

Morgan County Soccer League Tournament Rules Year 2023

Unless noted, all regular season rules are in effect.

Substitutions are per NFHS rules. Substitutes must be at the half field line and be beckoned onto the field by the Referee.

All Tournament Matches must have a winner. Overtime procedures are listed below.

The 25% Playing Time Rule is not in effect for the Tournament.

6U Emphasis:

1) Foul inside the goal area:

No player can be in the box during the taking of the shot

One Defender in front of the goal

Ball at top of the goal area box

All other players can be on the goal line

Ball is in play when it moves

2) Defensive Player:

No player will be used primarily in a defensive position when his/her team is attempting to score.

Playing as a midfielder, while his/her team is attempting to score is allowed.

If the Referee determines a player is not involved in play, as listed above, play will be stopped and the player will be asked to move to the midfield line. An uncontested drop ball to the team in possession will restart play.

3) Fouls and Free Kicks:

All fouls in 6U will result in a Direct Free Kick. No indirect kicks in this division.

4) No coaches on field:

Coaches are not allowed on the field of play during the Tournament.

5) Overtime and Kicks from the Mark:

The 6U Division will use the overtime procedures listed below.

Kicks from the Mark will be 30 Feet away from an open goal; no defenders in front of the goal.

Overtime Procedures:

A. Overtime Periods

1. For a tie game, in a tournament game, two five-minute **sudden victory** overtime periods will be used to determine the winner.
2. The interval between the end of the second half and the first overtime period shall be five minutes. During this interval, a coin toss will be held. The winner of the toss shall choose a goal to defend or to kick off first.
3. If a team scores during this overtime period, the game will end.
4. If the score is tied at the end of the first overtime period, an interval of two minutes is allowed for the teams to return to their team area. At the end of this interval, the teams will change ends.
5. If a team scores during this overtime period, the game will end.
6. If the score remains tied at the end of this second overtime period, all players are to clear the field and go to their team area.
7. Kicks from the Penalty Kick Mark will now be used to determine the winner. All players on the team roster who have not been disqualified are eligible to participate in this kick competition.

B. Kicks from the Penalty Kick Mark — First Five Kicks

1. The officials will meet at or near the intersection of the midfield and touchline with the coaches and captains of both teams. The kick from the penalty mark procedures will be discussed and a coin toss will be held.
2. The winner of the coin toss will have the choice of kicking first or second.
3. The referee will select the end of the field where the kicks will take place.
4. Each coach will select any five players (including the goalkeeper) to take part in the kicks. The kicking order will not be determined at this time as the order can be changed during the kicks.
5. The five players who are selected will move to and remain in the center circle until they are to take part in the kicks.
6. Each goalkeeper will stand on the goal line, behind the Assistant Referee and outside the penalty area except during the time that he/she has to come into the goal to
7. The defending team may change the goalkeeper prior to each and any kick.

8. One referee will remain at Mid-field and record the number and order of the kickers. One referee will stand on the goal line opposite the side of the head referee to check for a violation by the goal keeper and to determine if a goal was scored. The head referee will stand to the side and behind the kicker. The head referee will make certain that the keeper is in position and ready, that the kick is legal and from the mark. He/she will whistle for the kick, and signal if the goal is good. The fourth official will keep all players and coaches in the team area.
9. After taking the kick, the player is to return to his/her bench area.
10. Following five kicks for each team, the team scoring the greatest number of kicks shall be the winner.
11. A game shall be over and a team declared the winner if at any time during this five-kick competition, it is impossible for the other team to tie or exceed their score. (Examples: Page 18 General Reminder 3-0 with only two kicks remaining for each team or 2-0 or 3-1 with only one kick remaining).
12. If the score remains tied after each team has taken five kicks, a sudden victory kick from the penalty mark competition will begin.

C. Sudden Victory Kicks from the Penalty Kick Mark

1. No coin toss is held. The same kicking order as used in “B”, will be followed.
2. Each coach will select five different players than the first five who have already kicked. These players will, go to and remain in the circle until their kick is completed.
3. If a team has fewer than ten players available to participate in this kick competition, the coach must use all players who have not participated in the first five kicks and then choose additional players from the first five kickers, so that there are five players to participate in the second set of kicks.
4. The teams will then participate in a kick competition as described in “B” above. However, if one team scores and the other team does not score, the game is ended and the team who scores is declared the winner of this sudden victory competition.
 - A. If the score still remains tied at the end of this second set of penalty kicks, the coach may select any five players to participate in the third set of sudden victory kicks from the penalty kick mark (players who kicked in the first or second set may participate in the third set).
 - B. If after the third set, a tie still remains, repeat “C. 1.” above.

D. Tie Breaking Kicks from the Penalty Kick Mark Principles

1. Regardless of the number of goals scored in this kick competition, only one goal is added to the winning team score and credit the team with a victory. (Example: If the score of the regulation game was 4—4, and Team A outscored Team B by 3 to 1 in kicks, the final score would be Team A — 5 and Team B — 4)
2. If a player who is sent to the center of the field to take a kick is cautioned prior to taking a kick, he/she is not eligible to kick until the next set of five kicks.

3. If a player is cautioned after taking a kick, he/she is not eligible to take a kick until one complete set of five kicks has been completed beyond the set of kicks in which the caution is issued.
4. When a goalkeeper is issued a caution during any set of five kicks, he/she cannot re-enter until the next opponent completes his/her kick.
5. Any player including the goalkeeper, who is disqualified may not participate any further.
6. All players except for the participating goalkeepers, and kickers in the process of kicking or waiting to kick, coaches, trainers, etc. must remain in the team area while the kicks are being taken. A player must return to his/her team area after taking the kick.

6U Divisions:

Roster Size: 7 Players are recommended

Minimum players to start a match: 3 per team

Maximum players on field: 4 per team

Match will be two halves of 16 minutes, 32 Minutes Total.

Size 3 ball.

Field will be 20 yards wide x 35 yards long.

Goal size is 4' x 6'.

No Goalkeeper position.

The Offside Rule will not be applied.

All players are encouraged to participate in the flow of play.

No player will be used primarily in a defensive position when his/her team is attempting to score. Playing as a Mid-Fielder is allowed; A player who is at the midfield line and his/her teammates are attempting to score is allowed.

Slide tackles are not allowed.

Players are prohibited from intentionally heading the ball in a match.

An indirect free kick will be awarded to the opposing team if a player intentionally heads the ball.

The defending team must be 10 feet back during throw-ins.

On goal kicks, the defending team must be behind the half line until the ball is in play. The goalkeeper or the player taking the goal kick does not have to wait for the opposing players to move behind the half field line.

8U Division:

Roster Size: Maximum Number of Players plus 3 Substitutes are recommended.

Minimum players to start a match: 5 per team

Maximum players on field: 7 per team

Match will be two halves of 20 minutes, 40 Minutes Total

Size 3 ball.

Field will be 35 yards wide x 50 yards long.

Goal size is 6.5' x 12'

The Offside Rule will not be applied.

No offensive player will setup in the penalty area to provide a scoring advantage, excluding throw ins or corner kicks.

Slide tackles are not allowed.

Players are prohibited from intentionally heading the ball in a match.

An indirect free kick to the opposing team will be awarded if a player intentionally heads the ball.

8U Goal Keepers are not allowed to punt the ball.

On Goal Kicks and Saves, the defending team must be behind the half line until the ball is in play. The goalkeeper or the player taking the goal kick does not have to wait for the opposing players to move behind the half field line.

10U and 13U Divisions:

Roster Size: Maximum Number of Players plus 3 Substitutes are recommended.

Minimum players to start a match: 6 per team

Maximum players on field: 9 per team

Match will be two halves of 30 minutes, 60 Minutes Total

Size 4 ball.

Field will be 40 yards wide x 70 yards long.

Goal size is 6.5' x 18.5'.

Slides Tackles and Heading the Ball are allowed in 13U only.

For 10U, an indirect free kick to the opposing team will be awarded if a player intentionally heads the ball.