

OYA Adult Soccer Tournament Rules

www.oaklandyardtournaments.com



PLAYER AREA:

Only players of the teams that are presently playing are allowed between the fields.

ALCOHOL:

The consumption of alcohol at Oakland Yard or any off-site location prior to a game by any player is strictly prohibited. Team managers will be held responsible for all players. Anyone in violation of this policy will be restricted from participating in the game in question. Recurring violations of this policy will result in suspension from remaining session play.

SUBSTITUTIONS:

- Field players and goalies may be substituted at any point during play
- The entering and exiting players must be within 5-8 yards of the team bench area.
- Failure to complete a proper substitution will result in too many men on the field and a direct free kick will be awarded to the opposing team. The free kick will be taken from the penalty spot of the guilty team. A wall may be set.

GUARANTEED SUBSTITUTIONS:

- Guaranteed only at the time of a goal kick or after a goal has been scored, subject to referee's discretion.
- In the pursuit of fair play, the referee **MAY NOT** allow a whole line change in the last 2 minutes of the half and/or the last 2 minutes of the game.

GENERAL RULES OF PLAY:

- Goalies are universal players and do not have to appear on the team roster in order to play.
- All field players **MUST** be on the roster for the team they are playing for. Roster information must include a parent signature for any player under the age of 18. Teams without rosters submitted after the due date will be required to forfeit any game in which their roster is challenged.

SLIDING: FIELD PLAYERS ARE NOT ALLOWED TO SLIDE WHAT SO EVER. Goalkeepers are permitted to slide in the box, if they leave the box while sliding they will be penalized. The resulting penalty will be a direct free kick for the opposing team outside the penalty box at the point where the goalie left the box sliding.

OFFSIDES: There are no offside's in any adult leagues

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EQUIPMENT:

- Shin guards must be worn during all games.
- **NEW You can wear molded cleats, as long as they are clean**
- Same or similar uniforms/T-shirts must be worn. Teams are responsible to bring two colored shirts in case of the opposite team being the same color.
- Goalies must wear a different color jersey from both teams..
- NO jewelry, watches, or dangerous articles of clothing are permitted.
- The proper sized ball for the age group will be used for games.

FAIR PLAY:

-Yellow and Red cards will be given upon referee discretion for disciplinary action. Two yellow cards will result in a red card in which will result in the team playing short handed and a suspension to the player in the following game.

PENAL FOULS:

A direct kick will be awarded for kicking, tripping, jumping at an opponent, holding, pushing, charging violently, striking, sliding and spitting. A yellow or red card may also be given.

****UNSPORTSMANLIKE BEHAVIOR WILL NOT BE TOLERATED**** (Fighting will result in an immediate removal from the tournament.

Players receiving two yellow cards in one game must sit out the remaining portion of the game and the next game. Players receiving a red card are ejected from the current game and the next scheduled game. Players caught violating the game suspension policy above will be suspended permanently from OYA.

GOALKEEPER RESTRICTIONS:

- FIFA goalkeeper's rules apply on the back pass.
- Goalies are permitted as many steps as possible within 6 seconds.
- Goalkeepers have 6 seconds to distribute the ball after recovering from making a save.

Punting: Punting is not allowed in any adult tournament (coed, women's, or men's)

Free Kicks:

- May be played at any height.
- Are taken from the spot of the foul or at the penalty spot if the infraction is committed inside the goal box.
- Must be taken within 5 SECONDS of the spotting of the ball and/or setting the wall.
- With the exception of penalty kicks, may be defended with a wall set 5 yards from the ball.
- Are ALWAYS direct.
- Awarded if pass back to keeper is picked up. Kick will be placed at the edge of goal box.



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FIELD OF PLAY:

Out of Bounds:

- The ball is in bounds until the referee signals otherwise.
- The netting along the end lines will be deemed out of bounds.
- The referee is part of the field and deemed in play.

Goals:

- The wheels on the goal are considered in play.
- The American football section of the goal is considered out of play and the proper restart will be awarded (i.e. Goal kick or corner kick)

Bench Area:

- Players and coaches must stay back from the touchline.
- Bags, coats, water bottles, etc... must be kept a safe distance from the touchline.
- Coaches and players must keep themselves within an acceptable distance of their team's bench area.
- Coaches and players are not allowed to cross the half line while on their bench.
- NO chairs or benches are allowed in the player area.

RESTARTS:

All restarts are direct kicks.

Kick-Off:

- Need not go forward in order to be live and in play.
- Are direct (always).

Kick-In (Adult League)

- NO attempts are allowed for balls that do not enter the field on the first try. The ball cannot be kicked higher than the knee of the referee. (at referee's judgement) Kick-ins above the knee will result in a kick-in for the opposing team.

Goal Kick:

To be kicked from the dot on either side of the goal

- May be played at any height.
- Must be put in play from the goal line.
- DO NOT have to exit the goal box in order to be live and in play.
- Must be put back into play in a fair amount of time as deemed by the referee.
- Failure to do so will result in a kick-in on the touchline for the opposing team.
- Are ALWAYS direct.

Corner Kicks:

- May be played at any height.
- Must be taken within 1 yard of the corner.
- Must be put back in play in a fair amount of time as deemed by the referee.
- Failure to do so will result in a goal kick for the opposing team.
- Are ALWAYS direct.



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Adult Soccer Tournament
Advancement and Finals
Procedures



Advancement Rules

1st Tiebreaker = POINTS

Most points in preliminary games, based on 3 points for WIN, 1 point for TIE, and 0 points for LOSS.

2nd Tiebreaker = HEAD-TO-HEAD

Teams tied in points will resolve to HEAD-TO-HEAD records for determining advancement. Does not apply when more than two teams are tied in a division.

3rd Tiebreaker = BONUS POINTS

Maximum of 3 BONUS points awarded per game for goal differential (i.e. difference between number of goals scored and number of goals allowed). A game ending in a score of 6-3 awards 3 BONUS points to the winning team, while a game ending in a score of 5-1 still only awards 3 BONUS points to the winning team.

4th Tiebreaker = FEWEST GOALS ALLOWED

Teams tied in points and bonus points with no head-to-head result, advancement will be determined by the team that allowed the fewest number of goals in preliminary play.

5th Tiebreaker = 3 PLAYER SHOOTOUT

When all other tiebreaker criteria fail, advancement will be determined by a 3 player shootout with penalty kicks. Shootout continues in this best out of three style until a winner is declared for advancement.

FINALS PROCEDURE

Preliminary games may end in ties, however FINALS matches cannot. For this reason, the following format is presented for FINALS games that end regulation time in a draw:

- 3-Player shootout is conducted with the best of three winning the match. If no winner after this initial shootout...move to next procedure.
- Golden goal. (1) player from each team will shoot (as penalty kicks from the center line) until a team fails to match their opponents score.