



Beaumont Youth Soccer Club

Kick-Off Classic 2019

Location / Date	Beaumont, Texas – Cris Quinn Memorial Soccer Complex Saturday & Sunday, August 24-25, 2019
Brackets	Recreational - Div III, Div IV-Rec <i>No tournament teams allowed in the recreational division</i> Rec-Plus - U-9 and U-10 Rec Plus teams only in this division Competitive - Age and Division pure brackets will be formed if possible. <i>The tournament committee reserves the right to determine which age group a team will play.</i>
No. of Games	Each team in each division will have a minimum of 3 games scheduled for play.
Rain-out Policy	In the event of a total tournament rain-out, entry fees less actual expenses will be refunded. In the event of a partial rain-out, games will be rescheduled when possible, within tournament time restraints. First and Second place teams will be determined based on games completed. No refunds will be given once the tournament begins.
Team/Player	Primary teams only (2019/2020 season) plus three (3) guest players for recreational division. Open competition for the competitive division.
Jerseys	If both teams have to same jersey color the home team will be required to change.
Balls	Home team is required to provide the appropriate sized ball.
Sidelines	Teams will reside on the same side of the field, parents on the other side not together.
Requirements	Rosters are limited to the maximum allowed by STYSA for each age group. Each team will provide a roster signed by the coach and the association registrar. Each player will have a valid ID

card and a signed medical release. Players without proper paperwork will not be allowed to play.

Awards **All U7 – U8 Boys and Girls will receive participation Medals U9 and above Medals will be awarded to all 1st and 2nd place champions**

Format U 7 - U 8: 8 min. Quarters (4 v 4) U 9 – U10: 20 minute halves (7v 7)
U11 - U12: 25 minute halves (9 v 9) U13 –U16 30 minute halves (11 v 11)
U17 – U20: 35 minute halves (11 v 11)

**** U7 – U8 no goal keeper and no defenders playing the ball in the goal box if done results in a corner kick for the attacking team.****

Tie-Breakers **Tie – Breaker procedures will be as outlined in the STYSA handbook under tournament guidelines.**

5.8. STANDINGS

5.8.1. Tournament Standings. All standings will be determined by points: 6 points for a win, 3 points for a tie, and 0 points for a loss. A point will be awarded for each goal up to three goals. A point will also be awarded for a shutout. A win by forfeit results in 10 points for the winning team (scored 3-0).

A. Round Robin Tie Breakers. If the teams are tied at the end of the Round Robin, the following progressive sequence will be used to determine final Round Robin standings:

(1) Winner in head-to-head competition; then if teams are tied,

(2) Highest goal difference (goals for minus goals against) with a maximum of three

(3) Goals difference per game counted both for and against. For example, if the score is 8-3, the calculation would be +3 goals for the winning team, -3 goals for the losing team. If the score is 6-4, the calculation would be +2 goals for the winning team and -2 goals for the losing team. (3) Total goals allowed. (Team with fewest total goals allowed advances.)

(4) Kicks from the Penalty Mark (See 5.8.2)

Progress through the tie-breaking sequence only as long as all teams entering the sequence remain tied. Once the result at any step of the sequence is different for at least one team, standings shall be assigned using the results from that step. Should any teams remain tied within the assigned standings, repeat the progressive sequence starting at step (1) with only the tied teams.

- b. **Tie Breakers for Other than Round Robin Play.** The game will be extended by two overtime periods as described below. If the match is still tied at the conclusion of the overtime periods, then the match will be decided by Kicks from the Penalty Mark. (See Section 5.8.2)

**AGE DURATION OF EACH
DIVISION OVERTIME PERIOD**

U-11 & U-12 10 minutes

U-13 & U-14 10 minutes

U-15 & U-16 15 minutes

U-17, U-18 & U-20 15 minutes

5.8.2. Kicks from the Penalty Mark. Games that remain tied at the end of overtime will be decided by the taking of kicks from the penalty mark using the procedure below. If kicks from the penalty mark are needed to break a tie in standings rather than to decide the winner of a game, the two teams will choose eleven (11) eligible players to participate as if a game had ended with those players on the field.

- a. The referee chooses the goal at which the kicks will be taken.
- b. The referee tosses a coin and the team whose captain wins the toss decides whether to take the first or the second kick. -
- c. The referee keeps a record of the kicks being taken.
- d. Subject to the conditions explained below, both teams take five kicks.
- e. The kicks are taken alternately by the teams.
- f. If, before both teams have taken five kicks, one has scored more goals than the other could score, even if it were to complete its five kicks, no more kicks are taken.
- g. If, after both teams have taken five kicks, both have scored the same number of goals, or have not scored any goals, kicks continue to be taken in the same order until one team has scored a goal more than the other from the same number of kicks.

- h. A goalkeeper who is injured while kicks are being taken from the penalty mark and is unable to continue as goalkeeper may be replaced by a named substitute provided his team has not used the maximum number of substitutes permitted under the competition rules.
- i. With the exception of the foregoing case, only players who are on the field of play at the end of the match, which includes extra time where appropriate, are allowed to take kicks from the penalty mark.
- j. Each kick is taken by a different player and all eligible players must take a kick before any player can take a second kick.
- k. An eligible player may change places with his goalkeeper at any time when kicks from the penalty mark are being taken.
- l. Only the eligible player and match officials are permitted to remain on the field of play when kicks from the penalty mark are being taken.
- m. All players, except the player taking the kick and the two goalkeepers, must remain within the center circle.
- n. The goalkeeper who is the teammate of the kicker must remain on the field of play, outside the penalty area in which the kicks are being taken, on the goal line where it meets the penalty area boundary line.
- o. Unless otherwise stated, the relevant Laws of the Game and International F.A. Board Decisions apply when kicks from the penalty mark are being taken.
- p. When a team finishes the match with a greater number of players than their opponents, they shall reduce their number to equate with that of their opponents and inform the referee of the name and number of each player excluded. The team captain has this responsibility.
- q. Before the start of kicks from the penalty mark, the referee shall ensure that only an equal number of players from each team remain within the center circle and they shall take the kicks.
- r. In the event of light failing before the end of the taking of the kicks from the penalty mark, the result shall be decided by the toss of a coin or the drawing of lots.

Protests

There is no formal protest procedure. Any protest will be resolved by the field marshal or tournament director after conclusion of the game.

Questions Contact John Werner at president@BYSC.net Or visit us on the web at: www.bysc.net