive points for that game.

The home team is listed first. It will kickoff, defend the west or south goal, and its spectator area will be on the west or south side. If there is a conflict of uniform colors, the visiting team must change jerseys or wear pennies.

All coaches are required to report the score to the field coordinator or tournament headquarters at the end of each game, and pick up their player passes.

Each team must have a game ball available.

Uniforms

Uniforms must be league issue. There are **no** exceptions. Shin guards are required and worn underneath the socks. If bike shorts are worn they must be the same color. If undershirts or sweatshirts are worn, they must be worn under the jersey and be uniform in color.

Standings and Game Points

Points will be awarded in preliminary games as follows:

- 6 points for a win.
- 3 points for a tie.
- 0 points for a loss.
- 1 point for a shutout (including a 0–0 tie game)
- Bonus Points: 1 point for each goal scored, up to a maximum of 3 points per game (bonus points are awarded to all teams, whether they won, lost or tied the game).
- 10 points for a forfeit.
- No points are awarded if both teams forfeit the game.
- One point will be deducted for every red card issued.

Ties

Ties stand in preliminary games.

Tie Breaker System

If a point tie exists after the preliminary games, and the division has a final game, the team to advance to the finals in will be determined by the following criteria:

NOTE: Due to time constraints, if a tie exists the methodology used to break a tie will be the decision of the Metro PAL Youth Soccer Commissioner(s) on site.

1. Head to Head record
2. Goals against; team that allows the fewest goals in its game
3. Goals for: Team that scores the most goals in its games.
4. Penalty Kicks (NOT for U6 and U8)
5. Round of Five:

The coach will pick any five team players and anyone as goal keeper and submit those numbers to the referee. Teams will alternate after each kick. After five kicks from each team, the one with the highest score is declared the winner of the match. If the score is still tied after the first round of five, the teams will proceed to the Sudden Death Round.

6. Sudden Death Round:

The other remaining players shall take alternate turns. No player shall kick twice until the whole team has preceded him or her, including the goal keeper. The team that goes second shall be given the same opportunity in every round. If the first team scores and the second team does not, the match is ended. If the second team scores in the sudden death round and the first team failed to do so the match is ended.

If players are needed in a second round, the players must continue in the same order.

All players on or off the field at the time of the scheduled game ended are required to participate in these rounds.

7. Accuracy Kicks:

(Under 6 & 8 only): The coach will pick any five team players for kicks. There will be no goal keeper. The ball will be placed on the field at a spot determined by the field coordinator (or referee if the field coordinator is not available). Teams will alternate after each kick. If, after the first round of five kicks, the teams are still tied, there will be another round with five different players. If the tie still exists a third round there will be another round with five different players.

Championship Game

A final championship game is played in divisions that are not decided by a point format. In divisions decided by a point format, total points decide the championship.

In championship games, ties will be broken by two 5 minute overtime periods (not sudden death). If a tie still exists, two 5-minute sudden death periods will be played without goalies (the total number of players per team will remain the same). There will be a 2-minute break between the regulation game and the start of the first overtime period, and between the end of the second overtime period and the sudden death overtime period. If a tie still exists after the two sudden death overtime periods, the teams will be named co-champions, and awards will be given at a later date.

Awards

Trophies will be awarded to first, second place teams in each division. If a tie exists in first place after the preliminary rounds then the Tie Breaker System shall be used. Only one team will get team trophies for first place and one team will get trophies for second place.

The trophies will be awarded after the last game in the division played.

Coaches may award the trophies. Coaches are reminded to keep their comments short. All comments shall be positive and no negative comments about any team in the tournament will be tolerated. The tournament representative will award the trophies if the coach cannot follow these guidelines.