



# HOWELL SOCCER CLUB

## *Spring Shootout 2019 Rules*

1. Complaints of referees judgment will not be heard by any HSC Board Members as this is intended to be a **fun, recreational opportunity provided to players, on the basis of expanding their knowledge of the game through a tournament format.**
2. All Spectators, Members, Coaches, Players and Referees must abide by the NJ State Code of Conduct. Coaches will assist in controlling any parent issues as directed by the referee.
3. There will be no protests.
4. **FORMAT**
  - a. This is a Single Elimination Tournament
  - b. Seeding for the Tournament is Random
  - c. Team seeding will play in the Preliminary Rounds as follows
    - i. Four Team
      1. Seed 1 v Seed 4 (GAME A)
      2. Seed 2 v Seed 3 (GAME B)
  - d. Team Advancement will be as follows:
    - i. Four Team
      1. Game A Winner v Game B Winner (FINALS)
      2. Game A Loser v Game B Loser (THIRD PLACE GAME)
  - e. Championship Games
    - i. All Championship and Third-Place Games will be played on the final week of competition.
  - f. Trophies/Awards will be presented on the last week during a trophy presentation.
1. **RULES OF COMPETITION**
  - a. The Rules of Competition for the Spring 2019 will be in effect for anything not covered in this document.
  - b. Field of Play
    - i. Before the Game, the Referee shall check that each penalty area has a penalty mark.
  - c. Number of Players
    - i. Both teams must have the same number of players on the

field if one team is short players (with the exception of a red card).

- ii. **Guest Players will not be allowed. All players must be on the roster. Teams found in violation of this will be disqualified the tournament.**
  - iii. If a team does not have enough players, that team will forfeit after a 10 minute grace period. The game will still be played, but score will not be kept.
    - 1. **Advanced Minimum Number of Players**
      - a. **6 Players Per Team**
    - 2. **Novice Minimum Number of Players**
      - a. **7 Players Per Team**
    - 3. **Peewee Minimum Number of Players**
      - a. **5 Players Per Team**
  - iv. A Goalkeeper may only be eligible to play in one half of the game. If they play keeper at all in the first half, they are ineligible to play in Second half, including Penalty Kicks. Penalty Kicks are an extension of the second half and the keeper playing at the conclusion of the game will be the keeper for the kicks.
- d. **Duration of the Match**
- i. **Peewee Divisions – 25 Minute Halves – 5 Minute Halftime**
  - ii. **Novice Divisions – 30 Minute Halves – 5 Minute Halftime**
  - iii. **Advanced Divisions – 30 Minute Halves – 5 Minute Halftime**
  - iv. **Added time is allowed for MAJOR loss of time and is to the discretion of the Referee. The referee should communicate the additional time to the coaches.**
- e. **Substitutions**
- i. **A Team may only substitute with the permission of the referee at any stoppage in play.**
- f. **A Referee has the right to deny a substitution if they feel that the Coach/Team is to frequent or intended to severely slow down play.**
- g. **There will be no overtime. All games ending in a tie will go straight to Kicks from the Penalty Mark with the players on the field at the end of regulation time.**

h. Sportsmanship

- i. **A team may not win a game by 6 or more goals as the final score. If the team wins the game by a final score of a goal differential of 6 or more goals against their opponent, the team may be subject to a deficit in the next match, with each additional goal over the limit counting toward the deficit or disqualification from the tournament pending review *by the Director of Operations and the Board of Directors at the time the score is reported. If this occurs in the championship or third place game, the team may also be subject to disqualification subject to review.***
  1. *Ex: 6-0, 7-0, 7-1 would result in forfeit*

i. Kicks from the Penalty Mark

- i. All Players on the Field at the end of regulation time **MUST** remain on the field. All Coaches and Substitutes must remain off the field.
- ii. The goalkeepers that ended the game **MUST** play in Kicks from the Mark.
- iii. Substitutes off the Field must stay on the sideline and both coaches must stay on the sideline, if there is no assistant then the substitutes still must stay on the side.
- iv. Both teams will meet in the center circle. Referee conduct a coin toss for which goal to perform the kicks on and conduct a coin toss to see who goes first.
- v. The referee will not take a list of players to take kicks. A kicker may come up and take a kick in any order - but may not kick twice until all eligible kickers have taken a kick.
- vi. Once a team can no longer win (EX. 3-0, 4-1, 5-2) the game is over, or at the end of 5 kicks, there is a winner.
- vii. If after five kicks the game is tied still, “sudden-death” will take place. Each team shall elect one kicker that has not yet kicked. This will continue until after each round the score is not even (EX. 1-0, 6-5).
- viii. Each field player may only kick once, until every eligible player **INCLUDING THE GOALKEEPER** has kicked. Then the teams may select a kicker again. The same applies every round. The player must have been on the field at the end of overtime to be eligible.
- ix. **NO SPECTATOR, PARENT, COACH, OR OTHER PERSON SHALL YELL OR DISTRACT THE KICKER. THE TEAM WILL BE FORFEITED IF THIS OCCURS.**

**Good Luck and Have Fun!**