



2009 PIGGLY WIGGLY SHOOTOUT TOURNAMENT FORMAT AND RULES

Tournament Rules:

All games shall be played in accordance with the FIFA laws, including all changes listed below:

- OFFSIDES WILL BE CALLED FOR ALL AGE GROUPS U8– U14

Point System:

TABLE 'A' POINT SYSTEM

WIN	3 Points
TIE	1 Points
LOSS	0 Points
SHUTOUT	1 Point

TABLE "B" NO OVERTIME...TIE-BREAKING PROCEDURE

Standings at the conclusion of division (bracket) play will be determined on the basis of game points. In the event of ties, standings will be established using the following tie breaking criteria in sequence until a winner has been determined:

- 1 Head to head competition.
- 2 Goal differential, with a maximum of three (3) goals per game (i.e. in each game, goals scored minus goals allowed with a maximum of 3).
- 3 Fewest total goals allowed in all games.
- 4 Total number of goals scored (with a maximum of 3 per game) in all games
- 5 Kicks from the penalty mark per FIFA rules.

TABLE 'C' RESOLVING TIES USING OVERTIME PLAY

This procedure is generally used only for semi-final or final matches as specifically identified in Section I, "Tournament Format" of the rules for this tournament.

If the match ends in a tie, the teams will be given a five minute rest and then two full five minute overtime periods will be played (i.e., no sudden death). This applies to all age groups.

- 1 Captains will meet for a coin toss to determine choice of kick-off or goal to defend.
- 2 After the first five minute overtime period, teams will switch ends of the field and kick-off after a two minute break. Substitutions may be made.
- 3 If the game is still tied after two overtime periods are completed, the FIFA penalty kick procedure will be used to determine a winner under the following guidelines:
 1. Only the number of players on the field at the end of the second overtime period are eligible to participate in the penalty kick procedure.
 2. The number of players on the field for each team will meet at the center circle at the end of the second overtime period.
 3. Captains will meet for the coin toss to be called by the visitor, with the winner to kick first.
 4. The referee will decide which goal is to be used for the penalty kicks.
 5. Five players will be selected by each team for the first round of penalty kicks. with teams alternating, five penalty kicks will be taken. The team scoring the most goals wins the match.
 6. If the match is still tied after the first round of five penalty kicks, the remaining six players from each team will take penalty kicks alternating each attempt to score until one team scores and the other fails to score in a given round. The first team to score while the other team fails to

- score shall be declared the winner.
- Any of the eligible players may serve as goalkeeper. The goalkeeper can be changed at any time. A goalkeeper who is injured may be replaced by an eligible player from the sideline.

Substitutions:

Unlimited substitutions may be made, with the referee’s consent, at the following times:

- Prior to your team’s throw-in.
- Prior to your team’s goal kick
- After a goal is scored by either team.
- At half-time.
- After an injury. If a substitution is made for the injured player, the other team may substitute any number of players (with the referee’s acknowledgment).
- At the time of a yellow card infraction, the carded player may be substituted (with the referee’s acknowledgment).

NOTE: Since the tournament will attempt to stay on schedule, the referee shall take note of any obvious delays caused by a team during substitution. The players on the side cannot enter the field of play until the player leaving has left the field at the halfway line. Players leaving the match may exit by the closest touchline or goal line. The game will be immediately restarted.

Length of Game/Roster/Field & Ball Size:

Age Group	Prelim Halves	Semis/ Finals	Ball Size	Roster Limit	Players Per Side	Players to Start Game	Referees	Asst.
U8-9	25 min.	25 min.	#4	12	6	5	1	
U10	25 min.	25 min.	#4	12	6	5	1	
U11	30 min.	30 min.	#4	14	8	7	1	2
U12	30 min.	30 min.	#4	14	8	7	1	2
U13	30 min.	30 min.	#5	18	11	7	1	2
U14	30 min.	30 min.	#5	18	11	7	1	2

- NOTE:**
- Referees will run a continuous clock during preliminary games.
 - Half time intervals in all games will be 5 minutes.
 - Overtime: Two five minute halves with two minute half time intervals.
 - U-9/10 will use 6’ x 18’ goals, minimum field size 60 x 40 yards
 - U-11 and U-12 will use 6’ x 18’ size goals, minimum field size 75 x 50 yards.
 - U-13 and U-14 will use 8 ‘ x 24’ size goals, minimum field size 100 x 60 yards.
 - All efforts will be made to have a 3 man officiating crew for all U9/U10 final games.

Conduct:

Players ejected and/or coaches removed from the game are automatically banned from their team’s next tournament game. Players ejected or coaches removed for fighting will not be allowed to return to the tournament. Coaches are responsible for the conduct of their spectators. Coaches may be carded for their spectator’s conduct. No persons are allowed behind the end lines.

Forfeits:

Unless superseded by a ruling from the tournament director, or his appointed representative, there will be no grace period. Forfeit time is game time. See table “Length of Game/Roster/Field & Ball Size” for number of players present in order to begin a match.

A team that has forfeited a game may not be declared a bracket winner or otherwise advance. Forfeits will be scored 3-0 with a resulting 10 points to the winner.

Tournament Inclement Weather Policy: Every attempt will be made to have all matches played. Rescheduled games may be played under lights in the evening or may be scheduled early Sunday morning, prior to normal start time at the discretion of the tournament director.

Games will continue during rain storms.

Games will be suspended by the referee or tournament director in the event of:

- Lightening (as determined by the referee or T.D.)
- Un-playable field conditions (as determined by the referee or T.D.)

Tournament director decisions are final and not subject to appeal. Re-scheduling attempts will be made as quickly and fairly as possible, considering referee and field availability and the normal progress of the competition. As a final solution, it may be necessary to employ a coin toss to determine teams advancing to semi-finals and/or final matches.

The safety of the players, referees, and spectators is the tournament's primary concern followed by fairness to the affected teams and the orderly flow of competition to divisional championships.

Games Suspended at or During the First Half:

1. An attempt to complete one-half of the match prior to the next scheduled game:
2. If one-half of the match is completed, the game is official and the score stands.
3. If one-half cannot be completed prior to the next scheduled game then the . . .
 - a. Game may be re-scheduled at the end of the day.
 - b. Game may be re-scheduled before the start of normal play on Sunday.
 - c. Game may be canceled and FIFA penalty kicks will be used to determine a winner. A win will be recorded as a 3-0 win and loss as a 0-3 loss.
4. Matches called at half-time or during the second half will be considered as complete and final. The score at that time will stand. If the game is a semi-final or final game and ends in a tie, then use table "B" to determine a winner. If the match is a group game and ends in a tie, the score stands and is final. Follow necessary procedures to determine a group ranking as specified.

NOTE!!! In any event, teams must report to the scheduled game site prior to the scheduled starting time, ready to play and may not leave the site until the match is canceled by the Tournament Director.

Re-scheduled match information will be available at the tournament headquarters and/or www.mpsoccer.com.

Player Equipment: In general, Law IV of FIFA law applies.

1. No metal cleats are allowed on soccer shoes. All screw in studs (including aluminum) will be ruled on the field by the referee for safe play.
2. When the color of jerseys is similar or identical, the designated home team will change colors (i.e. the team listed first on the schedule (when reading L to R) is the home team). The referee shall be the final authority regarding the need to change. Note: The referee may caution players for not having their socks pulled up and shirts tucked in per FIFA directive.
3. With the exception of the goalkeeper, all players must have uniforms with individual numbers on their shirts. The goalkeepers' shirt shall be easily distinguishable from all other players and from the referee.
4. No equipment changes may be made after the referee's equipment check without his/her permission. Changing to illegal equipment will be a yellow card offense.
5. No plastic or medal jewelry of any kind (excluding protective eyeglasses) may be worn.
6. Shin guards are required for all players. Goalkeeper mouthpieces are strongly recommended.
7. Casts: Players who are wearing protective casts are allowed to play if the following conditions are met:
 - a. The cast is wrapped in foam or other protective material that will protect other players.
 - b. The player with the cast does not attempt to use the cast to an advantage or in such a way as to put other players in danger as determined by the referee.
 - c. The referee approved the cast protection and such approval will not be unreasonably withheld.
8. No equipment, towels, etc. may be in the goalmouth area or hung from the netting.

General

All judgment decisions of the referee are final and binding. There are no protests allowed.

1. The tournament committee, and all sponsors and organizers, will not be responsible for any expense incurred by any team or club if the tournament is canceled in whole or part, nor will

- there be any guarantee of any refunds.
2. The tournament committee reserves the right to decide on all matters pertaining to the tournament and its judgment is final.
 3. Official state USYSA rosters, player identification/registration cards, and permits to travel must be presented at tournament registration. Rosters must be originals or state USYSA approved copies with an original official state USYSA stamp or embossed certification on the roster.
 4. A tournament ball is provided and must be used. If the ball is lost, kicked over a fence, in the woods, etc., an acceptable ball will be provided by either team to keep the match from being delayed until the tournament ball is replaced or returned to the field. The referee will return the tournament ball to the match at the next break (i.e., throw-in, GK, etc.). The referee shall select the ball from those offered by the teams in the match.
 5. Awards for the top two teams (i.e., 1st & 2nd) shall be awarded immediately following the championship game.

Yellow-Red Card/Ejection

If a player receives a yellow card they must be substituted immediately and cannot re-enter play till the next game stoppage. If a player receives a red card or is ejected from a match they must report to the HeadQuarter tent immediately. The player must sit out the next game.

A coach receiving ejection for a match is not allowed on any complex of the Piggly Wiggly Tournament until he/she has served their suspension. Any coach expelled from a match who continues to display un-sportsmanlike conduct leaving the facility is open to further forfeits in attendance of all further matches during the event upon discretion of the Tournament Director.

If a coach has more than one team, he/she cannot return to any tournament complex until the suspension has been served. If a player or a coach is ejected for fighting, they will not be allowed to return to the tournament. All red cards and ejections will be reviewed by the tournament committee and further disciplinary action may result.

Adequate Rest

Every effort to provide scheduling that provides adequate rest for each team will be a primary consideration; however, the limited fields and weather conditions may prevent this from happening. In any event, the objective is to complete the tournament in the time allowed. All divisions are categorized based on the information given about your team in the application and upon division director's knowledge of your team. The goal is to balance the competition as much as possible.

Tournament Policies:

- This is a recreation, academy, and classic tournament with the primary focus of this event being the players' enjoyment of the competition and camaraderie. All coaches and parents are asked to "Honor the spirit of the game".
- There will be no complaints addressed at headquarters from anyone other than the team's head coach.
- Any coach expelled from a match must leave the complex immediately and sit out the following match. Continued displays of unsportsmanlike conduct could result in further forfeits in attendance of all future matches during the event at the discretion of the Tournament Director.
- There are no dogs allowed at any Mt. Pleasant facility.

There is no grilling allowed at any Mt. Pleasant complex