

2017 South Dakota State Soccer Association Target United Cup Rules



- 1) No players may roster or participate with more than one team, during this event unless an exception was granted prior to the start of the tournament by the SDSSA Recreational Committee.
- 2) The Target Cup will host both male and female competitive and recreation teams. Ages 8U to 10U will be festival only and we will guarantee 4 games. Ages 12U to 15U will have 3 games guaranteed with the opportunity to advance and compete for the championship.
- 3) Teams must be present, checked in by the referee, and ready to play by the scheduled match time with a minimum number of players. If teams are not present, checked in by the referee, are not ready to play, or if player passes are not present 15 minutes after the scheduled game time, the match will be declared a forfeit. Any team not showing up for a scheduled game may be eliminated from the event.
 - 8U (4v4) – no minimum
 - 10U (7v7) - 5 players
 - 12U (9v9) - 6 players
 - 14U & 15U (11v11) - 7 players
- 4) FIFA –Laws of the Game and rule modifications by US Youth Soccer and SDSSA will be the official playing rules. This includes the Player Development Initiatives. Substitutions shall be unlimited and may be made with THE CONSENT OF THE REFEREE AT THE FOLLOWING TIMES:
 - a) Prior to a throw-in in your favor, or if the team in possession of the throw in is substituting as well.
 - b) Prior to a goal kick by either team.
 - c) After a goal by either team.
 - d) After an injury by either team when the referee stops play and allows the substitution.
 - e) At half time.
- 5) Game balls are supplied by the tournament.
- 6) Duration of the match:
 - 8U - Four 10 minute quarters with up to 5-minute breaks
 - 10U - Two 25 minute halves with up to a 5-minute halftime
 - 12U -Two 30 minute halves with up to a 5-minute halftime
 - 15U - Two 35 minute halves with up to a 5-minute halftime

In the event a game is halted prior to completion, that game will be replayed as a whole game providing the second half has not begun and neither team is at fault. If play is stopped in the second half and cannot be resumed, the game will be considered as a complete game. The tournament committee reserves the right to change the length of the play periods. Notification of any changes will be given to each affected team prior to the start of play.
- 7) Player's equipment and apparel:
 - a) Shoes: (no toe cleats allowed).
 - b) Shin Guards: (in the opinion of the referee must be size appropriate for the individual player)
 - c) Socks: Must completely cover the shin guard.
 - d) Shirts: Members of each team shall wear shirts of the same color and similar style. If, in the opinion of the referee, the colors between team shirts cannot be easily distinguished, the home team will have the responsibility for changing. Goal-keepers must wear a shirt that is easily distinguished from their team, the opponents, and the official's shirts.
 - e) Shorts or other pants acceptable to the referee.
 - f) Any protective equipment worn by a player must be well padded and the player must have a letter of consent to play from his/her doctor. All padding, wrapping, etc., must be approved by the State Referee Administrator or his/her designee.

- g) Except as allowed for medical or religious purposes, ALL JEWELRY, INCLUDING ANY PIERCINGS, **MUST BE REMOVED**.
 - h) Hats: Only goal-keepers may wear a hat provided it has a soft brim and, in the opinion of the referee, is safe.
 - i) Headbands: Stretch type headbands may be worn,
- 8) Player safety:
- a. This tournament will follow the U.S. Soccer Heading and Concussion Protocols.
 - i. This event will follow the US Soccer recommended concussion protocol. During a match, if a player suffers a significant blow to the head and/or there are any concussion symptoms exhibited by a player, the game will be stopped, and the player must be removed from the field. The player cannot return to the game unless cleared by a health care professional. If no health care professional is present at the game, the player may not re-enter the game. If any coach or parent tried to permit such player to return to play without proper evaluation, the game will be stopped immediately, and the player will be asked to leave the field and be substituted.
 - b. Players with active bleeding must leave the field of play until the bleeding is controlled and covered as appropriate. The player must receive permission to reenter the game from the referee.
- 9) Format of play:
- a) All teams will be randomly placed into brackets. Care will be taken to ensure teams from the same organization do not play in the opening rounds, if possible.
 - b) 8U and 10U division teams will play in festival format.
 - c) 8U format:
 - i. Kick offs, free kicks, throw-ins, goal kicks and corner kicks are used to start or restart play
 - ii. Kick-ins and/or dribble-ins are also acceptable
 - iii. Goal kicks and corner kicks should be taken in the general vicinity of the respective goal or corner
 - iv. If used, all free kicks are indirect
 - v. Opponents should be 10 feet away from the ball on all restarts
 - vi. No penalty kicks
 - vii. No offside
 - viii. No goalies during the 4v4 formatted play
 - d) 10U will follow the USYS PDI including payout lines and offsides.
 - i. Offside will be enforced for all games
 - 1. Players cannot be penalized for an offside offense between the halfway line and the build out line.
 - 2. Players can be penalized for an offside offense between the build out line and the goal line.
 - ii. B. Goalkeeper Punting is not allowed in the 10U division
 - iii. The 10U division will use a "build out" line. The build out line will be marked. If the build out line is not marked then it will be the halfway line.
 - 1. The build out line is used after the keeper has the ball in their hand or on a goal kick.
 - 2. When the goalkeeper has the ball in his or her hands during play from the opponent, the opposing team must move behind the build out line until the ball is put into play.
 - 3. Once the opposing team is behind the build out line, the goalkeeper can pass, throw or roll the ball into play (punting is not allowed).
 - 4. After the ball is put into play by the goalkeeper, the opposing team can cross the build out line and play resumes as normal.
 - a. Ideally the goalkeeper will wait to put the ball into play once all opponents are past the build out line. However, the goalkeeper can out the ball into play sooner but they do so excepting the positioning of the opponents and the consequences of how play resumes.
 - iv. There are no Penalty Kicks or Direct Kicks in 9U or 10U

- e) In all other divisions, tournament play will continue until Champions are awarded.
 - f) Pool games can end in ties.
 - g) In the event of ties at the end of regulation time in **quarterfinal, semifinal or championship games**, these rules will be applied using overtime periods.
 - i. Overtime periods will be as follows: 12U, 14U, and 15U; two (2) five (5) minute halves.
 - ii. Overtime periods are GOLDEN GOAL, meaning the match ends when either team scores within either overtime period.
 - iii. If teams are still tied after overtime periods, the FIFA "Kicks from the Penalty Mark" procedure will be used.
- 10) Games rained out may be decided by FIFA "Kicks from the Penalty Mark" if rescheduling is not possible.
- 11) Scoring
- a) Scoring will be FIFA rules for round robin play:
 - WIN 3 points
 - TIE 1 point
 - LOSS 0 points
 - FORFEIT BY OPPONENT = 3 points (score is recorded as 3-0)
 - Red Cards are minus 1 point
- 12) Advancement from first round play.
- a) One flight: the top two teams advance
 - b) Two flights: top team from each flight will advance
 - c) Three flights: top team from each flight plus one wildcard will advance
 - d) Four flights: top team from each flight will advance
 - e) More than four flights: as per posted bracket
- 13) In the event teams are tied on the basis of points earned at the end of pool play, the team's placement will be determined in accordance using the following tie-breakers in the listed sequence:
- a) Head to Head competition
 - b) Winner of most games
 - c) Goal differential (goals scored minus goals allowed in all pool games, up to a maximum difference of three goals per game)
 - d) Fewest goals allowed in all games
 - e) Kicks from the penalty mark
- Note: If more than two teams are tied, the above sequence is followed until one team is eliminated. The remaining teams will then restart the sequence at point a) until the tie is broken.
- 14) All decisions by the referee are final
- 15) A red carded player or a coach who was sent off must leave the immediate playing area for the remainder of the game, and may not be on the bench side of the field or participate in the next game for that team. Additional penalties or suspensions may be taken if deemed necessary by the tournament committee. Red cards will result in that team being penalized one point from their point total for every red card received.
- 16) Any protest will be filed in writing within one hour of the completion of the game with a member of the SDSSA Recreational Committee or the Tournament Committee at the tournament headquarters. Protests shall state all pertinent information and be signed by the coach. The referee report will be forwarded to the tournament director. A fifty-dollar fee shall accompany the protest, which will be returned if the protest is sustained. A geographical selection of arbitrators will be selected, in any combination, from the SDSSA Board of Directors, the SDSSA Recreational Committee, or the Tournament Committee. Parties involved in the protest will each eliminate one arbitrator to create a panel of three arbitrators. A decision will be made and all parties notified of that decision. Their decision shall be final.
- 17) Home team is listed first on the schedule. Home team must change jerseys if both teams have similar colors.

- 18) Both teams will be on the same side of the field, as designated. The spectators will be on the opposite side of the field. The home teams will take north/east coaching box of the players' side with the visitors in the south/west coaching box of the players' side of the field.
- 19) Positive coaching, in moderation, from the sidelines is encouraged. However, instruction will be restricted to the head coach and within the coaching box. If not marked, the coaching box is considered to be 10 yards either side of the bench, but not beyond the centerline extended. Other behavior is covered under FIFA, including the coach's responsibility for the conduct of team parents.
- 20) For clarification of these rules, contact the tournament director Dale Weiler 651.503.8927 or Jason Wear 605.630.6165.
- 21) A team which either (1) drops from the tournament after August 26, 2017 or (2) which forfeits one or more matches during the tournament will not receive their tournament registration fee.
- 22) Guest Players: Teams may guest up to a maximum of six (6) guest players providing they do not go over the allowable age group roster size.
- 23) Following US Youth Guidelines, there will be no heading of the ball in the 11U Divisions and lower.

The Tournament Committee has the authority to make changes in scheduling, interpret the rules, and decisions about forfeiture and other controversies. Posted schedules and policies will take precedence over statements in a printed program. All decisions made by the tournament committee will be considered final.