



SCSA Tournament Rules & Regulations

Table of Contents

1. [Overview](#)
2. [Tournament Requirements](#)
3. [Permit to Travel](#)
4. [Game Specifics](#)
5. [Referees](#)
6. [Uniforms and Equipment](#)
7. [Substitutions](#)
8. [Ejection](#)
9. [Protests](#)
10. [Scoring Format](#)
11. [Failure to Show – Forfeits](#)
12. [Tie Breaker – Finals](#)
13. [Tie Breaker – Penalty Kicks](#)
14. [Inclement Weather – Cancellations](#)
15. [Refunds](#)
16. [Cancellation Policy](#)
17. [Small-sided Game Rules](#)
18. [Feedback and Support](#)



1. Overview

All games will be played under international rules (FIFA), with the exception of 8U/9U/10U/11U/12U games. These games will be played according to Indiana Soccer Rules on the short-sided format and are described on the last page of this document.

2. Tournament Requirements

Players who are not on your team, but with your club on another team are considered Club Pass players and do not count against the max guest player number referenced below. Please include Club Pass players AND true guest players on the GUEST PLAYER form as found on the website. All other online check-in requirements will also apply.

Players may only play on one team per division in an age group in the tournament - no double rostering within division groups.

No roster changes will be permitted after a team roster has been approved at tournament online check-in/ registration. All teams must be currently registered with their State or National Association. Each player must have a valid USSF/USYSA or US Club Soccer ID player card. All players and coaches must have an actual player card.

- 17U-19U rosters will have no more than 22 players, with only 18 suited to play (including 4 guest players)
- 13U-16U rosters will have no more than 18 players (which includes 4 guest players)
- 11U/12U rosters will have no more than 16 players (which includes 4 guest players)
- 9U/10U rosters will have no more than 12 players (which includes 4 guest players)
- 8U rosters will have no more than 6 players (which includes 4 guest players)



3. Permit to Travel

Out of state US Youth teams from within US Youth Region II do NOT need to upload "permit to travel" UNLESS your state association DOES require your team to have one. US Youth Teams outside of US Youth Region II please obtain a "permit to travel" form from a U.S. Youth Soccer affiliated association (your state office) and upload. US Club teams do not need a permit to travel.

4. Game Specifics

Age	Game	Halves	Finals	Ball Size
8U	4 v 4	(4) – 10 min quarters	No Finals	4
9U - 10U	7 v 7	(2) – 20 min halves	No Finals	4
11U - 12U	9 v 9	(2) – 25 min halves	(2) – 25 min halves	4
13U - 15U	11 v 11	(2) – 30 min halves	(2) – 30 min halves	5
16U - 19U	11 v 11	(2) – 35 min halves	(2) – 35 min halves	5

5. Referees

8U/9U/10U games will have a center referee.

11U & older games will have a center referee and (2) assistant referees.

Home team will choose the side of the field they wish to defend. The away team will get the kick-off to start the game.

6. Uniforms and Equipment

Home team is listed first. Home team must wear their light uniform. Home team provides game ball. The team not in compliance with the uniform rule is responsible for changing uniforms. Each player must wear shin guards and an official uniform with a number on the back. Each player for a team must wear a different number.

7. Substitution (Unlimited)

FIFA substitution rules will be followed for all games. Teams may substitute during ANY stoppage of play and with the referee's permission to come onto the field. There is no limit to the amount of substitutions a team may make.



8. Ejection

Any player or coach ejected from a game will be ineligible to participate in the team's next event. No substitution will be permitted for an ejected player. Anyone fighting can be subjected to ejection from further tournament participation.

Passes will be retained by the tournament and returned to the coach/manager of the team after the player has sat out their suspension. The coach/manager is responsible for picking up the players pass after their suspension is completed.

9. Protests

No protests will be entertained. The decision of the referee is final.

10. Scoring Format

There will be (3) points will be awarded for a win, one (1) for a tie, and Zero (0) for a loss. In the event of ties in total point standing, the following sequence will be used:

1. Head-to-head competition between teams that are tied
2. Best goal difference for all games – up to 4 per game
3. Fewest goals allowed
4. Penalty kick shootout – 5 players per team; if still tied, sudden victory penalty kick shootout.

11. Failure to Show – Forfeits

A minimum of seven players constitutes a team. A (5) minute grace period will be extended beyond the kickoff time before a forfeit will be declared. The Tournament Director will make the final decision if a forfeit shall be allowed depending upon extenuating circumstances that may have prevented a team from making the game on time. If a forfeit is determined, the winning team will be awarded a score of 1-0 and will receive only the 3 points for the win. In the event of a forfeit in a group, all teams in the group will be awarded the same points.



12. Tie Breaker – Finals

Games that are tied at the end of regulation time will end as a tie in preliminary rounds. In the event of a tie in a final game, up to (1) 5 minute overtime will be played, with the winner being determined by “golden goal”. In the event a match remains tied at the conclusion of the overtime play, penalty kicks will be taken as listed below to determine a winner. Reminder that there are no championship games for 8U/9U/10U divisions as per ISA.

13. Tie Breaker – Penalty Kicks

In the event that penalty kicks must be used to determine a winner in the preliminary or final rounds the format will be as follows:

1. Each team will select (5) players to kick – only players on the field at the end of the game may be selected.
2. Teams will alternate kicks – first team to kick will be determined by the referee’s coin toss.
3. If the score remains tied after five (5) kicks, teams will alternate kicks one at a time until a winner is determined.
4. All eligible players must kick before any eligible player can repeat.
5. Keepers may be changed after any shot.

14. Inclement Weather or Cancellations

The tournament committee has the right to shorten and/or cancel matches due to climate conditions or other acts of nature, which are beyond our control. In the event that severe weather delays the tournament, all games which are at least at half time will be considered complete. All which have not reached halftime will complete the half only if weather permits (in the event the game cannot be completed, the game will be considered a tie. If the game determines a bracket winner, the below standard will be followed for determining winner.

If Finals cannot be played due to severe weather, the following tie-breaker format will be used to declare champions. **FOR INCLEMENT WEATHER ONLY!**

- Penalty kick shootout – (5) players per team; if still tied sudden victory penalty kick shootout



- Head-to-head competition between teams that are tied
- Totals Points
- Best goal difference for all games – up to 4 per game.
- Fewest goals allowed
- Coin Toss

15. Refunds

All registration fees are due within (2) weeks of registering for the tournament. No refunds will be given once bracketing has started.

16. Cancellation Policy

In the event of total cancellation of the tournament South Central Soccer Academy will reserve the right to withhold \$250. No refunds will be issued if the team has completed (2) games at the tournament.

PETS, ALCOHOL or SMOKING are NOT allowed on the FIELDS, PARKING LOT or IN CARS at ANYTIME at South Central Soccer Academy.

US Youth's Indiana Soccer Association tournament sanction rules:

Due to the US Soccer Mandates for small-sided play and age group changes, Indiana Soccer has set requirements for any sanctioned event in Indiana beginning with play in the Fall of 2016 Age Groups will use the newly established birth year format. Age groups should be listed accordingly.

- Teams must play in the format for their age groups.
 - 8U teams must play 4 v 4. They may not play up to 9 or 10 age 7 v 7 formats.
 - 9-10U teams must play 7 v 7. They may not play up to 11U formats of 9 v 9.
 - 11-12U teams must play 9 v 9 and may not play up to the full sided game format.
 - Teams from other state associations that enter your event must follow these formats. • Field Sizes – while US Soccer has adopted new field sizes for 8-12 play, Indiana Soccer recognizes that many



complexes simply cannot change to the new field sizes easily. Thus Indiana soccer is not mandating the new field sizes at this time.

- A player may be allowed to “play up”, but a team may not.

Indiana Soccer Heading Restrictions, (Revised 8/1/18)

- All players, 11U & 12U shall not engage in deliberate heading in competitive training or in games.
- All players who play in small sided games, 4v4, 7v7 or 9v9, shall not intentionally head the ball in a game.
- All players, 11 & under who play on a 13 & under team or older will comply with the aforementioned 11U & 12U restrictions.
- The referees will enforce heading restrictions as per the age-level of the contest. There will be no intentional heading in all small sided games (4v4, 7v7, 9v9).
- When a player deliberately heads the ball in a game, the referee will award an indirect free kick (IFK) to the opposing team from the spot of the offense.
 - If the deliberate header occurs within the penalty area by the defending team, the indirect free kick should be taken on the penalty area line parallel to the goal line at the point nearest to where the infringement occurred.

17. Small-sided Game Rules

U8

Play shall consist of 4 field players with no goalkeepers, no offside, the rest of 9U & 10U rules apply

9U / 10U

- Play shall consist of 6 field players and 1 goalkeeper
- Restricted Goalkeeper Distribution: Punting or Drop Kicks are not allowed. In the case of an infraction, the referee reminds the goalkeeper of the No Punt Rule and restarts the game with the ball in the hands of the goalkeeper. There is no violation of the rules if the goalkeeper: Throws, Rolls the ball, or plays it with his/her feet.



- Fouls will result in Direct and Indirect kicks.
- The distance at restarts will be 5 yards.
- Penalty kicks will be taken from a spot 8 yards from the goal line.
- Restarts will follow FIFA rules (i.e. a corner kick is direct)
- The offside rule will be used, per US Soccer Mandate.
- No semi-final or championship games in 8U/9U/10U age groups, per Indiana Soccer mandate.
- Heading: Please see Indiana Soccer association rules on heading on the last page of these rules and below:
 - Deliberate heading is not allowed in 4v4 or 7v7 games.
 - If a player deliberately heads the ball in a 10 & under (7v7 or 4v4) game, an indirect free kick is awarded to the opposing team from the spot of the offense.
 - If the deliberate header occurs within the penalty area, the indirect free kick is to be taken on the penalty area line parallel to the goal line at the nearest point to where the infringement occurred.

Offside “Build-Out Line” - “No Cherry Picking”

- When the goalkeeper has the ball in their hand from the opponent or for a goal kick the opposing team must move behind the build out line until the ball is put into play. If the goalkeeper is playing the ball with their feet, they are considered a field player and the build out line does not apply.
- Once the opposing team is behind the build out line, the goalkeeper can pass, throw or roll the ball into play (punting/drop kicks are not allowed). If a goalkeeper punts the ball, an indirect free kick should be awarded to the opposing team and taken on the penalty area line parallel to the goal line at the nearest point to where the infringement occurred.
- After the ball is put into play by the goalkeeper, the opposing team can cross the build out line and play resumes as normal.
- 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.

11U / 12U

- Play shall consist of (8) field players and (1) goalkeeper
- Fouls will result in Direct and Indirect kicks.
- The distance at restarts will be 8 yards.
- Penalty kicks will be taken from a spot (10) yards from the goal line.
- Restarts will follow FIFA rules (i.e. a corner kick is direct)
- The offside rule will be in effect.
- Heading: Please see Indiana Soccer association rules on heading later in these rules.
 - If a player, who is competing in a 12U younger, deliberately heads the ball in a game, the referee will award an indirect free kick (IFK) to the opposing team from the spot of the offense.
 - If the deliberate header occurs within the penalty area by the defending team, the indirect free kick should be taken on the penalty area line parallel to the goal line at the point nearest to where the infringement occurred.

18. Feedback and Support

18.1 What do I do if I have a concern?

- Reach out to your coach first.
- Email Feedback@SCSAindy.com

18.2 What do I do if I have ideas/suggestions/want to help?

- 18.2.1 Email Volunteer@SCSAindy.com