

**Sanford Springvale Soccer Association**  
**2021 Columbus Day Tournament**

DIVISION	ROSTER	HALVES	BALL SZ	#PLAYERS	#GAMES	AWARDS
U-14	18	30 min.	5	11 v 11	3	1 <sup>st</sup> and 2 <sup>nd</sup>
U-13	18	30 min.	5	11 v 11	3	1 <sup>st</sup> and 2 <sup>nd</sup>
U-12	18	25 min.	4	9 v 9	3	1 <sup>st</sup> and 2 <sup>nd</sup>
U-11	18	25 min.	4	9 v 9	4	None*
U-9/10	14	20min.	4	7 v 7	4	None*

\*Non-Result Oriented Division, participatory awards only.

**Playoff Determination as Follows:**

1. Total points from record:
  - 3 - points for a win
  - 1 - point for a tie
  - 0 - points for a loss
  
2. Tiebreakers In the event of a tie within a division, the following criteria will be used to determine final placement:
  - a. Head to head result;
  - b. Goal differential (only the first three goals greater than the opponent count toward goal differential);
  - c. Fewest goals allowed;
  - d. Coin Toss conducted by Tournament Director
  
3. In case of a three-way tie, start the same process of tie breakers. If one team is needed, proceed until one team stands alone. If one team is eliminated and two teams are left for one position, continue down the tie breaking process until one is eliminated.
  
4. If still tied, use FIFA rules. Five kickers from each team go one round. If still tied, there will be a second set of five kicks. If there is still a tie score, each team will take one kick, sudden death format. During the one-kick per team portion, the first team to score on a penalty kick with the other team not scoring is the winner. If all of the field players have kicked, the rest of the team is eligible to shoot. No player may take a second penalty kick until all of the players have kicked at least once.

**Playoff and Championship Overtime Play:**

1. Overtime will only be played during Playoff and Championship Games.
2. In the event of a tie, a maximum of two five-minute sudden victory overtime periods will be played.
3. Penalty kicks will be taken if necessary, five at a time starting with players on the field. (Follow format as outlined in #4 above.)

**Roster Requirements:**

1. Age limits of players shall be determined as follows:
  - U9 - Aug 1, 2012 to July 31, 2013
  - U10 – Aug 1, 2011to July 31, 2012
  - U11 - Aug 1, 2010 to July 31, 2011
  - U12 - Aug 1, 2009to July 31, 2010
  - U13 - Aug 1, 2008 to July 31, 2009
  - U14 – Aug 1, 2007 to July 31, 2008
  
2. Players in the U11/12 and U13/14 age groups can only roster on one tournament team. Only official state rosters and player passes

will be accepted. No exceptions will be made.

3. Use of only one guest player will be permitted per team due to a prior illness or injury of a regular team player. The guest player must meet the age requirements; must present a medical release form, and cannot play on another team entered in the 2017 Columbus Day Tournament.

4. Any team found using ineligible players will forfeit games for the entire tournament.

**Uniforms and Equipment:**

1. All players must have matching colors for uniforms, except the goalkeeper.
2. All players must wear shin guards during play.
3. Shirts must be tucked in and socks worn over shin guards.
4. Prior to the start of each game, the referee will assure all rostered players have shin guards, proper footwear, and no jewelry. **Splints and hard casts must be covered IN 1/2 INCH FOAM to avoid injury to other players.** The coaches will be responsible for ensuring that their players are not wearing jewelry of any kind, including but not limited to, pierced earrings.
5. Teams should bring “pinnies” or alternate jerseys in the event their opponent has the same color uniform. The designated home team will wear the pinnies if needed.
6. U9/10 #4 ball U11/12 #4 ball U13/14 #5 ball
7. The Field Marshal and/or referee will assure a proper size game ball is present at the start of each game.
8. The “no heading rule” for U11,U10,U9 will be strictly adhered to and will result in an Indirect Free Kick.

**\*\*Tournament play will follow the guidelines of Soccer Maine of all age groups. These Rules can be found in the Soccer Maine Fall Classic Handbook found on their website: [soccermaine.com](http://soccermaine.com)**

*A Max of 3 Coaches will be allowed on the bench.*

**Game Start Times:**

1. Preserving game start/end times is essential to the smooth running of the Tournament. Teams must be warmed up and ready to play at scheduled times.
2. Before the start of each game, the referee will verify with the coaches, the team name for the official scorecard.
3. Teams must field at least 6 players for U9/10 games, 8 players for U11/12 games, and must do so within 10 minutes of the scheduled start of the games. Otherwise, the offending team will forfeit the game.
4. Games that start late will be shortened by the referee to the extent necessary to preserve the tournament game schedule UNLESS it's a playoff game (scheduled start of the following game). There will be two equal halves during this shorten game.

**Substitutions:**

1. For the U11/12 and U13/14 age groups, substitutes will enter the field only after being recognized by the referee, at the following times:

- Prior to a throw in by either team
- Prior to a goal kick, by either team
- After a goal by either team
- At half time
- After an injury by either team, when the referee stops the game

**\*\*\*Note: Substitutions are NOT allowed on corner kicks**

2. U9/10 substitutions may be made as follows:

- Prior to a throw in by either team
- Prior to a goal kick by either team
- After an injury by either team, when the referee stops the game
- After a goal by either team
- At half time

**Forfeits:**

1. Winners of forfeited games will be awarded a 3-0 win.

**Yellow/Red Cards:**

1. Any player receiving a red card, or coach who has been ejected, will not be eligible to participate in the remainder of the game in play, plus the next game. A player receiving a red card, or coach who has been ejected, must completely leave the field and may NOT view the remainder of the game from the spectator side of the field. An ineligible coach may cause his/her team to forfeit the game, if in the opinion of the referee, the coach is "coaching" his/her players during the game.
2. A second yellow card in any one game will result in the issuance of a red card. A red card may be issued immediately, if, in the opinion of the referee, any player commits a serious foul.
3. At the discretion of the Tournament Director, a deliberate, serious foul or any violent conduct by a player may result in ineligibility of that player for play in the remainder of the tournament.
4. At the end of each game, the referee will report to the Tournament Director the score and any yellow or red cards issued along with the name, number and team that these were issued to. A player or coach who receives 4 or more yellow cards during the tournament will be ejected from the tournament and not allowed to play or coach.

**If a coach is ejected from a game, they may not coach the same team or another age bracket their next game. They will need to sit out one game no matter the age.**

**Spectators:**

1. Coaches are responsible for the conduct of parents/fans of their teams. For any sportsmanship problems concerning the spectators, the referee will first solicit the assistance of the Coach. In the event of continued problems, the referee will solicit the assistance of the Field Marshal or Tournament Director who will direct the offender(s) to leave the immediate area of playing field. If the offender(s) fail(s) to leave the area as directed, the referee (at his/her discretion) may terminate the game, declare a forfeit, and award a win to the non-offending team.
2. Spectators are required to remain 2 yards behind the touch lines at all fields. Teams will be on one side of the field and spectators on the opposite side. No spectators are permitted to observe from either end of the field.
3. The tournament will strictly adhere to the zero tolerance policy for players, coaches and spectators as adopted by the State and National organizations. Coaches and spectators who engage in comments directed at the referee that are public, personal or provocative will be IMMEDIATELY ejected from the game. They will also be excluded from the next game.