



## PAC SOCCER ON THE RIVER TOURNAMENT RULES & GUIDELINES

1. **Team Registration:** Registration begins Saturday March 6 at 7:00 A.M. All teams should have a team representative check-in at least one hour before their first scheduled game.
2. **Medical Consent Forms:** LSA Medical Consent Forms are required for all age groups “NO EXCEPTIONS”. Notary not required. Present medical consent form at registration.
3. **Player/Coach Passes:** Laminated Player/Coach passes & team roster are required at check-in for all teams except U9/U10 JAMBOREE teams and Rec teams playing in Tournament.
4. **Teams:**Jamboree games are 8v8, 7v7 or 6v6 based on what is agreed between opposing coaches prior to game. If no agreement is made, game defaults to U.S. Soccer suggested 6v6 for this age group.
5. **Guest Players:** Teams are allowed a maximum of 3 guest players with proper credentials.
6. **Advancement:** Age group bracket winners will be selected by the LSA 3 point system with the top 2 teams in each bracket advancing to a final game. There will be no final games for Jamboree teams.
7. **Scoring and Team Standings:** Team standings will be based the LSA 3 point system: Win = 3 pts, Tie = 1 pt, Loss = 0 pts. Forfeited games will count as a 0-4 loss for the forfeiting team. Bracket winners, runner-ups, and wild cards will be selected using the following criteria:
  - a. Point Total
  - b. Head to Head Competition (not used if more than 2 teams are tied)
  - c. Most wins
  - d. Highest goal difference (goals for minus goals against), 4 goal max differential per game.
  - e. Fewest goals allowed in all games (no maximum)
  - f. Most goals (max 4 per game)
  - g. FIFA kicks from penalty mark
8. **Game Length:** Jamboree Games U9 - U10 – 2 x 20 Minute halves with 5 minute halftime  
Tournament Games U10-Dev, U11 - U12 – 2 x 25 Minute halves with 5 minute halftime
9. **Championship games:** A championship game tied at the end of regulation will play 2 x 5 minute overtime periods with a 3 minute half. If still tied, the match will go to FIFA penalty kicks.
10. **Home Team:** The first team listed on the schedule is the Home Team. The home team will furnish the game ball and must wear their alternate jersey in the event of a conflict.
11. **Late Arrivals:** Teams not ready to play within 5 minutes of the scheduled starting time of their game will be subject to forfeit based on the discretion of the tournament director.
12. **Substitutions:** LSA rules apply for bracketed tournament play only. NOTE: U9/U10 Jamboree games may substitute players at any stoppage of play with the permission of the referee.
13. **Forfeiture:** Any team that forfeits a match for any reason is ineligible for bracket advancement.
14. **Sidelines:** Both teams will populate the same side of the field of play while all parents and spectators will populate the opposite side. Players, team officials, and spectators are expected to conduct themselves within the spirit and the letter of the Laws of the Game. The coach is responsible for the sportsmanlike behavior of his team, the team’s officials, and the team’s spectators.
15. **Weather:** Tournament Director/Committee will determine weather delays and decide when it is ok to resume play. No guarantee of rescheduling or refund is given due to inclement weather.
16. **General:** The Tournament Committee and Tournament Director reserve the right to decide all matters pertaining to the Tournament and their judgment is final. No appeals or protest will be accepted or considered. Unless otherwise stated, LSA tournament rules apply.