

## SYSA Spring Soccer Tournament Rules - Summarized

Summary of the rules for quick reference. For the complete rules, click [Rules of the Game](#).

- Playing Time** Each player must receive at least 50% of the total playing time.
- Teams & Spectators** 4v4 5v5. Parents/players are on the same side of the field.  
7v7 9v9. Parents are on one side of the field, coaches and players on the opposite side. Teams and spectators must remain at least 2 yards behind the sideline.  
No players, parents, coaches, or spectators are allowed behind the goals.  
Coaches, players, parents, or spectators shall not enter the field unless requested to do so by the referee.
- Player's Equipment** All players must wear shin guards.  
Jewelry shall not be worn. Taped earrings are not allowed.  
Soccer cleats or athletic shoes shall be worn.  
All arm casts must be padded, and players wearing casts must have their doctor's signed permission to play.
- Officiating** 4v4/5v5 games will be officiated by a coach/parent from each team. The coach/parent should encourage clean play and sportsmanship and help players understand and follow the rules.  
  
Referees will be requested from the Inland Empire Soccer Referee Association for the 7v7/9v9. If, for some reason, a referee is not available for the match, then coaches should split time officiating or agree upon an individual who can officiate
- Substitutions** Substitutions may be allowed on any stoppage of play at the referee's discretion.
- 4v4/5v5** 3 Jamboree games. Divisions with uneven teams may play an additional match. Scores will not be kept in the matches.
- 7v7/9v9** Tournament point system.  
6 teams in a division: 3 pool play games, top 4 to semis, semi winners to Championship Match  
4 teams in a division 3 pool play games, top 2 to the Championship Match

### Point system for 7v7/9v9 games

#### Points

Win: 6  
Tie: 3  
Loss: 0  
Shutout: 1  
Goals: 1 per goal (max 3)

#### Tie Breakers

1. Head to head
2. Goal differential (max 6 per game)
3. Total goals against
4. Coin Flip

### Championship/Semi-Final Match Tie Breaker for 9v9/7v7

If a semi-final or final championship match ends in a tie, the game will advance to two 5-minute overtime periods (golden goal) and, if needed, to penalty kicks to determine the winner.

### Penalty Kicks to determine a winner

Penalty kicks will be performed according to FIFA regulations, except where noted. As a summary, five players from each team (on or off the field\*) will be selected to perform penalty kicks. The referee will toss a coin, and the team captain who wins the toss decides which team will kick first. The kicks will be taken, alternating between teams. All players other than the player taking the kick and the two goalkeepers shall remain inside the center circle while the penalty kicks are taking place. If before each team has taken their five kicks, one has scored more goals than the other could potentially score, no more kicks are taken. If the result of the first round penalty kicks ends in a tie, the remaining players from each team will continue to take alternating shots until a winner is determined. (Once all 11 players have shot, including the goalie, the rotation restarts.)

\*FIFA requires the kickers to be chosen from players on the field at the end of regulation. However, because we play with fewer than 11 players on the field, this rule has been amended to allow players on the sidelines at the end of the match to take penalty kicks at the team's discretion.

Age	<u>U6</u> <u>4v4</u>	<u>U7</u> <u>4v4</u>	<u>U8</u> <u>5v5</u>	<u>U9</u> <u>7v7</u>	<u>U10</u> <u>7v7</u>	<u>U11 and</u> <u>U12 9v9</u>	<u>U14</u> <u>9v9</u>
<b>Players</b>	4	4	5	7	7	9	9
<b>Goalie</b>	No*	No*	Yes	Yes	Yes	Yes	Yes
<b>Length of Match</b>	4-8 min Quarters	4-8 min Quarters	4-10 min Quarters	2-20 min Halves	2-20 min Halves	2-20 min Halves	2-20 min Halves
<b>Length of Halftime</b>	5 min	5 min	5 min	5 min	5 min	5 min	5 min
<b>Ball Size</b>	3	3	3	4	4	4	5
<b>Offside</b>	No	No	No	Yes	Yes	Yes	Yes
<b>Fouls (Direct/Indirect)</b>	Indirect	Indirect	Indirect	Indirect & Direct	Indirect & Direct	Indirect & Direct	Indirect & Direct
<b>Penalty Kicks</b>	No	No	No	Yes	Yes	Yes	Yes
<b>Heading</b>	<b>No</b>	<b>No</b>	<b>No</b>	<b>No</b>	<b>No</b>	<b>No</b>	<b>No</b>
<b>Slide Tackling</b>	No	No	No	No	No	Yes	Yes

\*There shall be no goalies or appearance of a goalie in 4v4 matches. Players may defend by applying pressure to the attacking team, but must avoid goaltending.

Final decisions can be made by the Tournament Director. Rules subject to change.