

ST. GILES UNITED FALL SOCCER CHALLENGE RULES SUMMARY

All games will be played under the rules as prescribed by FIFA and the Greenville County Recreation District. The only exceptions are listed below.

Penalty Kicks - There will be no penalty kicks in the Under 8 age bracket. An indirect kick will be taken at the place of an infraction.

Forfeits - Your team must be on the field with the minimum of players at game time. If your team is not ready with the minimum, 5 minutes after the scheduled game time, the opposing team will be awarded one goal. If after 10 minutes, your team is still not at a minimum strength, a forfeit will be recorded with the score of 3-0. Marshalls and/or referees watches are official game time.

Championships/Overtime - No overtime except in Championship matches. In those games overtime will consist of two five-minute periods, with a 3 minute rest between. If after this there is still a tie, the match is over and Co-Champions will be awarded in the U-8 Division. Ties remaining after overtime in all other divisions will be determined by penalty kicks per FIFA rules. No championship game for groups X or Y. Winners based on points.

Jersey Colors - In case of conflict of jersey colors the home team changes.

Protests - There will be no protests.

Games:

******U8** - Four 8 minute periods. 2 minute breaks at quarters, five minutes at the half. One referee. Boys & Girls - Size 4 ball. Subs only on quarters. Play 7 a side, minimum 5 players to start.

******U10** - Two twenty minute periods, five minute break between. One referee. Boys games will be on big goals. Play 8 a side, minimum 6 to start.

******U11,12,13,14** - Two thirty minute periods, with a five minute break between. One referee and two linesmen for games if available. Play 11 a side, minimum 7 to start.

******Inclement Weather:** Every effort will be made to reschedule games if weather is bad. There will be no refunds if games are cancelled or cannot be rescheduled. The Tournament Directors will make final interpretations of any and all tournament rules and/or tie-breaking decisions.

SOCCER CHALLENGE - ADDITIONAL RULES TOURNAMENT RULES POINTS SYSTEM

- Win = 3 points; Tie = 1 point; and Loss = 0 points. • The team with the most points in group advances to the finals.

- Tie Breakers:

In the event of a 3 way tie, after one is eliminated the process of elimination starts again with head to head competition tie breaker.

(1) Head to Head

(2) Goal Difference, eg., total goals against, but not to exceed 3 in any given match.

Example: The Greenville Keepers' (GK) record is as follows:

Game 1, GK 7 v SG 1

Game 2, GK 2 v GB 5

Game 3, GK 1 v PS 0

To determine Greenville Keepers' Goal Average, we do the following:

Goals for (game 1 is + 7) but, is recorded as +3

Goals for (game 2 is +2) and, is recorded as +2

Goals for (game 3 is +1) and, is recorded as +1

Total Goals for (group competition) +6

Goals against (game 1 is -1) and is recorded as -1

Goals against (game 2 is +2) but is recorded as -3

Goals against (game 3 is -0) and is recorded as -0

Total Goals against (group competition) -4

Greater goal + difference for the Greenville Keepers' is $+6-4=+2$. Therefore the Goal difference is +2. Suppose that the GB team in the Keepers group has an identical win/loss record, but a goal difference of +3, this would make them the winner of the comparison with the keepers.

(3) Greater Goal Average, a number that is determined by dividing the total goals scored (but not to exceed 3 in any given match) by the total goals against (not to exceed 3 in any given match). Each team's number is compared and the team (or two teams if all of the leaders had the same number of points and the same Goal Differences) having the greater number will advance to the Championship Game, greater of the two is the winner. The computation for the total "goals for" and "goals against" would be the same as in the example for goal difference except that the "goals for" are divided by the "goals against" to determine the goal average for the team. Using the above example, and only using the recorded numbers (e.g. goals for or goals against number for a game never exceeds three), total goals for would be $3+2+1=6$, and the goals against would be $1+3+0=4$, thus Greater Goal Average would be 1.5 for GK.

(4) Number of shutouts.

(5) Kicks from the penalty mark per FIFA rules. For U8's, winner will be determined by coin toss.