

# Real IFFC | Idaho Falls Shootout Rules & Regulations



**CHECK-IN PROCEDURES:** There will be no physical check-in. Once your roster is submitted to GotSport you are set. Idaho teams DO NOT need to print and bring rosters. Out-of-state teams DO need to print and bring 4 copies of their roster to have on hand. All teams must have player cards with them at each game. Your coach's gift/bag and pins will be at headquarters to pick up at any time during the tournament. Rosters will freeze on Friday, May 3rd, at 11:59 pm.

**AGE AND ELIGIBILITY:** Boys and girls teams age U-8 through U-19 are eligible for the tournament. Players must have been born during the divisional year, as defined by US Soccer guidelines or the subsequent year. No player may 'play up' more than one age group unless prior authorization has been granted by player's State organization. "Play downs" must be approved by the tournament director before the tournament start date.

Each team accepted must be registered with either US Club Soccer or with a state association affiliated with USSF and must present either a current/valid US Club Soccer roster or a current/valid state USYSA roster. Each team is required to generate an Event/Idaho Falls Shootout Tournament roster.

**GUEST PLAYERS:** Guest players must have a current/valid player registration card issued by the same national association that issued the cards for the rest of the team. Guest players may be recreational players provided they obtain certification comparable to a player registration card and obtain this certification from the same state official that grants player registration cards. Adding guest players after the roster freeze date will not be allowed.

- **Players may only be rostered on ONE team for the tournament.**

## **FORMAT OF PLAY:**

- U8: 4v4
- U9 to U10: 7v7
- U11 to U12: 9v9
- U13 to U19: 11v11

**LAWS OF THE GAME:** *All games shall be played in accordance with FIFA Laws, except as specifically modified by these rules.*

**HEADING RULES: U12 & YOUNGER AGE GROUPS:** There is no heading for U12 and below. Idaho Falls Shootout will enforce the following regarding heading in these age groups: When a player deliberately heads the ball in a game, an indirect free kick (IFK) should be awarded to the opposing team from the spot of the offense. If the deliberate header 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 a player does not

deliberately head the ball, then play should continue. In addition, Persistent Infringement (PI) or Denying an Obvious Goal Scoring Opportunity (DOGSO) calls or cards shall be made or issued in relation to this heading infraction.

**SLIDE TACKLING:** Prohibited U10 and under

**IDAHO YOUTH SOCCER MODIFICATIONS FOR FIELD OF PLAY AND OFFSIDE FOR U10 AND UNDER DIVISION:**

- U10 will use build out lines on the fields. During a goal kick or when the keeper has the ball in their hands during play, the opposing team must move behind the build out line until the ball is put into play. The keeper can pass, throw, or roll the ball into play (punts and kicks are not allowed). The build out line also applies to free kicks, direct or indirect, that occur inside the build out line (such as a foul, build out violation, or offsides.)
- Once the goal kick (or free kick) is taken or the ball is released from the goalkeeper's hands, the opposing team can cross the build out line and play resumes as normal.
- If a goalkeeper punts or drop kicks the ball, an indirect free kick should be awarded to the opposing team from the spot of the offense. If the punt or drop kick occurs within the goal area, the indirect free kick should be taken on the goal area line parallel to the goal line at the nearest point to where the infringement occurred.
- The build out line will also be used to denote where offside offenses can be called. Players cannot be penalized for an offside offense between the halfway spot and the build out line. Players can be penalized for an offside offense between the build out line and goal line.
- Ideally, the goalkeeper will wait to put the ball into play once all opponents are past the build out line, however, the goalkeeper can put the ball into play sooner, but if they do so they accept the position of the opponents and the consequences of how play resumes.
- To support the intent of the development rule, coaches and referees should be mindful of any intentional delays being caused by opponents not retreating in a timely manner or encroaching over the build out line prior to the ball being put into play. Referees can manage the situation with misconduct if deemed appropriate. Referees should be flexible when enforcing the 6 second rule and counting the time of possession should only begin when all opponents have moved behind the build out line.

**U8 4V4 SPECIFIC RULES:**

- Field size will be approximately 30 by 40 yards with a halfway line.
- Goals will be 4 by 6 feet.
- Substitutions will be made at the quarter breaks unless needed for injury or fatigue.
- Teams will switch sides after the first two quarters (halfway through)
- No goalies allowed, no guarding the goal close by a player (up to the refs discretion)
- Players must be in their attacking half to score a goal
- No offside violations will called
- Out-of-bound balls will be put back into play through a kick-in, 5 yards must be given by opposing team
- Balls going out on the end line will be restarted by a goal kick (3 or 4 yards from the defending goal) or corner kick

- For goal kicks, the opposing team must be behind the build out line (the half way line) until the ball is played in
- All restarts in indirect
- Fouls will be determined at the referees' and coaches' discretion (no cards will be given at this age)
- ***Youth soccer is designed to be fun. Parents are encouraged to support both teams and the score should not be a reflection of the spirit of the game***

### **ROSTER SIZE:**

- 4v4: team shall have a maximum of 8 players
- 7v7: team shall have a maximum of 14 players.
- 9v9: team shall have a maximum of 16 players.
- 11v11: team shall have a maximum of 22 players
  - with only 18 players in uniform and participating per game.
- No player may play for more than one team in this tournament.
- A team playing an ineligible player shall forfeit the tournament.

**BRACKETS:** The number of entrants determines the brackets.

**DURATION OF GAMES:** The duration of all tournament games shall be in accordance with the following:

- U-8: four 10-minute quarters, 3 minutes between quarters, no extra time period
- U-9: two 25-minute halves, 5-minute half time, no extra time period
- U-10: two 25-minute halves, 5-minute half time, no extra time period
- U-11: two 25-minute halves, 5-minute half time, no extra time period
- U-12: two 25-minute halves, 5-minute half time, no extra time period
- U-13: two 30-minute halves, 5-minute half time, no extra time period
- U-14: two 30-minute halves, 5-minute half time, no extra time period
- U-15: two 30-minute halves, 5-minute half time, no extra time period
- U-16: two 35-minute halves, 5-minute half time, no extra time period
- U-17: two 35-minute halves, 5-minute half time, no extra time period
- U-18/19: two 35-minute halves, 5-minute half time, no extra time period

**GROUP ROUND AND CONSOLATION GAMES:** All group games will be the length listed. Group round and consolation games may end in a tie.

- **Semi-final games:** All semi-final games will be the length listed above. Semi-final games ending in a tie after regulation time will go immediately to FIFA kicks from the mark to determine the winner.
- **Championship games:** All championship games will be lengthened by 5 minutes each half with a 5- minute half time. Games ending in a tie after regulation time will go immediately to FIFA kicks from the mark to determine the winner.

**GROUP STANDINGS:** Group (bracket/pool play): If teams are tied at the end of regulation, the game will be recorded as a tie.

## **POINTS WILL BE DETERMINED AS FOLLOWS:**

- 6 points for a win
- 3 points for a tie
- 0 points for a loss
- 1 point for a shutout (including 0-0 matches)
- 1 point for each goal scored, not to exceed 3 goals per game

In the event of a tie, group winners and runner-up teams will be determined with the following tiebreakers in this order:

- 1- Head-to-head competition between the teams that are tied.
- 2- Goal differential (goals scored by a team minus goals allowed by a team) not to exceed a differential of 3 goals in any one match.
- 3- Team with the fewest goals allowed.
- 4- Team with the most goals scored (not to exceed 3 goals in any one match).
- 5- If two teams are tied after 1-4, kicks taken from the penalty spot per FIFA will be taken 20 minutes prior to the scheduled start time of the appropriate semi-final or final game to determine who moves forward.
- 6- If a three-way tie exists after evaluating steps 1-4 a three-way coin flip will be conducted 30 minutes prior to the scheduled start of the appropriate semi-final or final game. All three teams in the tie will simultaneously flip coins. The two teams with matching results will go on to #5.

**FORFEITURE:** If a team does not show by the scheduled time with the minimum number of players, the game is a forfeit. A forfeit will be scored 2-0 and the winning team will receive points for a win in regulation time. Tournament registration fees will not be refunded due to forfeiture.

**PLAYER EJECTIONS:** Should a player receive a red card (or two yellow cards in one game) and be ejected from a game; they will not be allowed to play the next scheduled game. The player pass will be confiscated by the referee and turned into tournament headquarters. The coach or representative of that team may pick up the player's pass after the one game suspension has been served. Any team (player, coach, or parent) who is guilty of assault on a Referee will be removed from further tournament play.

- Red-Card Player Appeals: if an issue is in appeal for a player who has received a red card, only the coach of the team may present at tournament headquarters within 60 minutes of the initial ejection.

**TEAM OFFICIAL EJECTIONS:** Should a Team Official be ejected from a game, they must immediately leave the vicinity of the field and they will not be allowed to participate in the next scheduled game. The official's pass will be confiscated by the referee and turned into tournament headquarters. The offending team official may pick up that pass after the one game suspension has been served. Any team (player, coach, or parent) that is guilty of assault on a Referee will be removed from the rest of tournament play.

**MINIMUM NUMBER OF PLAYERS:** The minimum number of players to start a game is as follows:

- 4v4: 3 players
- 7v7: 5 players
- 9v9: 6 players
- 11v11: 7 players

A team with fewer than the required number of players during a game will forfeit and the score will be registered as per the "FORFEITURE" section of these rules. Teams are required to start playing if the minimum number of players are present.

### **SUBSTITUTIONS:**

Unlimited and as follows:

- Prior to a throw-in if it is your team's throw-in OR if the opposing team is subbing.
- Prior to a goal kick by either team.
- After a goal is scored by either team.
- If play is stopped for an injury, the injured player can be substituted.
- After a yellow card is given, the player receiving the yellow card may be substituted by the request of their coach.

**GAME BALL:** The home team will present 3 game balls to the referee before the game.

**BALL SIZE:** Size 3 balls will be used for U8. Size 4 balls will be used for U9-U12 games. A size 5 ball will be used for U13-U19 games.

**RULES OF CONDUCT:** Coaches have the responsibility for the conduct of players, bench personnel, and spectators, at all times. If in the opinion of the officials, a game should be terminated for the misconduct of players, bench personnel, or spectators, the offending team will be required to forfeit that game and tournament staff will determine if the team will be removed from the rest of the tournament.

**INCLEMENT WEATHER:** In the event of inclement weather or poor field conditions, the Tournament Director or official representative(s) will have the authority to:

- Relocate or reschedule any game(s).
- Change the duration of any game(s).
- Cancel any group play game(s). Any group round game that is canceled before starting [as opposed to being postponed] due to weather or other external conditions, will be recorded as a 0-0 tie. Canceled games will not be rescheduled.
- Determine the results of group play games terminated by game or tournament officials as follows:
  - If the game had at least reached half-time then the score stands as is.
  - If the game had not reached half time but one team was 3 or more goals ahead, then the score stands as is.
  - If the game had not reached half and there was less than a 3-goal difference, then a penalty shootout will determine the winner and a 1-0 score will be recorded. Should either time, lighting, poor field conditions or inclement weather prevent the shootout from taking place, then the game will be declared a tie and a 0-0 score will be recorded.
- Cancel any semi-final or championship game. Canceled semi-final games will have a winner determined by a coin toss. Dual winners will be awarded for championship matches.
- Determine the results of semi-final or final games terminated by game or tournament officials as follow:

- If the game had at least reached half-time then the score stands as is unless it is a tie at the time the game is terminated.
- If the game had not reached half time but one team was 3 or more goals ahead then the score stands as is.
- If the game had not reached half and there was less than a 3-goal difference or if the game had reached half time and was a tie at the time the game was terminated, then a penalty shootout will determine the winner and a 1-0 score will be recorded. Should either time, lighting, poor field conditions, or inclement weather prevent the shootout from taking place, then semi-final games will have a winner determined by a coin toss. Dual winners will be awarded for championship matches.
- Tournament officials may determine the method for advancement in any situation not addressed above.
- There will be no refunds or reimbursements of tournament application fees for rescheduled, shortened, or canceled games due to inclement weather or poor field conditions.

**LIGHTNING:** In the case of lightning, the 30-30 Rule will be in effect. If the tournament officials detect or see lightning the games will be stopped for a minimum period of 30 minutes. Should there be lightning during the 30-minute stoppage then the 30-minute count will start again, per USSF Policy. If the stoppage goes beyond 45 minutes, then the game will be terminated and will not be restarted. The result will be determined as outlined in the Inclement Weather section of the tournament rules.

- With the weather being unpredictable, as a tournament, we will do our best to adjust accordingly to each facility and possible delays due to thunderstorms or lightning.
- Please note that with lightning delays, everyone must clear the fields and should find cover in their vehicles. This is a safety issue and applies to participants, players, coaches, and families. Weather updates and changes will be posted in either form of text, email, and/or the GotSoccer Schedule/Result page.

**PROTEST:** Decisions by the field officials, referees, and ultimately the Tournament Director are final. No protests will be accepted.

**TOURNAMENT HEADQUARTERS:** Tournament Headquarters will be at the Old Butte Soccer Complex. Official scores will be posted and updated at [www.idahofallsshootout.com](http://www.idahofallsshootout.com)

**FIELD LOCATIONS:** Old Butte Soccer Complex, Mel Erickson Park, Ravsten Stadium @ Idaho Falls High School

**JERSEY COLOR and CONFLICT:** HOME team shall wear a dark jersey, AWAY team shall wear a light jersey. If there is a conflict in the jersey colors, it is the responsibility of the HOME team (the team listed first on the schedule) to change to an alternate color.

**ALCOHOLIC BEVERAGES AND SMOKING:** Use of alcoholic beverages and smoking are prohibited on all fields.

**PETS:** Pets are NOT ALLOWED at the soccer complex at any time during the tournament. Please make sure your families know this. We will be enforcing this strongly! Only certified service dogs with their vests are allowed.

**BICYCLES:** Bicycles create a hazard for players and spectators and therefore, must be left at the perimeter of the facility.

**MEDICAL HELP:** Contact the field marshall at your complex for directions and assistance to the nearest medical facility. Trainers and medical personnel will be available at Old Butte Soccer Complex.

**AWARD PRESENTATION:** All first and second-place teams will be given medals. Teams report to tournament headquarters at the Old Butte Soccer Complex to collect medals and for awards presentations.

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