



# ASCE PACIFIC SOUTH WEST CONFERENCE 2013

## Soccer Tournament

### OBJECTIVE

The purpose of this competition is to test teams on their soccer and teamwork skills.

### GENERAL RULES

- USC does not take responsibility for injuries that are related to activities. Team captains are responsible for their team members and fans. Obscene and/or abusive language will not be tolerated. Participants or spectators using obnoxious or foul language will be penalized or result in a team penalty.
- Teams must start and end the game with at least 7 players (including the goalie). The maximum number of players allowed on the field at any time is 8. Teams must have at least two female players and two 1st or 2nd year engineering students on their team before they are allowed to begin playing. 1st or 2nd year female engineering students will count towards the underclassmen and female counts on each team.
- Teams will be randomly selected into a single elimination bracket.

### EQUIPMENT

- Players must wear athletic type shorts/pants.
- Each player must wear athletic shoes. They must be made of soft, pliable upper material that covers the entire foot. Cleats are not allowed...period!
- Players may not participate with equipment that the Staff deems to be dangerous to other participants. Hard cast, metal or plastic braces, hats, shoes with cleats, and jewelry of any type are examples of illegal equipment. ALL visible body piercing must be removed.

### DELAY OF TIME & FORFEITS

- If a team does not have at least 7 players signed in at game time, that team will be given 5 minutes to have the remaining players sign in before the game is declared a forfeit. If neither team has 7 players signed in, both teams will have 5 minutes to have the remaining players sign in before the game is declared a double forfeit. If one team is signed in and ready to play with at least 7 players,



that team will be awarded 1 goal for every two minutes that the game is delayed up to the 5-minute mark. After the 5 minute mark, the unprepared team will forfeit the game and the prepared team will be awarded the win. The score for the winning team will be the amount of goals awarded during the 5 minute waiting period.

- Any game forfeit for team misconduct will be scored as five goals or the current goal total, whichever is less, for the winning team and zero goals for the losing team.
- Any team receiving four yellow cards or two red cards will forfeit the game.

### GAME PLAY

- The game shall be played between two teams of at least 7 players each, one of whom must be the goalkeeper.
- All teams are required to start with at least 7 players. Only 8 players may be allowed on the field at any time.
- Substitutions may only be made during a team's own throw-in, corner kick, or goal kick. Free substitutions may be made at any kick-off or injury.
- Goals will be recorded by the referee.

### GAME TIMING

The game will be played in two halves; the length of each half will last for **15 minutes**. The clock will only stop for injuries recognized by the official, but there will be no stoppage of time.

- There are no timeouts.
- There will be a five-minute halftime.
- Overtime: Games will not have an overtime period. In the event of a tie, a round of penalty kicks will determine the winner.

### SCORING

A goal is scored when the entire ball passes over the goal line, between the goalposts and under the crossbar.

- A ball may be kicked, headed, or deflected with any other part of the body other than the hands or arms through the opponent's goal.
- Each goal counts as one (1) point. Goals will be recorded by the referee.



### **CORNER KICK**

When the ball goes out of bounds over the end line and is last touched by the defensive team, the offensive team is awarded a corner kick. Any player on the defensive team may make the kick.

- The kick is taken from the corner of the end line and sideline.
- The defensive team may protect the goal with as many players it considers necessary.
- Opponents must be ten yards away from the ball when the kick is taken.

### **GOAL KICK**

When the ball goes out of bounds over the end line and is last touched by the offensive team, a goal kick is awarded to the defensive team. Any player on the offensive team may make the kick.

- The kick is taken in front of the goal post on the side of the field that the ball went out of bounds.
- The opposing players must be outside of the penalty box.
- Penalty for Improper Goal Kick: The kick is retaken if the ball is not kicked beyond the penalty area.

### **DIRECT FREE KICK**

The following offenses are penalized by a direct free kick at the point of the foul:

- Touching the ball with hands or arms, except as goalkeeper in the penalty area.
- Holding, punching, hitting, kicking or tripping an opponent.
- Placing the hands or arms on an opponent in an effort to reach the ball.
- Slide tackling/Charging an opponent from behind.
- Flagrant, dangerous play (high kicking, low heading)

Any team member team may take the direct free kick. The kick is taken from the location at which the violation occurred. All members of the opposing team must be at least (10) yards away from the ball. The ball may be kicked in any direction and a goal may be scored on this kick.

### **PENALTY KICK**

A penalty-kick results whenever a direct free kick is awarded to the offensive team inside the penalty area regardless of where the ball is in play. The kick is taken from the penalty mark, inside the penalty box.



### **INDIRECT FREE KICK**

The following offenses are penalized as an indirect free kick:

- Playing the ball a second time before being touched by another player during any free kick.
- Interfering with the goalkeeper when he is attempting to clear the ball.
- Non-flagrant, dangerous play
- The goalkeeper receiving in his/her hands a ball kicked or thrown by a teammate.
- Obstruction

Any team member team may take the direct free kick. The kick is taken from the location at which the violation occurred. A goal may not be scored on this kick unless the ball is touched or deflected by any player before going through the goal.

### **DROP BALL**

A drop ball will be called when play is stopped due to an injured player, inadvertent whistle, or when it is not clear who the ball last touched before going out of bounds.

### **THROW-IN**

When the ball goes over the sideline, it is put back into play by the opposing team with a throw-in.

### **GOALKEEPER**

- Even just one finger on the ball represents goalie possession.
- Once the goalie has possession, the goalie has 7 seconds to release the ball into play. If the goalie does not release the ball within 7 seconds, the opposing team will receive an indirect kick from the top of the 18 yard box. The official on the field will keep track of time.
- The goalie may not use the ball to push an opposing player, or throw the ball at an opposing player.



## SLIDE TACKLING

Any slide tackling by a player towards an opponent in possession of the ball **will not** be allowed. The sliding player will receive a yellow card. A dangerous slide tackle will result in a red card.

- Any sliding attempt toward the ball clearly not in possession of another player will be considered a legal play of the ball. For reference, the ball should be clear of other players by approximately 3-feet and the slide should not impede or disrupt any other player
- No player shall, in any manner, charge into the goalkeeper in the penalty area. Any player in violation shall receive a warning (Yellow Card).
- If the goalkeeper is in possession of the ball, the official shall disqualify (Red Card) without hesitation the offending player(s). However, outside the penalty area, the keeper only has the privileges of any other fielder.
- Goal Keepers may slide toward the ball to protect the goal or win a challenge provided the slide is toward the ball. Dangerous play will be penalized as would be for any other player.

## CAUTIONS & EJECTIONS

- A yellow card may be issued at any time when warranted, at the official's discretion. Verbal warnings or cautions are not necessary for a yellow card.
- Any player receiving two yellow cards or one red card will be ejected from the game.
- Any player accumulating two yellow cards will miss the next game.
- Once ejected from a game the player is not allowed to return, and the team plays short a player for the remainder of the game.
- Violent conduct can result in an ejection (red card).