



2010 BRIDGEWATER CHALLENGE CUP SOCCER OFFICIAL TOURNAMENT FORMAT

U8 & 10 Teams

All under 10 teams will play a minimum of three to a maximum of five round-robin matches within their respective division. ALL participants on each under U8,10 team will receive a participation trophy.

U8, U10, U12, U14, U16 & 18 Teams

This Tournament will consist of three (3) Rounds.

Teams making it to Round Three (3) (Finals) will receive first or second place trophies.

The Winners of Round Two (2) (Semi-finals) will advance to Round Three (3) (Finals). Round Two (2) (Semi-finals) and Round Three (3) (Finals) will be played under the **Elimination Rules** in the case of a tie in regular play.

- A. Sixteen (16) Team Bracket**
1. Each Division will be subdivided into four (4) Sections of four (4) teams each (A, B, C & D).
 2. Each team will play three (3) games.
 3. The four (4) Section Winners advance to Round Two (2).
 4. The winner of A plays B and C plays D.
- B. Twelve (12) Team Bracket**
1. Each Division will be subdivided into three (3) Sections of four (4) teams each (A, B & C).
 2. Each team will play three (3) games.
 3. The three (3) Section Winners and one (1) Wild-Card team with the highest number of points based on the Selection Process advance to Round Two (2).
 4. A plays B, C plays the Wild Card. If the Wild Card is from Section C, Then A plays C and B plays the Wild Card.
- C. Eight (8) Team Bracket**
1. Each Division will be subdivided into two (2) Sections of four (4) teams each (A & B).
 2. Each team will play three (3) games.
 3. The two (2) Section Winners and the Second Place team from each Section advance to Round Two (2).
 4. The winner of A plays the second place team in B and the winner of B plays the second place team in A.
- D. Six (6) & Ten (10) Team Brackets**
1. Each team will play three (3) games.
 2. The four (4) teams with the Highest number of Points based on the Selection Process advance to Round Two (2). One (1) plays Four (4), Two (2) plays Three (3).
- E. Five (5) Team Bracket**
1. Each team will play a Round Robin with the First, Second Place teams awarded trophies based upon the Selection Process.
- F. Four (4) Team Bracket**
1. Each team will play three (3) games.
 2. The First and Second Place teams advance to Round Three (3).

SELECTION PROCESS

1. Two (2) points for a win, one (1) point for a tie and no points for a loss. Any team that forfeits a game will not be eligible to advance to the next round and/or receive a trophy.
2. In case of tie in point totals, the following criteria will be used:
 - A. Result of Head-to-Head Competition.**
(If still tied or not applicable, go to B.)
 - B. Fewest Goals Against.**
(If still tied, go to C.)
 - C. Most Shutouts.**
(If still tied, go to D.)
 - D. Most Wins.**
(If still tied, go to E.)
 - E. Highest Total Goal Differential - Goals For minus Goals Against to a Maximum of Three (3) per game.**
(If still tied, go to F.)
 - F. Most Games Scoring a Goal.**
(If still tied, go to G.)
 - G. Most Ties.**
(If still tied, go to H.)
 - H. Knockout Competition according to FIFA Penalty Kick procedure under the supervision of the Referee's Committee.**



ELIMINATION RULES SEMI-FINALS AND FINALS

1. If a game is tied after regulation play, two (2) Five (5) minute Overtime Periods will be played.
2. If a game is still tied after Overtime periods, Penalty Kicks shall be taken in accordance with FIFA Rules to determine a winner.

RULES - (11 v 11)

FIFA laws shall apply with the following modifications sanctioned by FIFA or the BRIDGEWATER CHALLENGE CUP SOCCER TOURNAMENT (BCCST) Committee for players of school age:

1. **Size of Ball:** U-14, U-16 and U-18 will use a #5 size ball.
2. **Game Length:** Fifty minutes (two (2) twenty-five (25) minute halves) with a five (5) minute halftime.
3. **Shin Guards are Mandatory.**
4. **No Jewelry of any kind will be Allowed.**
5. **No Casts of any kind will be allowed.**
6. **Both Teams (Coaches and Players Only)** at each game shall share one side of the field and all spectators shall remain on the opposite side of the field, outside of the spectator lines. A **Maximum** of two (2) coaches per team will be permitted. The coaches shall remain within fifteen (15) yards of the halfway line.
7. **Protests will not be considered.**
8. The **Maximum** number of **players** on any team shall be **Eighteen (18)**. No player shall play on more than one (1) team.
9. The Minimum number of players is Seven (7). Failure to place seven (7) authorized players on the field within fifteen (15) minutes of the scheduled starting time will result in a game forfeit to the opponent with a score of 1 to 0.
10. The first team listed in each game pairing on the schedule will be the home team and will be responsible for wearing alternate colored jerseys when and if they are required.
11. **Substitutions may be made**, after proper notification to the referee, at the following times:
 - Prior to a goal kick by either team or After a goal is scored by either team or
 - At halftime or Prior to a throw-in in your favor
 - Or After a caution or injury (Player-for-Player substitution and only for the player(s) involved).

RULES – (8 v 8) All rules for 11 v 11 play apply with the following exceptions:

1. **The Field:** The **Field** shall be seventy (70) yards long by fifty (50) yards wide.
2. **Goals:** The **Goals** shall be six (6) feet high by eighteen (18) feet wide.
3. **Number of Players:** The **Maximum** number of players on any team shall be **Fifteen (15)**. The **minimum** number of players shall be **six (6)**.
4. **Game Length:** Fifty minutes (two (2) twenty-five (25) minute halves) with a five (5) minute halftime.

RULES - (6 v 6) All rules for 11 v 11 play apply with the following exceptions:

1. **The Field:** The **Field** shall be sixty (60) yards long by forty (40) yards wide. The **Goal Area** shall extend six (6) yards from each goal post and six (6) yards into the field of play.. The **Penalty Area** shall extend fourteen (14) yards from each goal post and fourteen (14) yards into the field of play. The **Penalty Mark** shall be ten (10) yards from the goal.
2. **Goals:** The Goals shall be six (6) feet high by twelve (12) feet wide.
3. **Number of Players:** The **Maximum** number of players on any team shall be **Fourteen (14)**. The **Minimum** number of players shall be **Five (5)**.
4. **Off-Sides:** There will be **NO Off-Sides**.
5. **Dead Ball:** - Opponents must remain eight (8) yards away from a penalty kick and out-side the penalty area when a kick is taken. A ball put into play from a Goal Kick, a Free Kick inside the defensive penalty area or by a Kick or Throw from the Goalkeeper's Hands must be touched by a player or the ground before it crosses the halfway line. If it does not, an Indirect Free Kick will be awarded at the point the ball crossed the halfway line.
6. **Game Length:** Forty minutes (two (2) twenty (20) minute halves) with a five minute halftime.



Tournament Rules

1. A player ejected from any game shall be ineligible to appear in his/her team's next game. The ejected player shall not be substituted for. The Tournament Director MAY determine if any additional action is warranted.
2. Any coach or team official asked to leave by the referee shall immediately leave the playing field area for the remainder of the match. The Tournament Director MAY determine if any additional action is warranted.
3. **Open Fires or Grills** are **Not Permitted** on the BYSA grounds per order of the local Fire Marshall. Violators will be required to extinguish all fires immediately.
4. **Alcoholic Beverages** are **NOT Permitted** at any of the tournament venues. Violators will be asked to leave by the Field Marshals or Police to leave the Tournament.
5. **Dogs** (leashed or unleashed) are **Not Permitted** on the BYSA grounds. Violators will be required to remove the animal/animals from BYSA grounds immediately.
6. In the event of conditions beyond the BCCST Committee's control, final decisions with respect to game cancellations, terminations, reduction in the length of games, shall lie solely with the BCCST Committee. Any game terminated in progress after one half (½) is completed will be considered official and the score final. Regardless of weather conditions, coaches and players must appear at the field ready to play unless advised by the BCCST Committee. Only the Referee or the BCCST Director may cancel or postpone a game.
7. **Patches** shall be exchanged by players and coaches after each game.
8. **Code of Conduct:** This tournament has been organized to promote a healthy competition between players in the game of soccer. It is sincerely hoped that all participants, including players, coaches and fans will join in positive support for the referees and the Tournament Officials. Coaches are reminded that they are responsible for the behavior of their players and their fans. The BCCST Committee reserves the right to disqualify a team from competition for gross misconduct on the part of any or all of its' coaches, players and/or fans.