

U10 Recreational Tournament

Below are additional U10 Modifications to the Laws of the Game for tournament play. These supersede the modifications used for regular season play while all other modifications from the regular season remain in effect.

Duration

The duration of all U10 tournament games will be 30 minutes (15 min halves), with 2 min break to allow teams to switch the half of the field they are defending (switching ends is not a halftime break). The restart is a kick off. Unlimited substitutions same as the regular season and can be made while the teams are switching ends. If the teams are slow to switch ends (more than 2 minutes), the referee will start the clock. The referee will inform the coaches the 2nd half has started.

The referee shall not stop the clock for any reason; no time will be added to the duration of any match. Should an injury occur, the clock will continue to run while the injured player is being treated. Should halftime be reached prior to resumption of play, the referee will declare that time has expired and the teams will switch ends. The referee shall start the clock for the second half whether or not the injured player has been removed from the field. When the injured player is removed, play shall resume for the amount of time remaining on the clock. If no time remains, the game shall be declared over and the results official.

Players

Home team will wear blue jersey; Visiting team will wear white. Both teams will occupy the same touchline. Coaches, players and spectators will remain on their half of the field between the Halfway Line and the Penalty Area. The home team has the choice of side and will be listed first on the schedule. Spectators will occupy the opposite touchline, across from their respective team. For expediency the Home team will defend the goal on the half of the field they occupy and the Visiting team will have kickoff for the first half.

Match Format

These games are played in a round robin format and all games may end with a tie. Standings within each bracket shall be determined by game points:

Win – 3 points

Tie – 1 point

Loss – 0 points

If two or more teams within a bracket are tied in the standings after the final game is played, the ties shall be broken as follows:

1. Winner of head to head competition (not applicable if more than 2 teams are tied)
2. Bonus points (see below for determination of bonus points)
3. Fewest goals against (or least goals allowed)
4. Most shutouts
5. If teams are still tied after steps 1 through 4, both teams will proceed to an available field, to be determined by the Age Group Commissioner, and take kicks from the mark in accordance with FIFA rules.

The above criteria shall be followed in order until one team remains.

In the event of a tie breaker among three (3) or more teams, once a tie is broken by the above system (1-4), and if ties among remaining teams still exists, then those ties will be broken by starting again from tie breaker #1(head to head) of the tie breaker procedure.

Bonus points (Awarded to the winning team only – no bonus points for ties or losses)

Goal Differential + Shutout Points

(A maximum of 4 bonus points may be added to the game points for each game):

Goal Differential - Bonus points shall be awarded to the winning team for each winning goal differential, up to a maximum of 3 bonus points.

Shutout - For each shutout, 1 bonus point shall be awarded to the winning team.

Examples:

2-1 win = 1 Bonus Point (1 goal differential, no shutout)

7-1 win = 3 Bonus Points (Max 3 Bonus Point for goal differential, no shutout)

2-0 win = 3 Bonus Points (2 for goal differential, + 1 for Shutout)

10-0 win - 4 Bonus Points (3 for goal differential, + 1 for shutout)

Kicks from the Mark – If a shoot out is required, the FIFA Procedures to Determine the Winner of A Game – Kicks from the Penalty Mark will apply, except as noted below.

(1) All players from the teams will participate.

(2) Coaches may stay with the players in the midfield circle.

(3) Referee chooses goal and will inform the coaches. Keepers from both teams move to that goal. The referee will allow the non-participating keeper to remain behind and to the side of the goal so to ensure a timely process for completing the shoot out. Interference from a keeper during kicks from the mark (either verbal or by action) will result in a caution.

(4) A coin toss will determine the team to take the first kick from the mark. The keepers from each team will participate in the coin toss. The referee will decide which keeper will call the toss. Because the players do not have jersey numbers the coaches will keep track of which players have participated. No player may take a second kick from the mark unless all players have already participated to include the keeper.

(5) If after 5 players from each team have kicked and the game remains tied, continue with the next 5 players. If the game remains tied, the next kicks are sudden death (3 rounds). Each team takes a kick, if no goal is scored or if both teams score a goal, continue with next round. If a goal is scored by only one team, game is over. If after sudden death rounds the game remains tied, move to golden goal.

Golden Goal

New coin toss determines which team will kick first. The referee will decide which keeper will call the toss. Any of the players from the participating team may take the kick. First goal wins. Continue to alternate players from each team until first goal is scored.

Other

1. All other modifications for this age group from the regular season rules and policies (substitution, equipment, etc...) apply.

2. In order to keep the tournament games on schedule, the referee will keep a running clock, i.e., the referee shall not stop the clock for any reason; no time will be added to the duration of any match.