



US YOUTH SOCCER West Region FARWEST Regional Championships SPECIFIC PLAYING RULES 2018



2018 SPECIFIC PLAYING RULES

UNIFORMS

Home team listed first in the schedule will wear white or light-colored jerseys, shorts and socks. Visiting team listed second will wear dark colored jerseys, shorts and socks. Goalkeeper jersey numbers are optional.

If a team is wearing the incorrect color uniform, they will be required to change. If a conflict still exists at the field, home team will change.

Altered uniform numbers must be permanently affixed to jerseys. Taped numbers will not be accepted. Referees are authorized to remove players from game with illegal numbering.

GRACE PERIOD

Any team not ready to play at the scheduled start time shall be granted a 15-minute grace period. A minimum of seven (7) players constitutes a legal team. Any team not ready to play at the expiration of the grace period shall be deemed to have forfeited the game.

FORFEITURE RULE

If a team forfeits one of its preliminary games, the opposing team shall be awarded three (3) points for a win, and the forfeiting team zero (0) points for the loss. If goal differential becomes a factor in future tie-breaking procedures, the goals counted for the forfeited game shall be determined by taking the average of the goals scored and allowed by the team in their remaining preliminary games.

FINES FOR FAILURE TO APPEAR OR PERFORM

Based on circumstances involved, the tournament committee may levy a fine of \$500.00 per game for all games forfeited during the regional tournament. This fine may be dispersed to any team(s) adversely affected by the forfeiture(s). All fines will be assessed to the team's state association and must be paid within 30 days of the completion of the regional tournament. The Regional Cup Committee shall have the authority to refuse entry to any team from a state with unpaid fines at the time of entry the following year.

SCORING METHOD FOR PRELIMINARY GAMES

In the preliminary rounds, team standings shall be determined by the accumulation of points awarded as follows:

Win (including forfeit): 3 points Tie: 1 point Loss: 0 points

TIE-BREAKING RULES FOR PRELIMINARY ROUNDS

The following tie-breaking rules will be used to determine the order of team advancement to the quarterfinals:

12 Team Bracket

1. Head to head results.
2. Winner of most games.
3. Cumulative goal differential between goals scored and goals allowed in all games played within the team's flight. Maximum difference allowed is four (4) goals per game.
4. Least goals allowed in all games played within the team's flight.
5. Kicks from the penalty spot per FIFA Law.

This tie-breaking procedure shall be used if necessary to determine 1st and 2nd place standings within a flight, as well as determining the two best 3rd place teams.

16 Team Bracket

1. Head to head results.
2. Winner of most games.
3. Cumulative goal differential between goals scored and goals allowed in all games played within the team's flight. Maximum difference allowed is four (4) goals per game.
4. Least goals allowed in all games played within the team's flight.
5. Kicks from penalty spot per FIFA Law.

This tie-breaking procedure shall be used if necessary to determine 1st and 2nd place standings within each flight.

More than Two Teams Tied

If more than two (2) teams are tied at the end of the preliminary round, the tie-breaking criteria listed will be used in the order shown, beginning at #2, to either **advance or eliminate** one team. The remaining teams will then be compared, beginning with **criteria #2** to determine the final placement.

OVERTIME PERIODS (For Quarterfinal, Semifinal, and Championship Final Games Only)

If a game is tied at the end of regulation play, two complete overtime periods will be played. For 13U - 14U the length of each overtime period will be 10 minutes. For 15U -19U the length of each overtime period will be 15 minutes. If a game is still tied at the end of the prescribed overtime play, FIFA "Kicks from the Penalty Mark" rules will apply in order to determine the winner.