

LEAH FENNEY MEMORIAL SOCCER TOURNAMENT RULES

****All KMSL regular season rules and policies apply at tournament unless otherwise noted. Also refer to KMSL Parent Handbook****

All tournament players must be registered with their respective club and on record with the KMSL. **In the spirit of Fair Play we request that teams entered be made up of the FALL season rostered team as on file with the KMSL and NOT a combined team.**

Soccer Levels and Formats:

U7 – U10 -- Each Team will play 2 games

- U-7 - 4v4 format (Four 8 minute quarters, 2 min qtr. break, 5 min halftime break)
- U-8 - 4v4 format (Four 8 minute quarters, 2 min qtr. break, 5 min halftime break)
- U-9 - 7v7 format (Four 10 minute quarters, 2 min qtr. break, 5 min halftime break)
- U-10 - 7x7 format (Four 10 minute quarters, 2 min qtr. break, 5 min halftime break)

U12 and U14 Rules, only:

- U12 - 9v9 format (Two 20 minute halves)– 5 minute half time
 - U14 - 11v11 format (Two 20 minute halves)– 5 minute half time
1. **NO U12 or U14 game will end in a tie.** Any games ending in a tie at the end of standard regulation time will go to a Penalty Kick (PK) shoot out.
 2. Teams will play two games each, with championship advancement based on the following criteria:
 - a. Teams that have a 2 - 0 record will advance.
 - b. Fewest goals allowed
 - c. Most goals scored in the first half of both games
 - d. If there are still two or more teams tied for advancing to the championship game, PK shoot outs will be held until only the top two remaining teams advance to the championship game.

Penalty Kick Shoot Out Rules: (adapted from “FIFA Additional Procedures”)

1. The team to take the first kick is decided by a coin toss and the referee chooses the goal at which the kicks are taken, preferably such that the goalie(s) is not looking directly into the sun.
2. All kicks are taken at one goal to ensure that both teams' kick-takers and goalkeepers face the same pitch irregularities (if any), wind and sun conditions, etc.
3. Prior to beginning, each team selects 5 players to take the PKs (one of them may be their goalie), and their goalie.
4. All players taking PKs and the goalie MUST be in play on the field at the time of the whistle to end the standard regulation time of the game.
5. All players, who were on the field at the end of standard regulation time, other than the kicker and the goalkeepers must remain in the pitch's centre circle.
6. Each kick is taken in the general manner of a penalty kick. Each kick is taken from the penalty mark, which is approximately 12 yards out from the goalmouth, with the goal defended only by the opposing goalkeeper.
7. The goalkeeper must remain between the goal-posts on his goal-line until the ball has been kicked, although he can jump in place, wave his arms, move side to side along the goal line or otherwise try to distract the shooter. The goalkeeper cannot move forward from the line until after the ball has been kicked. An infraction by the goalkeeper results either in a score (if the ball goes into the net) or a second attempt by the same kicker (if the ball does not go into the net).
8. Each kicker can kick the ball only once per attempt. If the ball is blocked by the goalkeeper, the kicker cannot score from the rebound (unlike a normal penalty kick). Similarly, if the ball bounces off the goal posts or crossbar, the kicker cannot score from the rebound.
9. No other player on either team, other than the designated kicker and goalkeeper, may touch the ball.
10. A kick is successful if, having been touched once by the kicker, it crosses the goal line without going out of play or touching any player other than the defending goalkeeper. The ball may touch the goalkeeper, posts, or crossbar any number of times before going into the net.
11. Teams take turns to kick from the penalty mark in attempt to put the ball into the net, until each has taken five kicks. However, if one side has scored more successful kicks than the other could possibly reach with all of its remaining kicks, the shoot-out ends regardless of the number of kicks remaining.
12. If at the end of these five rounds of kicks the teams have scored an equal number of successful kicks, sudden death rounds of one kick each are used until one side scores and the other does not.
13. Only players who were on the pitch at the end of play are allowed to participate in the shoot-out.
14. A team may replace a goalkeeper who becomes injured during the shoot-out with a substitute.
15. If a goalkeeper is sent off (carded) during the shoot-out, another player who finished the game must act as goalkeeper.
16. Any player remaining on the pitch may act as goalkeeper, and it is not required that the same player act as goalkeeper throughout the shoot-out.