



Rules and Regulations

(Updated 9/17/2018)

INTRODUCTION

Welcome to the GEM STATE CHALLENGE. This tournament is designed to be fun event for all the players, coaches and parents. We feel very strongly that soccer should be a game that is fun to play and we ask that sportsmanship should be shown at all times by those in attendance. We want to encourage a relaxed atmosphere and ask that you show your opponent the respect they deserve. US Youth Soccer refers to soccer as *“The game for all kids...”*

CREDENTIALS / ROSTER PROCEDURES

A team will consist of a maximum of 22 players, including guest players. Each player can play on only one team for the duration of the tournament. Each team must have its team roster, medical releases and travel papers for teams from outside of Idaho. We will not be checking player passes during the game. Information for check in will be sent via IYSA registrar prior to the event.

AWARDS

Both 1st and 2nd place teams will receive a trophy and medals for each player upon conclusion of their championship match. In the event there is no championship match 1st and 2nd in points will receive 1st and 2nd place hardware accordingly. Both teams should report to the field headquarters area to receive their medals **immediately** after their championship game.

FIELDS

All games will be played at the Simplot Sports Complex in Boise. Field layout maps will be available at team check in. We will be using the IYSA sideline policy whereby parents will be on the same side as their team coaches (For a diagram see the last page of these rules.)

HEADING

There will be no heading at the U10, U11 or U12 age

PUNTING

There will be no punting at the U10 age group

JERSEY COLOR CONFLICT

If there is a conflict in jersey colors, it is the responsibility of the home team (team listed first in the schedule) to change to an alternate color. Home team should wear Light colored Jersey and Away team should wear Dark colored jersey to avoid conflict where possible.

FIELD EQUIPMENT

Game balls are to be supplied by the teams. Size 4 balls will be used for the Under 10,11 and 12 divisions. All other divisions will use a Size 5 ball. Nets and corner flags will be provided by the tournament organization

TOURNAMENT RULES / PROTESTS

The games will be played under FIFA and USYSA adjustments for youth competitions. Decisions by field officials / Referees are final. **NO PROTESTS WILL BE ACCEPTED.**

MEDICAL HELP:

Contact a Field Marshal or Tournament Administrator for assistance. Medical personnel will be available at the Tournament Headquarters area. Cellular phone access will be available for emergencies and you may call the Headquarters area at **(208) 901-1695**

CONCUSSION POLICY:

IYSA will have concussion certified independent evaluators that will be called to any game where a suspected concussion has occurred. The player will not be evaluated by the coach but rather by the IYSA appointed medical evaluator. The player CAN NOT return to play until evaluated by the IYSA appointed evaluator. If the player is deemed to have had a concussion, then the player will not return to play until they receive a formal medical release.

SUBSTITUTIONS

Unlimited and at any stoppage of play at the referee's discretion

BRACKET AND CONSOLATION GAMES:

There will be no overtime in bracket and consolation games. There will be five minutes between halves for all games. Games ending in a TIE will stand.

SEMI-FINAL GAMES / FINALS

If a tie exists at the end of a semi-final or final match, FIFA "Kicks from the Penalty Mark" will be used to determine the winner. THERE WILL BE NO OVERTIME.

FIELD MARSHALLS

Listed HOME team will be responsible for providing a field marshal for EACH home game.

GAME TIMES

Teams must be ready to begin at the scheduled time. All games must begin on time. A forfeit will be declared if a team cannot field a minimum of 7 players (for U13 and up) or 5 players (U10-U12) at the start time.

GAME LENGTHS FOR ALL ROUNDS INCLUDING THE FINAL

U10-U12	Two 25 minute halves with five minutes between halves.
U13-U14	Two 30 minute halves with five minutes between halves
U15	Two 35 minute halves with five minutes between halves

There will be a running clock. No added time will be allowed

POINT SYSTEM:

The following points system will be used in determining standings.

WIN	6 (six) points
TIE	3 (three) points
LOSS	0 (zero) points
WIN BY SHUTOUT	1 (one) point. NOTE: A 0-0 (zero-zero) tie is NOT a win by shutout and no additional shutout point will be awarded. You must have a shutout VICTORY to obtain this additional shutout point.
GOALS	1 (one) point will be awarded for each goal scored to a maximum of 3 (three) goals per game, regardless of whether the scoring team wins, loses or ties.
FORFEIT	7 (seven) or the average of points earned in games played, which ever is greater.

In the event of point ties, each flight will be decided by applying the following rules in sequence until the tie is broken:

1. Winner of head to head competition, if played
2. Goal difference (Goals scored minus goals conceded with a maximum of 4 goal difference per game)
3. Most goals scored (up to 4 per game)
4. Fewest goals against (Unlimited)
5. FIFA "Kicks from the Penalty Mark"—if "Kicks from the Penalty Mark" is required, coaches are responsible to check at tournament main tent to receive the schedule and instructions

RULES OF CONDUCT

Coaches have responsibility for the conduct of players, bench and spectators at all times. If in the opinion of the officials, a game must be terminated for the misconduct of players, bench or spectators, the offending team can be suspended from further play, forfeit that game, and all remaining games. All previously earned points will remain as played.

Any player receiving a red card is automatically suspended for the remainder of that game and shall not be permitted to play the next game. Any coach receiving an ejection will be suspended from coaching their next game and will be potentially subject to further sanctions by IYSA.

LIGHTNING POLICY

The 30-30 Rule will be in effect

- If the tournament officials detect or see lightning the games will be automatically 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. (This portion is USSF Policy)

- If the stoppage goes beyond 45 minutes, then the game is considered over and will not be restarted, and the result will be determined as follows
 - If the game had at least reached half time, then the score stands as is.
 - If the game had not reached half 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, light or severe weather prevent the shootout from taking place, then the game will be declared a tie. If this occurs in a championship round then dual champions will be awarded.
 - If severe weather results in a game(s) not being able to start. The tournament committee will have full discretion over determining the outcome.

Seeking proper shelter

- No place outside is safe near thunderstorms

- The best shelter is a large, fully enclosed, substantially constructed building. A vehicle with a solid metal roof and metal sides is a reasonable second choice.
- If there is no proper shelter, **avoid** the most dangerous locations: Higher elevations; wide open areas, including fields; tall isolated objects, such as trees, poles, or light posts; unprotected open buildings; rain shelters; bus stops; metal fences and metal bleachers

REMEMBER THAT YOU'RE SAFETY AND THAT OF YOUR CHILD IS MORE IMPORTANT THAN A GAME OF SOCCER

IYSA SIDELINE POLICY LAYOUT

