

AISA Handbook, May 2015

31. SOCCER

Rules

- FIFA
- Any rule exceptions will be outlined in the invitation letter to be sent no later than 4 weeks prior to the tournament.

Roster size (2015 May)

- 16 players with 9–11 players on the field, with a strong preference for 11 players.

Tournament format

- Day 1: 2 pools of 3 teams for seeding
- Day 2: elimination play

Playing time

- All matches are 2 x 30-minute halves with a 10-minute halftime break.

Yellow and red cards

- Referees may issue yellow and red cards for foul play, excessive complaining, swearing and other unsportsmanlike conduct.
- A player receiving a **red card** or a **second yellow card** will be **ejected** from the match (no replacement permitted) and **suspended** from the next match.

Substitutions (2015 May)

- The team in possession may substitute during any stoppage in play.
- If the team in possession makes a substitution, the other team may also substitute.
- A maximum of three (3) players may be substituted per team per substitution opportunity.

Equipment

- A good quality leather or synthetic soccer ball must be used.

Uniforms

- Teams should have dark and light uniforms with numbers on the front and back.

Officials

- All games must have at least 2 officials.

Seeding

- **Seeding:** Points from round-robin pool play determine seeding for championship round.
- **Pool play points:** win = 3 points; loss = 0 points; draw = 1 point.

Soccer tie breakers: If 2 or 3 teams in the same pool finish round-robin play with the same number of points, the following tie breakers will be used in the following order. Always, if only 2 teams are tied, the tie breaker is the head-to-head result.

1. If only 2 teams are tied, then head-to-head results.
2. Goal differential among tied teams (total goals scored minus total goals allowed; maximum 5-goal differential per game).
If 2 teams remain tied, then head-to-head results.
3. Most goals scored among tied teams (maximum 5 goals per match).
4. Fewest goals allowed among tied teams (maximum 5 goals per match).
5. Goal differential in all pool games (maximum 5 goals per match).
6. Most goals scored in all pool games (maximum 5 goals per match).
7. Fewest goals allowed in all pool games (maximum 5 goals per match).
8. Penalty kick shoot-out.

All teams on the first day of play must remain on-site until all matches are completed in case of a need for a penalty kick shoot-out for the tie-break.

Penalty kicks, extra time

- No extra time for any matches, round-robin pool play or elimination matches (to prevent tournament play from running overtime).
- No penalty kicks for round-robin pool matches; round-robin pool matches may end in a tie.
- Penalty kicks in elimination matches only (5th-6th, 3rd-4th, semifinals, finals):
 - a. PKs will be taken by 5 players (selected from those players who were playing at the end of the match) from each team.
 - b. Winner of a coin flip chooses to kick first or defer.
 - c. The penalty kicks shall be taken alternately.
 - d. Each kick shall be taken by a different player and all eligible players shall take a kick before any player may take a second kick.
 - e. If, before both teams have taken 5 kicks, one has scored more goals than the other could score from all 5 of its kicks, no more kicks shall be taken.
 - f. If a tie still exists after 5 kicks, the goalkeeper may be changed.
 - g. If a tie still exists after 5 kicks, sudden-death penalty kicks will be taken by players who have not already kicked.