



SUSA Tournament Rules

1. FIFA Laws

All tournament matches will be played in accord with the Laws of the Game as issued by FIFA. The following rules supplement the Laws of the Game.

2. Team Acceptance

- a) The tournament committee reserves the right to accept or reject any team application
- b) Any incomplete application will be returned to sender and not processed for consideration. Application is not considered complete until entry fee is received. All applications must be completed online- no paper applications accepted!
- c) No team shall be deemed accepted unless notification has been sent by the Tournament Director.
- d) All accepted teams are required to send a coach to the HQ desk/marshall before the start of the first game.
- e) Upon acceptance all teams will be given a timeline for on-line paperwork submission. Any team not meeting the appropriate deadlines may be disqualified from tournament play.
- f) Accepted teams are required to have laminated player passes, rosters and current medical release form at games.

3. Roster and Player Documentation

You must participate with the **Fall/Spring 2023/24** roster. You may add up to 8 guest players; however, the maximum roster size is 25. All teams must comply with the **Fall 2023/2024** Tournament rules and Tournament Director decisions are final. Documentation is required to support the age of the player. **Laminated, current validated player passes or roster with pictures are required for all players.** Roster and player documentation may be inspected at any time during the tournament. Exceptions to these requirements must have written approval of the Tournament Director. Exceptions are subject to review by the tournament committee for a final ruling.

4. Guest Players

Guest players have to be added to the bottom of the roster, have a player pass and a valid medical form for each guest player. All teams will comply with the 2023/24 Tournament rules and the Tournament Director's decisions are final. Guest players must meet all requirements for individual team players. Any guest players with incomplete/incorrect information at registration will not be allowed to participate.

5. Eligibility

All players are born in the year of their age group classification, or in a later group. Teams must be properly registered and in good standing with their state, national and regional associations. Each player shall possess a laminated, current, valid player pass or proper pass from their national association and an official tournament and current medical release form. **ALL** teams and players must meet the following criteria:

- a) The player must be registered and possess a laminated current valid pass from the same club or league and a current medical release form.
- b) There can not be more than 8 guest players on any team.

6. Player Equipment

- a) Where the color of the jersey is similar or identical, the designated home team (the team listed first in the schedule) will change jerseys.
- b) All players must have a uniform with individual numbers on the jersey.
- c) No jewelry may be worn by any player (earrings, watches, necklaces, etc.)
- d) Players wearing a cast are allowed to play with the proper approval of the Tournament Director



and or Referee Assignor.

- e) Shin guards must be worn at all times by all players.
- f) All referee decisions are final regarding player equipment.

7. Substitutions

- a) Substitutions shall be unlimited.
- b) Substitutions can be made on any stoppage of play at the discretion of the referee.

8. Player, Coach, Spectator Ejection

Any player ejected from a match will NOT be replaced and will NOT be allowed to participate in his/her team's immediate next match unless approved by the tournament director. Ejection for fighting by players and coaches will result in the player or coach NOT being allowed to participate in ANY remaining tournament matches. Any coach ejected from a match will not be allowed to coach his/her team in its immediate next match. Each coach is responsible for the conduct of the players and parents on his/her team. Coaches not taking responsibility for their sideline's conduct may be cautioned and/or ejected.

Abusive Behavior:

While at the fields, any coach, parent, team official, player or spectator threatening violence or engaging in verbal abuse will be subject to ejection from the tournament and the team may be ejected from the tournament as well if appropriate. This type of behavior is not acceptable at this event and will not be tolerated.

9. Team Field Positions

Each team's players, coaches will be on one sideline and spectators will take a position on the playing field opposite the players and coaches. Coaches and spectators must remain between the 18-yard lines (the penalty areas).

10. Duration of Play, ball size and age specific rules

The duration of each match is indicated below. Two equal halves will be played with five-minute half-time interval. Matches may be shortened or canceled at the discretion of the Tournament Director in the event of inclement weather or loss of light.

U7 - U8 (5v5): 2 x 20 MINUTE HALVES

U8 - U10 (7v7): 2 X 25 MINUTE HALVES

U11 - U12 (9v9): 2 X 30 MINUTE HALVES

U13+ (11v11): 2 X 35 MINUTE HALVES

The tournament does not require the referee to add time for substitutions. The official clock WILL NOT stop for any reason unless in the judgment of the referee:

Removing an injured player from the field would endanger the physical well being of the player or:
Other conditions so warrant in the judgment of the referee. Any game shortened due to injury will be continued/made up at the discretion of the Tournament Director.



FIFA Inspected/Approved size 5 balls shall be used at ages U-13 through U-19, and FIFA Inspected/Approved size 4 balls shall be used at ages U-8 through U-12, to be supplied by the Tournament.

Heading Rules for U11 and Younger: Whenever the ball strikes a player in the head, play is stopped. The proper restart depends upon whether the player deliberately played the ball with their head. If deliberate, the proper restart is an indirect free kick to the opposing team. If this occurs within the goal area, the indirect free kick should be taken on the goal area line parallel to the goal line at the point nearest to where the infringement occurred. If the play by the head is deemed inadvertent, then the proper restart is a dropped ball.

11. Build Out Line (7v7)

For a goal kick or free kick coming out of the penalty area the ball is considered "in play" when:

- The ball is touched by another player on the goalkeeper's team, or
- The ball comes to a complete stop, or
- The ball crosses the build-out line.

GK possession after save, during play.

- Goalkeepers cannot punt or drop-kick the ball.
- If the goalkeeper does punt/drop-kick the ball: the restart is an indirect free kick awarded to the opposing team at the penalty area line parallel with the goal line at the nearest point to where the infringement occurred.
- Goalkeepers must throw, roll or release the ball on the ground and play the ball with their feet to put the ball in play.
- The ball is considered "in play" as soon as the GK releases the ball.

Encroachment.

- All opponents must retreat behind the build-out Line before they can pressure the ball or the attacking team.
- If an opponent pressures the ball or the opponent attacking team before they retreat behind the build-out line (encroachment), the restart will be an indirect free kick for the attacking team at the point of the infraction.
- If a goalkeeper chooses to release the ball quickly before their opponents retreat behind the build-out line, they are doing so at their own risk as these opponents can pressure the ball / attacker as soon as the ball is "in play".

12. Protests None allowed.

13. Forfeits

A forfeit shall be awarded if a team is not present and prepared to play within five minutes of the scheduled commencement time. Ten-minute allowance shall be made for semi-final and championship matches. Any team forfeiting a match will not be allowed to play in a semi-final or championship game. It is requested that teams be present 30 minutes in advance of the scheduled commencement of a match to aid in the timely start of play. Seven players constitute a team.

14. Inclement Weather

Regardless of weather conditions, coaches and their teams must appear at the respective field site, ready to play as scheduled. Failure to appear will result in forfeiture of the match. Only the Tournament Director may cancel or postpone a match. Referees may suspend a match only. In the



case of severe weather, in his/her discretion, Tournament Directors may cancel all games. In case of severe weather that occurs after the beginning of play, the Tournament Director may reduce the length of the match and may discontinue or cancel the game. Should a match be terminated due to weather conditions after 20 minutes of play, the match will be considered official and the score at the time will stand. If a match is terminated prior to 20 minutes of play every attempt will be made to complete the match. However, if necessary other means, determined by the tournament committee, may be used to determine a winner. Referees and field managers will not consider beginning or continuing matches when a lightning storm exists. No refunds will be given in the event of cancellation.

15. Disclaimer

Neither the Tournament Committee, or the Tournament Sponsors are responsible for any expenses incurred by any team in the event the tournament is canceled in whole or part or in the event games are discontinued or canceled due to inclement weather or adverse field conditions, nor will any refunds be made. The Tournament Committee reserves the right to decide all matters pertaining to the tournament. The judgment of the Tournament Committee is final. The Tournament Director has authority to make all decisions and these decisions will be final. All referee decisions and final and binding.

16. Team Contact

Be sure your team contact is someone who can be reached at any hour.

17. Tie Breakers

Winner will be determined by the team with the most points (3 win, 1 tie, 0 lose).

Tie Breakers:

1. Head to Head
2. Goal Differential (max 5 per game)
3. Goals for (max 5 per game)
4. Goals against (max 5 per game)
5. Penalty kicks

Any forfeit will be a 2-0 win.

1st place finals for all brackets will go into penalty kicks if tied after regulation.

18. Standings and Championships

a. All game scores are recorded and will be posted on the website during the Tournament. During the event. Any concerns about posted scores should be brought to the attention of the scorekeepers at each venue's HQ as soon as possible, and certainly before the start of any subsequent game.

b. Game cards will be used by the field marshals to record game results and disciplinary actions. Field marshals will collect the game cards and take them to the HQ scorekeeper desk.

c. Where brackets are created for championship play, the following rules apply to Playoff and Consolation Rounds:

Teams will normally only be scheduled for a maximum of one playoff or consolation game during the tournament.

2. In an eight-team bracket, Group A first place will play Group B first place in final.

3. In a six-team bracket, Group A first will play Group B first in a Final, and Group A second plays Group



B second in a Third Place game, Group A third will play Group B third in a consolation game. Each team will play 3 games total.

4. In a five-team bracket, teams play a four-game round robin schedule without playoff rounds. First and Second places are determined solely by standings after Group Play.

5. In a four-team bracket, it will be a straight round robin with 3 games per team.

6. In the event of a tie playoff game, only the Final will go directly to penalties.

d. Where brackets are created for championship play, the following rules apply to Group Play:

1. In Group Play, team standings are based on won-lost record.
2. Wins count for three points, ties for one point.
3. Forfeits are recorded as a 2-0 score.
4. In the event of a tie between two teams, head-to-head results determine placement.
5. In the further event of a tie, goal differential determines placement, with up to plus-5 or minus-5 units awarded per game.
6. In the further event of a tie, accumulated goals scored with a limit of 5 per game determines placement.



SUSA ACADEMY
EMERGENCY ACTION PLAN

IN THE EVENT OF AN EMERGENCY at any soccer field where a SUSA tournament game is being conducted, the EMERGENCY ACTION PLAN must be implemented immediately.

1. CALL 911 If any person collapses on the field, assume it is a Cardiac Arrest
Emergency call to 911 immediately.
2. TELL 911 YOUR SPECIFIC LOCATION.
3. SEARCH FOR A QUALIFIED MEDICAL PERSON ON SITE WHILE RESCUE
HELP IS ON WAY
4. ALL ACTIVITY ON THE FIELD IS STOPPED UNTIL PERSON REMOVED
5. REPORT THE INCIDENT TO JAMES KELSH via phone 631-708-8702 and email a
report to james@susaacademy.com

Do not attempt to move the person unless a qualified rescue or health professional can determine that this can be done without causing further injury.

During inclement weather the patient must be protected from the elements and kept warm by using blankets. Do not attempt to cover someone who appears to have collapsed due to hot weather and may be suffering from heat emergency. DO NO HARM!!