

Plum Kick-Off Classic Rules of Competition for the 2019 Games

FIFA, PA West, and Plum Area Soccer Tournament rules will govern tournament play, unless otherwise noted below.

1. **Game length/Overtime:** The games will consist of two 25-minute halves. The U-9 (2011) & U-10 (2010) division will play 7 v 7 with a build-out line, the U-11 (2009) & U-12 (2008) division will play 9 v 9, and the U-13 (2007), U-14 (2006) and U-15 (2005) divisions will play 11 v 11. These times also apply to the finals. Each team is entitled to a five-minute rest period at half time. In the event of a tie at the end of the regulation time in a semi-final or championship game, there will be two full five-minute overtimes (i.e., no “golden goal”). If the game remains tied, FIFA penalty kicks will be used to determine a winner.
2. **Substitutions:** Substitutions shall be allowed at any stoppage of play. This will be done at the referee’s discretion.
3. **Conduct and fouls:** Player passes shall be available at each game. In the event of a player receiving a red card or two yellow cards in the same game, the player will be ejected from the game and must serve a one game suspension during his or her team’s following game. Failure of a coach to uphold this rule will jeopardize the team’s standing. Referee decisions are final. Failure to respect the referees can result in coaches and/or parents being asked to leave the field area. Matters involving the conduct of a team, its players, coaches or supporters will be recorded by Plum Area Youth Soccer and reported immediately to PA West Soccer Association. All matters involving referee assault (or abuse) shall, in accordance with USSF Rule 3042, be referred immediately to PA West Soccer Association, and PA West Soccer and Plum Area Youth Soccer will have the responsibility for imposing, should circumstances warrant, additional sanctions within their respective jurisdictions.
4. **Forfeits:** If a team is unable to field more than half the number of the required field players including goalie 10 minutes after the scheduled start time, the game will be forfeited; a 3-0 win and three points will be awarded to its opponent unless the offending team provides a reason accepted by the tournament committee. If a team forfeits the last game of a round robin or preliminary series, all games prior will be forfeited and the opposing teams will receive 3-0 wins and three points.

5. **Home team:** The home team is listed first on the game schedule. The home team will provide a suitable game ball: #4 for U-9, U-10, U-11 and U-12 games; #5 for all older age groups.
6. **Standings:** Standings will be determined by points: 3 points for a win, 1 point for a tie, and 0 points for a loss. All game results will be submitted to the tournament committee by the game's referee or tournament field marshal and should be verified by the coaches after each game. In the event of a tie between teams at the end of the preliminary round, the following tie-breakers will be applied:
 - a) Head-to-head (i.e., winner of game between the teams - does not apply if three or more teams tie);
 - b) Goal Differential (i.e., "goals-for" minus "goals-against" with a maximum differential of 3 per game);
 - c) Fewest goals against;
 - d) Most shut-outs;
 - e) Most games scoring a goal; and
 - f) FIFA penalty kicks or coin toss.

In divisions where a wild card team enters the semi-final round, the wild card team will be the team with the highest number of points that is not a bracket winner. In the event of a tie for the wild card position, the above tiebreakers will apply. Semi-finalists in divisions with a wild card entry will be seeded based on points and tiebreakers. The wild card entry will always be the fourth seed and will play the top seed unless they both come from the same group. In this case, the wild card will play the second seed and the first seed will play the third seed in the semi-final round.

7. **Inclement weather:** Coaches and players must report to the field ready to play regardless of weather conditions unless otherwise advised by the tournament committee. Only the referee and/or tournament committee may cancel, postpone, or reduce the length of a game. The tournament committee reserves the right to delay or reduce the game time due to weather conditions. If a game is terminated due to weather after one-half of play, the game will be considered official and the score final. If a preliminary round game is cancelled due to weather, the committee will award a 0-0 final. If a championship round game is cancelled due to weather, a shoot-out will take place to determine a winner. If a shoot-out cannot take place, the game will be decided by a coin toss. Alternatively, if the tournament committee and participating teams agree, the game may be rescheduled for a later date at a mutually agreeable time.

8. **Team sides of field:** The teams should be located on the opposite side of the field from the spectators. Each club is responsible for the conduct of its players, coaches and fans.
9. **Player equipment:** Players are required to wear shin guards and proper uniforms and footwear. In the event of uniform clash, the home team will change. No one will be allowed to play if they are wearing any type of cast, unless wrapped properly. Final decisions are to be made by the referee. No jewelry may be worn during games.
10. **Linesmen:** For games with one referee, each team will supply a suitable linesman.
11. **Cancellation Policy:** If your team cancels and cannot participate in the tournament after the registration deadline date has passed, your team registration fee will not be refunded.
12. **Protests:** All referee decisions are final. No protests in regards to officiating will be honored. Any other protest will require a \$50.00 protest fee, which must be presented to the Tournament Committee prior to your team's next game. The fee will be refunded if the protest is upheld.
13. Any issue not referenced above will be addressed, as needed, by the Tournament Committee. All decisions are final.