

# Southridge Invitational Rules of Competition - 2010

FIFA Laws of the Game apply with the following modifications:

## **A. Substitutions**

Unlimited substitutions allowed, on any dead ball; with the consent of the Referee,

## **B. Length of Games**

The official time shall be kept on the main scoreboard.

35 min halves 5 min halftime

All games ending in a tie will be recorded as a tie, but will go directly to Penalty Kicks. *Winners of the penalty kicks will ONLY be used to break ties if teams are tied in points at the end of the bracket play. See section F for procedure to break ties.*

\*No overtime periods

Tie Breaking Penalty Kick procedure. We will use the high school rules where any player on the team roster can take a kick (they don't have to be on the field of play at the conclusion of the match). Both teams will assemble at the 30 yard line, where the kicks will begin.

## **C. Team Sidelines**

Team areas are defined as the area between the top of one penalty area to the top of the other penalty area: Only coaches and player listed on the team roster shall be permitted in the team area. Teams listed first on the schedule shall be considered the home team.

## **D. Team Warm-up Area**

Teams will have only the time between the end of the prior game and the time before the start of their game to warm up on the main field. Teams can warm up on the either of the grass baseball fields (south side of school) or softball field (east side of the school) that are not in use.

## **E. Cautioned and Sent Off Participants**

### **GAME SUSPENSIONS: minimum that will apply**

#### May play in next contest

2nd caution received in the same game

Serious foul play

Foul & Abusive Language

#### 2 game Suspension

Violent Conduct

Referee abuse

## **F. Scoring Method and Tie-Breakers**

Points:

Win=3

Tie=1

Loss=0

Tie Breaking Procedure

1st and 2nd determined by points. If there is a tie for 1st or 2nd, the following criteria will be used to break all ties in the standings:

- 1. Head to head result.**
- 2. Goal difference, up to and including 3 per game.**
- 3. Fewest goals allowed.**
- 4. Fewest red cards**
- 5. Shoot-out, which will have been conducted immediately following the game that ended in a draw.**

In the case of a 3 way tie, the first step that separates a team, to the good, or to the bad, will determine that teams' finish. Then the two remaining teams will return to step 1 to break their tie. If Team A is separated to the good, and Team B separated to the bad at the same step in the tie-breaker process, Team B will be placed 3rd (of the teams tied). Then Teams A and C will return to step 1 to break their tie.