

## **2021 Ohio Premier Invitational Tournament Rules**

**OP Invitational Eligibility:** This tournament will accept teams (including guest players) of no more than 14 players in the U8- U10 Divisions, 16 players for the U11 and U12 and no more than 21 players for U13-U15 and U19 Divisions. Only 18 players may dress in a game. U14 teams may use up to three (3) trapped players. No All-Star teams will be permitted. Up to four (5) guest players may be added to a team. No player shall be allowed to register with more than one team in any given bracket or switch to another team during the tournament. Players may be registered with more than one team if the teams apply to and are accepted into different brackets. For example, a U10 player may not be registered with two teams playing in the U10 7v7 Green but could be registered to a team playing U10 7v7 Green and U10 7v7 Black.

**SEE REGISTRATION CHECK LIST POSTED ON OHIO PREMIER WEBSITE FOR REGISTRATION REQUIREMENTS.**

**Pre-Game:** Player cards will not be checked. There will not be a traditional captains' coin toss. The home team chooses the side of the field and the away team has 1st half kickoff.

**Post-Game:** No traditional handshakes. Teams can acknowledge each other, grab gear and exit the field to allow for the next teams to enter.

**Uniforms:** Home teams should wear lighter color. Away team wears darker color. If there is a conflict, home team changes.

**Laws of the Game:** International Rules (FIFA/USSF) apply unless noted below.

**Substitutions:** Players may be substituted during a game as follows:

1. After a goal is scored for either team.
2. Prior to a goal kick by either team.
3. Prior to the kick off the second half.
4. After receiving a yellow card.
5. Prior to a throw-in that is in the favor of the team that will be substituting a player.
6. If a player for the opposing team is at the mid-field flag waiting to be a substitute when the team that is awarded a throw-in has a substitute to enter the game, the substitute for the opposing team may also enter the game. If the team that has been awarded a throw-in does not have a substitute, then neither team may substitute a player.
7. Unlimited substitution are permitted.

The following rules are in place for each playing format:

### **7v7**

1. Maximum number of 7 players on the field: 6 field players and a goalie.
2. Will play minimum 3 games, no more than 2 games per day.

3. Field, ball and goal sizes will follow US youth soccer standards
4. 7v7 fields will include a build out line
5. When the goalkeeper has the ball, either during play (from the opponent) or from a goal kick, the opposing team must move behind the build out line once the opposing team is behind the build out line, the goalkeeper can pass, throw or roll the ball to a teammate. Ball is not in play until it crosses out of penalty area. Exception: if ball is played short to another player or keeper places ball on ground and takes a touch.- NO PUNTING
6. Ball is not in play until it crosses out of penalty area, similar to goal kick
7. After the ball is put into play by the goalkeeper, the opposing team can cross the build out line and play resumes as normal.
8. Offsides will be called from the build out line to the end line.
9. Play can be restarted by kicking back into your own ends
10. As far as restarts all free kicks follow FIFA (indirect and direct)

### **9v9**

1. Maximum number of 9 players on the field: 8 field players and a goalie.
2. Will play minimum 3 games, no more than 2 games per day.
3. Minimum field size is 45 yards by 70 yards; maximum is 55 yards by 80 yards.
4. Goal size is 7 feet high by 21 feet wide.
5. Three officials per game.
6. Offsides is in effect.

### **11v11**

1. Maximum number of 11 players on the field: 10 field players and a goalie.
2. Will play minimum 3 games, no more than 2 games per day.
3. Field size meets FIFA regulations.
4. Goal size is 8 feet high by 24 feet wide.
5. Three officials per game.
6. Offsides is in effect.

### **Format:**

Division Preliminary Championship Overtime\* Ball

U19 40-minute half 40-minute half 2 10-minute 5

U12(11-11) - U15 35-minute half 35-minute half 2 10-minute 5

U10(9v9) - U12 30-minute half 30-minute half 2 5-minute 4

U9 – U10 25-minute half 25-minute half 2 5-minute 4

\*Final games only. No golden goal rule. If the games are still tied at the end of the overtime periods, they will be decided by penalty kicks (FIFA Laws of the Game). Semi-final games will NOT play an overtime, they will be decided directly by penalty kicks (FIFA Laws of the Game). For Semi-Finals: ANY player will be able to take the PK's, not just those on the field.

Half-time: Half time will be exactly five minutes.

**Code of Conduct:** There shall be no dissent between players and/or coaches and the referee. Questioning a referee's call constitutes dissent. Any player or coach ordered off the field by the referee for misconduct shall be suspended from at least the next game, or as determined by the Tournament Committee. The Tournament Committee shall review each incident based on the report of the referee. The Tournament Committee's decision with respect to any suspension shall not be subject to review or appeal.

**Forfeits:** A minimum of 7 players constitutes an 11v11 team, minimum of 7 players on an 9v9 team and minimum of 6 players on a 7v7 team. A 5-minute grace period will be extended beyond the scheduled kick-off time before a forfeit shall be declared. Failure to complete a match, or a team leaving the field during play, will result in forfeiture. No team that has forfeited a match will be declared a group winner for advancement purposes. Winning teams will be credited with a 1-0 win and awarded eight points (six for the win, one for the goal, and one for the shut-out). A team abandoned by another team during a game will be awarded at least eight points. The results of that game shall be based on the score at the time of the abandonment  
**Inclement Weather:** The tournament committee shall have the authority to make the following changes if deemed necessary:

1. Shorten the duration of the games.
2. Suspend temporarily or permanently any game in progress. (Preliminary games terminated after one-half of play because of bad weather shall be considered official as of the time of termination.)
3. Cancel any or all games if necessary. US Club Soccer, the tournament committee, the Ohio Premier Soccer Club, any of our sponsors, advertisers, supporters, and provider of soccer facilities are not responsible for any expense incurred by cancellations of scheduled games. In the case of inclement weather, please check the Ohio Premier website [www.opsoccer.com](http://www.opsoccer.com). In addition each team representative must fill out a team registration form and give the name, hotel, and phone number of the coach or designated contact person who can be reached at any time should the necessity arise.

**Game Scores:** The center referee will keep the official game card, which he shall receive from the designated field marshal prior to each game. The center referee shall obtain the signature of each linesman and each participating head coach at the conclusion of each game. The referee will be responsible for returning the game card to the designated field marshal at the conclusion of each game. Once game cards are turned into the field marshal that score will stand as recorded – no exceptions!

Please make sure coaches check the final score on the card and make sure it is correct for their team before they sign it. If a gamecard is submitted and entered with the incorrect score, a coach from each team will need to appear at the HQ tent to verify before corrected.

**Standings and Tie Breaks: As follows:**

**1. Game Points –**

A. Points will be awarded for each game in accordance with the following schedule:

- a) Six points for a WIN
- b) Three points for a TIE
- c) Zero points for a LOSS
- d) One point for a SHUT-OUT (including 0-0 game)
- e) One point for each goal scored, up to three maximum, regardless of win or loss.

B. For a forfeited game, the winner will be credited with a 1-0 win and awarded eight points (six for the win, one for the goal, and one for the shut-out). A team abandoned by another team during a game will be awarded at least eight points. The results of that game shall be based on the score at the time of the abandonment.

C. Teams are allowed a maximum of 5 minutes from game time to forfeit time. NO points will be awarded if neither team shows up.

**2. Tie Breaking Within a Bracket/Division or For Wild Card Team-** In the event of a points tie, places will be determined as follows:

- 1. Head to head.
- 2. Goal differential (maximum of 5 goal difference per game).
- 3. Most goals scored (maximum of 5 goals per game).
- 4. Least goals allowed.
- 5. Penalty kicks.

**Ties in Semi-Final Games** – Semi-Final Games tied at the end of regulation will be decided directly by penalty kicks (FIFA Laws of the game). There will NOT be overtime in the semi-final game. ANY player will be able to take the PK's, not just those on the field.

**Ties in Championship Games** -Championship Games tied at the end of regulation will be decided by:

U8 -U12: 2 x 5-minute overtime periods

U13 -U15: 2 x 10-minute overtime periods

If the games are still tied at the end of the overtime periods, they will be decided by penalty kicks (FIFA Laws of the Game).

**Injuries-** We will have a trainer onsite at each location. If a player is deemed to have sustained a head injury, the trainer does have the authority to withhold the players card and prevent player from participating in next match.