

and ensure that all LSA Tournament Rules are being observed. Infractions of the rules should be reported to the event Tournament Committee.

- b. Tournament Committee
  - (1) There shall be a tournament committee consisting of the Host Tournament Director (or his designee), the Tournament Referee and one member at large.
  - (2) The Host Tournament Director (or his designee) shall be responsible for the enforcement and interpretation of the Tournament Rules as published.
  - (3) The Tournament Referee shall be responsible for the enforcement and interpretation of the FIFA Laws of the Game.
  - (4) No member of the Tournament Committee shall be allowed to officiate during this event.
  - (5) This committee shall hear protests and resolve other problems which arise during the tournament. Decision will be FINAL AND BINDING.

## **B. GENERAL TOURNAMENT RULES**

### **1. RULES OF PLAY**

Except as otherwise noted, the rules and procedures set forth in the FIFA "Laws of the Game" and the USSF "Official Administrative Rule-book, Youth Division" shall apply to all tournament games.

### **2. TEAM AND GAME ROSTERS**

- a. Every team shall have a **team** roster and will present a **game** roster for each game played during the competition.
- b. Rosters must comply with LSA By Law Section 302 Player/Team Registration, subsection H.

#### **c. Team Rosters**

The official **team** roster used for player verification and tournament eligibility shall be the roster provided to the tournament/LSA Office. All rosters furnished to LSA must conform to LSA standards, must be signed by both the club registrar and the coach and must be dated by the coach. Team rosters must have player's jersey number listed. Team rosters presented by coaches, managers or club officials at the tournament site are not acceptable.

- (1) Maximum **team** roster limits:

See Policy 302-2 for limits

#### **d. Game Rosters**

Game rosters for **Premier** U17-19 teams shall be prepared for each game and submitted to the referee no later than 30 minutes prior to the start of each game. The roster shall be prepared for each game by taking a copy of the team roster and striking through the lines with the names and information about the players that are not playing that particular game, leaving at most 18 players on the game roster. Once submitted to game referee changes will not be

accepted unless approved by tournament officials. Game rosters shall have a maximum of 18 players clearly identified with jersey numbers and every player listed must be on the team roster. Players serving a suspension must be identified and the game roster reduced accordingly. Additional players listed on the team roster, but not playing and are not on the game roster cannot be in uniform but may be seated with the team in the technical area. These non-playing persons of the team will be considered team officials. Although team officials cannot commit misconduct or be shown a card, they may be dismissed from the field for irresponsible behavior. Any player so ordered will not be allowed to participate in their next scheduled game and may be subject to additional penalties.

### 3. PLAYER AND COACH PASSES / MEDICAL RELEASE FORM

Each player shall have one and only one original USYSA ID pass and each coach shall have one and only one original USYSA ID pass for the team or teams he coaches (list all teams on one pass). This pass shall have the person's picture (of the current seasonal year), the date of birth (required for players only) and signature and be signed by a club official. All passes must be individually laminated. The coach must surrender all passes to the Tournament Director or his designee for verification and processing on the first day of the tournament at least 30 minutes prior to the team's first game. Failure to have verification prior to the first game may result in the team being deemed ineligible for the tournament and all bracket games being recorded as forfeits. After verification has taken place, failure of a team to present passes to the game official prior to the beginning of a game may result in that bracket game being recorded as a forfeit. No player or coach shall be allowed to enter the team sideline that does not have a pass, which has been validated by the Tournament Director (or his designee) even if it results in forfeiture of the game. All player passes shall be surrendered to the referee prior to the beginning of each game. The coach (es), a maximum of four (4) per team, shall maintain custody of their coach pass, and the pass shall be visually displayed while on the team sideline. Invalid passes will be confiscated by the Tournament Director and sent to the LSA Office. Coaches must have a Medical Release Form for each player participating in tournament play, which will be verified at team check-in; however, that team's coach is to maintain custody of the actual forms. Teams must have a rostered coach/team official to participate. If a rostered/credentialed team official is not present, the game is terminated.

### 4. MINIMUM FIELD SIZES

a. The following minimum field sizes shall apply to tournament play. (Maximum size is set forth in FIFA "Laws of the Game"). If the minimum field sizes cannot be met, the association hosting the tournament must notify the invited teams at least two weeks prior to the tournament. The invited teams shall then decide whether to participate or withdraw from the tournament and they will then notify the tournament host at least ten days prior to the tournament. The tournament host will refund the team's entry fee if the team has complied with the provisions of this rule.

Age	Field	Goal
• U15 and older	110 yards by 60 yards	8 feet by 24 feet
• U13-14	100 yards by 60 yards	8 feet by 24 feet
• U11- 12	60 yards by 45 yards	7 feet by 21 feet

**For U11 & U12 state tournaments and premier league play the fields must comply with the following:**

Length: minimum 60 yds – maximum 80 yds  
Width: minimum 45 yds – maximum 55 yds

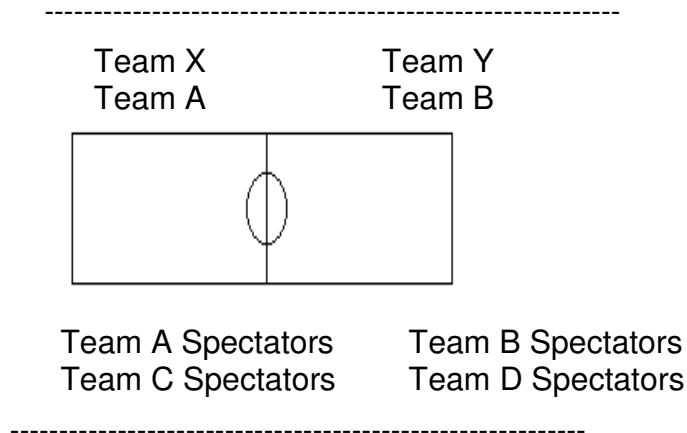
Goals: Conform to FIFA with the exception that the maximum distance between goal posts is twenty-one (21) feet and the maximum distance from the goal line to the bottom of the crossbar is seven (7) feet.

b. For applications of small-sided games and for players with disabilities, any or all of the following may be modified:

- Size of the field of play
- Size, weight and material of the ball
- Width between the goalposts and height of the crossbar from the ground
- The duration of the periods of play
- Substitutions

Further modifications are only allowed with the consent of the LSA Board or duly appointed committees having jurisdiction over play

c. The host club shall prepare the fields, including the spectator boxes. The following diagram illustrates team and spectator placement if using adjacent fields:



d. The host club shall furnish game balls; however, each team must bring its own game ball and furnish it for games if requested to do so by the referee.

**5. REFEREES**

Certified and currently registered USSF Referees must be used for all tournament games. The referee will use the three referee system and should be neutral whenever possible. A fourth official, if available may be used in all semifinal and final games.

**6. HOME TEAM**

The team listed first in each pairing shall be designated as the home team. The home team shall:

- a. Change jerseys if, in the opinion of the referee, there is a conflict.
- b. Select its side of the field (halfway line), if there is a choice.

## **7. GRACE PERIODS**

It is the goal of the tournament to have every game decided on the field of play by the two opponents. However, circumstances may not allow this to take place. Teams are expected to be ready to play at the scheduled time of the match. Teams not ready to play at the scheduled start time of any match shall be granted a ten (10) minute grace period. A minimum of seven (7) players constitutes a team.

If either or both teams are not on the field of play within the ten minute grace period, the referee shall notify the Tournament Committee the failure of the team to arrive within the grace period. The Tournament Committee shall review the circumstances surrounding the failure of a team to appear and may:

- a. Allow additional grace time
- b. Order the game to be played at another time and place of the Committee's choosing
- c. Award a forfeit to the other team if only one team has failed to appear

Only the Tournament Committee may decide that a forfeit will be awarded to a team. All participants in the match shall remain on the field of play until dismissed by the Tournament Committee. If a team leaves before being dismissed, that departure may be considered a forfeit. The decision of the Tournament Committee in this matter is final and not subject to appeal.

## **8. PLAYER'S EQUIPMENT (UNIFORMS)**

- a. All players shall wear age appropriate sized-specific manufactured shin guards. Knee-high stockings, both of the same color, shall be worn over the shin guards and shall cover the same.
- b. All field players on a team shall wear similar color jerseys, similar color shorts, and similar color stockings. A legible non-duplicate number (6" min. height) on the back of each jersey is required. Teams will have jerseys that are distinguishable from each other at all scheduled games. Players and substitutes shall not change numbers or remove their jerseys prior to the completion of the game without specific permission of the referee. The color of a team's jerseys may be different from the color of the team's shorts and/or stockings.
- c. All players starting each half or entering the field as substitutes shall have their jerseys fully tucked into their shorts. Jerseys that come out during the course of play will not be cause for interference by the referee. The wearing of long sleeve shirts or jerseys under short sleeve jerseys is prohibited unless adverse conditions exist.
- d. The following items are NOT permitted:
  - (1) Hair control devices with any hard parts.
  - (2) Earrings of any kind regardless of covering.

- (3) Jewelry of any sort.
- e. The following items are **CONDITIONALLY** permitted:
  - (1) Religious medals or medical tags which are taped to the body.
  - (2) Splints, casts, braces or other joint support devices which, in the referee's opinion, are not inherently dangerous or are padded with pliable materials to eliminate the dangerous condition.
  - (3) Goalkeeper hat with soft pliable brim for shielding eyes from direct sunlight.

**9. LENGTH OF THE GAME, OVERTIME PERIODS, AND BALL SIZES**

a.	Age Group	Game Length	Overtime	Ball Size
	U19(U18/U17)	2-45 min halves	2-15 min periods	#5
	U16(U15)	2-40 min halves	2-15 min periods	#5
	U14(U13)	2-35 min halves	2-10 min periods	#5
	U12 (U11)	2-30 min halves	2-10 min periods	#4

b. During single elimination competition (e.g., after round robin competition is completed) if a game ends in a tie, two complete overtime periods will be played at the end of normal playing time. If the game is still tied at the end of the overtime periods, FIFA kicks from the penalty mark will be used to decide the winner.

c. Stoppage of play:

If the referee determines that the game must be suspended due to weather conditions, the Tournament Committee will decide when the game is to be restarted.

Bracket – Round-robin competition (tied scores can stand)

If the game cannot be restarted within 60 minutes from the stoppage, the game will be terminated. A second stoppage of play due to weather conditions after a restart will automatically result in termination of the game. If the game is terminated the following will apply:

- (1) If one-half of the game has been completed prior to the termination, the result of the match at the time of termination will stand. The match **WILL NOT** be replayed.
- (2) If less than one-half of the match has been completed at the time of termination, the Tournament Committee will evaluate the Tournament Standings and decide if the terminated game is needed to determine final standings. If necessary a make-up game will be scheduled by the Tournament Committee at a time and place of their choosing.

Championship Games or games that cannot end in a tie

If the game cannot be restarted within 60 minutes from the stoppage of play, the Tournament Committee can:

- (1) Rule that if one-half of the game has been completed prior to the termination, the result of the match at the time of termination will stand; or
- (2) Waive the restart time limit and continue the game once conditions allow play to resume; or

- (3) Rule that if less than one-half of the match has been completed at the time of stoppage, the match will be replayed in its entirety at a time and place of the Tournament Committee's choosing.

## **10. SUBSTITUTIONS**

- a. Substitutions shall be unlimited, however the 50% play rule shall be followed for Recreational teams. Substitutions may be made, with the consent of the referee, at any stoppage of play with the referee's permission.

## **11. CONDUCT OF COACHES, PLAYERS AND SPECTATORS**

- a. Coaches are responsible for controlling the actions of their players and team officials. A referee has full authority to terminate a game if a player or a coach becomes unruly or physically menaces a referee or other player(s). If a spectator(s) becomes unruly or physically menaces a referee or player(s), the referee has full authority to temporarily suspend the match, pending the removal of the spectator(s). Any person reasonably construed as being associated with a team shall be subjected to the jurisdiction and authority of Tournament Director or his designee.
- b. All team's spectators must stay on the opposite side of the field from where their team's bench is located, and within the spectator boxes. The spectator boxes shall be two yards back from the touchline and twenty yards in length on either side of the halfway line.
- c. Coaching staff (not to exceed four non-playing persons) and players shall stay on the opposite side of the field from the spectators and within their designated team area. No one shall be on or in close proximity to the goal lines unless seated in bleachers.
- d. No coach or spectator may interfere with the opposing team in any way. The use of noise making, amplifying devices, or laser pointers is prohibited. If a coach walks off the field with his/her team during tournament play, before the game is terminated by the referee, for any reason other than for the health and safety of his players in the form of undue roughness or bad weather; that game shall be forfeited and the team will not be allowed to continue play in the tournament. The team's remaining scheduled games shall be recorded as forfeits. However, if the coach feels his/her players are under unnecessary danger and the game is not under control, he should first, before leaving the field, request for the Tournament Referee to observe the game. Decisions of the Tournament Referee are final.

## **12. MISCONDUCT**

- a. Cautions  
Cautions issued to players or coaches are not cumulative from game to game.
- b. Send-offs
  - (1) A player who is sent-off from a game shall be escorted from the team sideline to the tournament headquarters area by the field marshal. The player must remain at the headquarters area for the remainder of that game and will be escorted back to the team sideline by the field marshal at the conclusion of the game. A player may leave the headquarters area before the conclusion of the game only if accompanied by a parent, and only if they leave the soccer complex.

(2) A coach who is sent-off shall give their coach's pass to the field marshal and may stay at the headquarters area until the conclusion of that game or may leave the soccer complex. The sent-off coach is prohibited from any further contact, direct or indirect, with the team for the remainder of the game. This includes providing any technical or tactical information in any visible or audible manner. This includes, but not necessarily limited to, the use of any form of electronic means (i.e. cell phone, 2-way radio, text messages) or communicating through a third party.

c. Suspensions

- (1) A player who is sent off from a game shall be suspended and as a minimum shall not be allowed to participate in his team's next scheduled playable tournament game of that tournament. The player may return to the complex for the next game but he/she must sit on the spectator side of the field as a spectator. He/she cannot use a bench pass to sit with the team.
- (2) A coach who receives a second cumulative caution or a send-off shall receive a minimum one game suspension. The coach is to serve the suspension at that particular team's next playable game. The suspension is not to penalize a different team, if the coach is coaching multiple teams. The coach may not be at the soccer complex in any capacity while serving the suspension unless coaching another team.
- (3) The Tournament Committee has the right to review all send-offs (referee assault will be dealt with by LSA) and add additional penalties and suspensions during the duration of the tournament.

d. Team Misconduct

A team shall forfeit a game if its conduct causes a game to be prematurely terminated or abandoned. Any cautions or send-offs in the forfeited game are still subject to the penalties outlined in parts a, b and c of this section. Such team shall also be subject to a hearing with the LSA Youth Council Executive Officers within twenty-one (21) days.

e. Procedure for Reporting Misconduct

At the completion of the match from which there was player/coach, team or spectator misconduct, the game referee shall complete a USSF Game Report and give a copy of that report to the Tournament Director or his designee. If the player or coach was sent-off, the referee (field marshal shall give the coach's pass to the game referee) shall also turn in the player's or coach's pass with the report to the Tournament Director or his designee. All tournament game reports shall be sent to the LSA Office by the Tournament Director.

- f. Any misconduct occurring after the match is over must be reported immediately to the Tournament Committee for appropriate action to be taken.

### 13. POINT AWARDS FOR GAMES

- a. The following points will be awarded for games played during the round-robin competition:
  - (1) 3 points for a win
  - (2) 1 point for a tie
  - (3) 0 points for a loss
- b. Forfeited round-robin games:
  - (1) The non-forfeiting team shall be accorded:
    - (a) 3 points for the win
    - (b) 4 goals for, 0 goals against
  - (2) The forfeiting team shall be accorded:
    - (a) 0 points for the loss
    - (b) 0 goals for, 4 goals against

### 14. BRACKET STANDINGS

At the completion of round-robin competition, if two or more teams are tied in the number of points awarded, the final bracket standing will be decided in the following sequential order (Note: bracket winners are determined first before wildcards or overall best second teams):

- a. Winner of head-to-head competition during round-robin competition. This applies for advancement only if teams have played one another. Head-to-Head is not used if more than two teams are tied.
- b. Most wins
- c. Highest total goal difference for all games ("goals for" minus "goals against" 4 goal maximum difference per game.

Example:            A team's 3 game scores vs. opponent are:

$$5 - 1 = +4$$

$$1 - 3 = -2$$

$$2 - 2 = 0$$

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Total goal difference =        +2

- d. Fewest goals allowed in all games, no maximum per game.
- e. Teams with most goals (maximum of 4 goals in each game).
- f. FIFA kicks from penalty mark
- g. Once bracket winners are determined all remaining teams are evaluated for wildcard or overall best second slots if needed. If more than two teams are tied, the sequence starting at a. above will be followed with only the tied teams considered until the tie is broken.

### 15. PROTEST

All protests shall be referred to the Tournament Committee of the tournament being played.

a. Procedure for submitting a protest

To be valid and eligible for consideration, each protest must be lodged only by the head coach within one hour of the end of the game under protest and include:

- (1) A fee in the amount of \$200.00. This fee shall be in cash, certified check, or money order and will be paid with the protest. Personal checks will not be accepted. A certified check or money order must be made payable to Louisiana Soccer Association or to the association/club hosting the invitational tournament.
- (2) A written copy of the protest giving full particulars of the grounds on which the protest is lodged.

b. Acceptable causes for protesting the game:

- (1) Ineligible Player - A team knowingly plays an unregistered, ineligible, or suspended player.
- (2) Misinterpretation of the Rules - There has been an obvious error made in the application of the "Laws of the Game" that directly affects the outcome of the match. No protests can be entertained if they are based on decisions made by the referee during play.
- (3) Grounds, Goal Posts, etc. - Any protest relating to the grounds, goal posts, or other appurtenances of the match shall not be entertained unless an objection has been lodged with the referee before the commencement of the match.

c. Notification of Other Parties

Upon receipt of a properly lodged protest, the Tournament Committee shall notify:

- (1) The team against whom the protest is made in order for it to defend itself
- (2) The referee of the match under protest, in order to obtain a copy of the game report.

d. Decisions of the Tournament Committee

- (1) Decisions on protests shall be final and binding on all the teams involved and not appealed to LSA or higher authorities.
- (2) The protest fee is not refundable if the protest is denied.

## 16. MONITORING THE 50% PLAY RULE IN RECREATIONAL TOURNAMENTS

The following rule shall apply to all invitational and State tournaments approved by LSA that have recreational teams participating.

Requests to monitor a team for violating the 50% play rule will only be entertained in the following manner:

- a. Prior to a game – Only the head coach of a team can request tournament officials to monitor a game in which they are playing for compliance with the 50% Play Rule. This must be requested at least two (2) hours before the game in question and the head coach must present in writing to the head tournament official a request to monitor the game accompanied by a fee in the amount of \$100.00. This fee shall be cash, certified check, or money order. Personal checks will not be accepted. A

certified check or money order must be made payable to Louisiana Soccer Association for state tournaments or to the association/club hosting the invitational tournament. The Tournament Referee will assign a 4th official to the game in question who will record playing time and report the results to the Tournament Committee. If the Tournament Committee determines that a team violated the 50% play rule a fine of \$100.00 will be assessed the violating team(s) and forfeiture of the game. If the team other than the team requesting the monitoring is found in non-compliance then the requesting team will be refunded the balance of the \$100 fee less game official fees. Additional penalties such as expulsion from the tournament may be assessed for failure to pay all fines.

- b. After a game has started or is completed – the Tournament Committee will not consider protests concerning a team not adhering to the 50% play rule if reported after the game has started or is completed.

The Tournament Committee reserves the right to monitor any team for compliance with the 50% play rule and assess penalties for non-compliance.