

2017 Beekman Cup Rules

FIFA rules apply unless amended below

7v7, 9v9 and 11v11 Rules

1. Coaches must present rosters, medical release forms and guest player identification cards at least 30 minutes prior to the start of the first game. There will be a tent located at each location for check-in.
2. Game start times are firm--no grace periods. Teams not ready to start on time will forfeit games. The Field Marshall may amend kickoff times due to extenuating circumstances.
3. Division rankings will be computed with 3 points for a win and 1 point for a draw. A maximum 3 goal differential per game will be used for goal differential tie breaker.
4. Tie breaking will be as follows:
 - a) Head to head win (excluded for more than 2 teams tied)
 - b) Goal Differential (goals scored – goals against for each game, independently). A Maximum of a 3 goal differential per game, per Rule #3.
 - c) Fewest goals against (sum of actual goals given up; not limited by Rule #3)
 - d) Most goals scored (sum of actual goals scored; not limited by Rule #3)
 - e) Best of 5 Shoot-Out
 - f) 1 v 1 Shoot-Out
5. Examples of Goal Differential calculation

	1. <u>Team 1</u>	<u>Team 2</u>	<u>Differential</u>	<u>Comment</u>
b. Game 1	3	1	2	
c. Game 2	6	2	3	Limited to 3 per Rule #3
d. Game 3	2	3	(1)	
		1. Total	4	

	2. <u>Team 1</u>	<u>Team 2</u>	<u>Differential</u>	<u>Comment</u>
e. Game 1	3	1	2	
f. Game 2	6	2	3	Limited to 3 per Rule #3
g. Game 3	2	6	(3)	Limited to 3 per Rule #3
		1. Total	2	

6. The duration of the game shall be 40 minutes.
7. The start of the games will be signaled by the referee. The end of the games will be signaled by the referee. THERE WILL BE NO STOPPAGE TIME ADDED FOR ANY REASON (except due to extenuating circumstances as determined by Field Marshall).
8. A player or coach that is red carded from a game or ejected from the tournament grounds may not participate further in the tournament and no refund will be offered. The State Association will be notified.
9. A player or coach receiving a third yellow card will also be banned from participating further in the tournament.
10. Substitutions may be made only with the permission of the referee prior to any stoppage in the game.
11. Forfeits will be scored as a 3-0 win. Any team intentionally walking off the field or intentionally not fulfilling its schedule commitments will be disqualified for the remainder of the tournament. No money will be refunded.

12. The home team for any match will change uniform colors when the referee determines uniforms are too similar. During a playoff match, the team with the higher standings shall have choice of which shirt to wear.
13. Players, coaches, managers and supporters are expected to conduct themselves within the spirit of good sportsmanship at all times. Those failing to meet acceptable standards will be ejected from the grounds.
14. Pets, alcoholic beverages and the smoking of tobacco products are strictly prohibited on the grounds.
15. No open flames of any kind will be allowed--violators will be ejected from the grounds.
16. Roster sizes are 16 for U10 and below, 18 for U11 and U12, and 22 for U13 and up. There is a maximum of 3 guest players per team. All guest players must present the proper documentation at check-in.
 - a) U10 and below divisions will play seven a side including a goalkeeper.
 - b) U11 and U12 division will play nine a side including goalkeeper.
 - c) U13 and above divisions will play eleven a side including a goalkeeper.
17. Schedules will be posted on GotSoccer web site in advance (also accessible from Beekman Soccer Club web-site) but are subject to change. Coaches are encouraged to monitor on-line schedules to ensure latest schedule.
18. Cancellations will be posted on the Beekman Soccer website. E-mails or text messages will also be distributed to Coaches, if possible.
19. U12 and below will use a size 4 ball. U13 and above will use a size 5 ball.
20. Shoot-out format:
 - a) Roster must be presented to referee in shooting order with players' jersey numbers listed.
 - b) Best of five wins
 - c) If even after five shots, go to 1 vs. 1 until someone has advantage and wins
 - d) Each team must go through their entire roster (everyone must shoot once) before it goes back to the beginning of the roster. Teams cannot change up order if it goes to back top of the order.
21. For cases where a flight has a Championship game, the following applies. Points for the first 3 games are used to determine the seeding. The 1v2 game is for 1st and 2nd place and 3rd and 4th place is determined by points. Points from those Championship games are not added to previous point totals to determine the final standings for the flight.

BUILD OUT LINE

Build out line is used to denote where offside offenses can be called. Players cannot be penalized for an offense between the halfway line and the build out line. Players can be penalized for an offside between the build out line and the goal line.

The opposing team must move behind the build out line in the following situations: (a) Goal Kicks; and (b) when the goalkeeper has possession of the ball with his/her hands. **6 seconds begins once opposing team is behind build out line.**

Once the opposing team is behind the build out line, the goalkeeper can pass, throw, or roll the ball into play (**punts and drop kicks are no longer permitted** - penalty is indirect Free Kick from the spot of the infraction

– if infraction occurs in goal area, indirect Free Kick is taken on the goal area line parallel to the goal line at the nearest point to where the infringement has occurred).

- The opposing team may cross the build out line when: (a) the goalkeeper passes, throws, or rolls the ball into play with his/her hands to a teammate **who then touches the ball**; (b) on a Goal Kick when the ball has left the penalty area and **has been touched by a teammate of the goalkeeper**; and (c) **the goalkeeper in possession of the ball with his/her hands drops the ball to the ground then touches it with his/her feet.** Indirect Free Kick will be awarded to the opposing team if (a) goalkeeper drops the ball to the ground and does not touch it with his/her feet within 6 seconds; or (b) goalkeeper releases the ball from his/her hands and receiving player chooses not to touch the ball within 6 seconds.
- The goalkeeper may release the ball into play prior to the opposing team reaching the build out line (quick restart). The opposing team may challenge for the ball once the ball has either: (a) been touched by a teammate of the goalkeeper; or (b) goalkeeper has dropped the ball and touched it with his/her feet. Ball can be released via hand and is live when touched by his/her teammate

If opposing team crosses the build out line before:

- **Goal Kick** – Retake Goal Kick
- **Goalkeeper Possession** – Indirect Free Kick
 - **Inside Penalty Area** – Opposing team may not cross build out line until the ball leaves the penalty area and is touched by a teammate of the goalkeeper. If the ball does not leave penalty area, the kick is retaken.
 - **Outside Penalty Area** – Opposing team may not cross build out line until the ball is kicked and then touched by a teammate of the goalkeeper.