

# 2012 PIERRE U10 TOURNAMENT

## Tournament Rules<sup>1</sup>

### **Law 1 – The Field of Play**

Dimensions: The field of play must be rectangular. The length of the touchline must be greater than the length of the goal line.

Length:           minimum 45 yards                   maximum 60 yards

Width:            minimum 35 yards                   maximum 45 yards

Field Markings: Distinctive lines not more than five (5) inches wide. The field of play is divided into two halves by a halfway line. The center mark is indicated at the midpoint of the halfway line. A circle with a radius of eight (8) yards is marked around it.

The Goal Area: Conform to FIFA.

The Penalty Area: A penalty area is defined at each end of the field as follows: Two lines are drawn at right angles to the goal line, ten (10) yards from the inside of each goalpost. These lines extend into the field of play for a distance of ten (10) yards and are joined by a line drawn parallel with the goal line. The area bounded by these lines and the goal line is the penalty area. Within each penalty area a penalty mark is made eight (8) yards from the midpoint between the goalposts and equidistant to them. An arc of a circle with a radius of eight (8) yards from each penalty mark is drawn outside the penalty area.

Flag Posts: Conform to FIFA.

The Corner Arc: Conform to FIFA.

Goals: Goals must be placed on the center of each goal line. They consist of two upright posts equidistant from the corner flag posts and joined at the top by a horizontal crossbar. The maximum distance between the posts is eighteen (18) feet and the maximum distance from the lower edge of the crossbar to the ground is eight (8) feet.

Safety: Goals must be anchored securely to the ground. Portable goals may only be used if they satisfy this requirement.

**Law 2 – The Ball:** Ball is size four (4).

**Law 3 – The Number of Players:** A match is played by two teams, each consisting of not more than six (6) players, one of whom is the goalkeeper. A match may not start if either team consists of fewer than five (5) players.

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<sup>1</sup> \* Based upon U.S. Youth Soccer Under 10 Playing Recommendations.

# 2012 PIERRE U10 TOURNAMENT

Substitutions: At any stoppage and unlimited. Substitutions are with the consent of the referee.

**Law 4** – The Player’s Equipment: Conform to FIFA. Non-uniform clothing is allowed based on weather conditions, but uniforms must still distinguish teams.

**Law 5** – The Referee: Registered referee, must be Grade 9 or above.

**Law 6** – The Assistant Referee: Not required. Will use club linesmen - one from each team.

**Law 7** – Duration of the Match: Conform to FIFA with the exception of the match being divided into two (2) equal halves of twenty-five (25) minutes each. There shall be a half-time interval of three (3) minutes.

**Law 8** – The Start and Restart of Play: Conform to FIFA with the exception of the opponents of the team taking the kick-off are at least eight (8) yards from the ball until it is in play.

**Law 9** – The Ball In and Out of Play: Conform to FIFA.

**Law 10** – The Method of Scoring: A goal is scored when the whole of the ball passes over the goal line, between the goal posts and under the crossbar provided that no infringement of the Laws of the Game has been committed.

- The team with the greatest number of goals is the winner of the match. Equal number of goals results in a draw.
- Tournament scoring will be 3 (three) points for a win, 1 (one) point for a tie, 1 (one) point for a shutout, 0 (zero) points for a loss, -1 (minus one) point will be given for a red card.
- Forfeits will result in 3 (three) points.
- Teams with a forfeit may not advance to semi or final round.
- Tie-breakers for advancement to semifinals or finals will first be based on:
  - 1) Head to head competition;
  - 2) Goal differential up to 3 (three) goals per game, (for example: A team wins 3 to 1, their goal differential would be +2 for that game);
  - 3) Goals scored against;
  - 4) Goals scored. If a tie still remains, a coin toss will determine the game. If more than two teams are tied, the above sequence is followed beginning with the 2nd tie breaker until two teams remain, and then the process begins with the 1st tie-breaker until one team remains;

**Semi-final play will be as follows:**

- Four Brackets: Winner A vs. Winner C and Winner B vs. Winner D.
- Three Brackets: Winner A vs. Winner C and Winner B vs. Wild Card (if from Bracket A or C) or Winner B vs. Winner C and Winner A vs. Wild Card (if from Bracket C).
- Two Brackets: Winner A vs. Runner Up B and Winner B vs. Runner Up A.
- One Bracket:
  - 4 Team Bracket: Team with the most points will play the team with the 4<sup>th</sup> most points and the teams with the second and third most points will play.

# 2012 PIERRE U10 TOURNAMENT

- Winners will play in the championship and the losing teams will play in the 3<sup>rd</sup> place game.
- 5 Team Bracket: Team with the most points will play the team with the 4<sup>th</sup> most points and the teams with the second and third most points will play. Winners will play in the championship and the losing teams will play in the 3<sup>rd</sup> place game.
  - Team in 5<sup>th</sup> place will receive participant award.
  - Overtime. In play-off competition, including finals, a maximum of two 5-minute overtime periods will be played.
    - If a team is in the lead at the end of two 5-minute overtime periods then that team will be declared the winner.
    - If the game is still tied at the end of the second overtime period, the FIFA tie-breaking procedure of kicks from the mark will be used to determine who advances.
    - Players may be taken to a designated area where a referee crew will control, monitor and officiate the series of kicks from the mark.
    - Only those players on the field at the end of the overtime period may participate in the taking of the kicks from the penalty mark.
  - If at any point in the play-offs, a team chooses not to continue, CASA reserves the right to move other teams forward into its position, even if that other team has already lost. Teams who choose not to continue may not be invited to participate in Pierre U10 Tournament in the future.

**Law 11** – Offside: Conform to FIFA.

**Law 12** – Fouls and Misconduct: Conform to FIFA with the exception that an indirect free kick is awarded to the opposing team at the center spot on the half-way line if a goalkeeper punts or drop-kicks the ball in the air from his/her penalty area into the opponents penalty area.

**Law 13** – Free Kicks: Conform to FIFA with the exception that all opponents are at least eight (8) yards from the ball.

**Law 14** – The Penalty Kick: Conform to FIFA with the exception that the penalty mark is made eight (8) yards from the midpoint between the goalposts and equidistant to them.

**Law 15** – The Throw-In: Conform to FIFA.

**Law 16** – The Goal Kick: Conform to FIFA.

**Law 17** – The Corner Kick: Conform to FIFA with the exception that opponents remain at least eight (8) yards from the ball until it is in play.

## ***OTHER MISCELLANEOUS RULES***

# 2012 PIERRE U10 TOURNAMENT

1. Opposing players and coaches shall shake hands after each match.
2. Parent, coaches, non-participating players and spectators should provide positive encouragement to the players, coaches and referees.
3. Spectator and team benches shall be on opposite sides of the field. Team benches will be on the east or south side of the fields depending on the field direction.
4. No slide tackles.
5. No alcoholic beverages or tobacco products will be consumed or allowed on the PILC Soccer Complex.