

NOGSL Tournament Rules

Spring Shootout 2010

Roster: The maximum number of players on the roster is your NOGSL roster for Spring 2010. Guest player rules as follows:

- 1) they must be from your community and they **MUST** have an NOGSL player pass.
- 2) They must come from a team that is an age bracket or division lower than yours.
- 3) You may only do this if the total number of players you have does not afford you 3 subs for the game. example if you are U-13 and play 5 plus a goalie. you cannot bring a player if you have 9 of your own players.

Field Players:

U-9 to U-12	6 Players and Goalie	
U-13 –U-14	5 and a Goalie	

Uniforms: All players on each team shall wear jerseys of the exact same color except the Goalkeeper shall wear a jersey which distinguishes him from all other players and the referee. All uniforms shall be numbered. Home team must change jerseys if both teams are the same color (team listed first is the home team).

Shin Guards: Mandatory- all players must wear them.

Fouls & Misconduct's: The referee is responsible for calling all fouls including but not limited to: tripping, pushing, holding, jumping, charging, delay of game, ECT. If, in the opinion of the referee, a foul is of such nature as to warrant additional punishment besides a free kick, a two (2) minute blue card will be issued as well as a shootout. Boarding is an automatic two (2) minute penalty with a shootout. Any player who receives a time penalty will proceed immediately to the penalty box to serve the two (2) minutes. If the opposing team scores the shootout or a goal during the two (2) minute penalty the player may return to the field. Dissent or the failure to give your name will result in a yellow card and an additional two (2) minute penalty. The bench shall be asked to identify the player and if they refuse the player shall receive a red card. Players are expected to cooperate with the referee and play within the spirit of the game. Any player spitting or throwing gum on the field shall be given a two-minute penalty.

Violent Conduct/Serious Foul Play: Any player and/or team official ejected for violent conduct such as striking, fighting, assaulting an official, or verbal abuse of an official, shall be suspended for the remainder of the tournament and subject to NOGSL board disciplinary action.

Three Line Violation: Three-line violation is in effect.

Goalkeeper Possessions: Outdoor rules apply.

Restarts and Substitutions: Restarts must be taken within five (5) seconds after the ball is ready for play. ALL SUBSTITUTIONS ARE ON THE FLY- NO GUARANTEED SUBSTITUTIONS EXCEPT GOALS AND INJURIES. Opponents must allow the required 10 feet from the restart kick. Intentional encroachment is a two (2) minute time penalty. Players must enter and leave the playing field at their own bench areas. A two (2) minute time penalty will be assessed for violations. Please enter and leave through the bench doors. *Do not jump over the boards to enter or leave the playing field.*

Ball Over Perimeter Wall: When the whole of the ball passes over the perimeter wall along the touchline, it shall be kicked in from the point the ball went out of play.

Penalty Kicks: All penalty kicks are to be taken from the penalty spot, not the top of the arc.

Forfeits: There will be a one minute grace period for a team to field enough players (5 players including goalkeeper). After one minute, the team without enough players will forfeit the game. Forfeited games will have a 4-0 result.

Length of Games: All Preliminary games are one (1) 28 minute period running time. Finals are a two 30 minute halves (full game).

Rules to Determine Group Champion: Following your team's age group schedule. In round robin play, three (3) points are awarded for a win, one (1) point for a tie and zero (0) points for a loss. Round robin winners are determined by:

- 1). Most Points
- 2). Head to Head Winner
- 3). Best Goal Difference (maximum plus 4 goals per game)
- 4). Least Goals Against (Maximum 6 per game)
- 5). Sudden Death Penalty Kicks

Playoffs: Each participating team will play a minimum of three games. All finalists will receive individual awards. The first place team for a group, based on points or tie breakers, as described below, will play the first place team from the other group for the division championship. All games played, including crossover games and games counted due to forfeit, will be counted in point totals. Semi Finalists will be bracketed with three division winners and a wild card and placed based on points. If teams from same bracket are scheduled to play in semi final, then the next higher seed will be replaced in order for no two teams from the same bracket to meet in a semi final. Ties will stand in all games except championship matches. If the score is tied at the end of regulation, there will be a five (5) minute sudden death overtime until a winner is determined. The overtime period will be 3 v. 3 including a goalkeeper. If no goal is scored in the 5 minutes, then a 3 v 3 shootout will begin.

Protests: There will be none.

Ejection's: Any player or manger/coach, etc ejected from a game must leave the soccer area and retire to the lobby or locker room area, or face further disciplinary action. Any ejection will result in a minimum of a one game suspension, with such game being the game immediately following the game where the ejection took place.

Team Check-In: All Coaches must check in at least 20 minutes prior to their first game for rules confirmations and to confirm no changes to the schedule. U-9 coaches also need to check in for participation awards.

