



**YUKON SOCCER ASSOCIATION
RULES FOR
2019 CROSSFIELD SOCCER CHAMPIONSHIPS**

1) PLAYING RULES

- a. The rules that will be used in the Yukon Soccer Association Outdoor Crossfield Championships are included herein
- b. All games will be two x 25 minute halves
- c. Coaches are encouraged to play **all** players equally.
- d. Coaches are responsible for the conduct of their players.

2) POINT SCORING DURING ROUND ROBIN PLAY

- a. Win = 3 points
- b. Tie = 1 point
- c. Loss = 0 points

3) BREAKING TIES AFTER ROUND ROBINPLAY TO DETERMINE STANDINGS FOR PLAYOFFS

- a. Team with the most wins places higher in the standings
- b. Winner of the match between the tied teams
- c. Goal differential – goals FOR minus goals AGAINST
- d. Least goals against

In the event of a tie involving three or more teams, once one team has been eliminated from the tie based on the tie breaking criteria, a new tie is created with the remaining teams. The tie breaking begins again with the listed criteria until there is one team to place in the top spot.

4) BREAKING TIES IN PLAYOFFS, SEMI-FINALS OR FINALS FOR ALL DIVISIONS

- a. Play will be a ten-minute overtime period – NOT SUDDEN DEATH. This will consist of two equal five minute halves. If a goal is scored, play will continue until the full ten minutes has been played.
- b. If the game is still tied after the ten-minute period is over, a shoot-out will determine the winner.
 - i. Five players will alternate from each team and shoot penalties.
 - ii. Winner of the coin toss determines if that team will shoot first or second.
- c. If the game is still tied after the five penalty kicks have been taken, the teams will alternate kickers with remaining players. Kicks alternate until each team has had an equal amount of shots and until one team has scored more goals than the other team.
- d. A player cannot have a second penalty kick until all players on the team have had their turn at shooting. This includes the goalkeeper.

5) DEFAULTED GAMES

- a. All players must be registered with their team. Teams cannot pick up players during the tournament. The rules set out the number of players on each team with no more than 13 on each team. In the event that a team cannot field sufficient players after the scheduled start of the game, the game will be defaulted in favour of their opponents.
- b. A defaulted game will be scored as 1 – 0, which results in 3 points awarded to the winning team.
- c. In the event both teams default, neither team will be awarded any points.

6) OVERAGE PLAYERS

- a. Teams from outside Whitehorse will be allowed **ONE** overage player on the team.
- b. Teams from outside Whitehorse may seek prior approval from YSA for a second overage player if the community is short on players.

- c. Teams within Whitehorse may seek with prior approval from YSA before the tournament additional players if their team is short players.
- d. All teams participating in Yukon Crossfield Championships will provide YSA with a list of players along with their dates of birth as proof of age.
- e. In the event that a team uses an ineligible player during the tournament, those games will result in a forfeit, awarding the other team with a win and three points.
- f. The ineligible player will not be allowed to participate in any other games in Yukon Crossfield Championships.

7) NUMBER OF PLAYERS

- a. U9 age divisions and above will be playing 7 v 7, one of which must be a goalkeeper.
- b. The minimum number of players to start a game is four players, one of which must be a goalkeeper. The maximum number is 13 players.
- c. If at any time during the game, a team does not have four players on the field of play, the game shall be stopped and abandoned.
Tournament organizers will determine the outcome of the match.

SUBSTITUTIONS OCCUR AT STOPPAGE OF PLAY AND ONLY AT THE REFEREE'S DISCRETION AND ACKNOWLEDGEMENT. THERE IS NO SUBSTITUTIONS ON THE FLY.

8) PROPER SOCCER ATTIRE

- a. All players must wear the team jersey. In place of a lost jersey, the same colour shirt as their team is required. Players will not be allowed to play until the right colour of jersey is worn, with the final decision made by the referee.
- b. Shin guards are mandatory. YSA does not supply shin guards. Players not wearing shin guards will not be able to participate.

- c. Players must wear the appropriate footwear for soccer. Hiking boots are not allowed.
- d. Jeans, jean shorts or pants/shorts with metal buttons or straps hanging from them as well as “street clothing” will not be permitted to be worn during the games.

9) EXCESSIVE SCORING

- a. In games where one team wins by more than six goals, that team will be credited with a six goal victory. For example, in a score of 13 – 2, the result will be recorded as 8 – 2 and used in calculation of tie breaks where necessary. This is an attempt to avoid running up the score on weaker teams.

10) PLAY

- a. The referee will toss a coin at the beginning of the game to determine which team chooses sides. The loser of the coin toss will receive kick off for the beginning of the game.
- b. Fields will be marked and lined accordingly by YSA before the tournament begins.
- c. All games will follow FIFA rules.
- d. Fouls and misconduct will follow FIFA rules.
- e. There are no offsides in cross field play.
- f. Coaches/players/parents are not allowed to stand beside the goal or along the goal line which runs from corner flag to corner flag.
- g. Coaches and players must stay in the technical area assigned at the beginning of the game which will have one team on one half of the field and the other team on the other half of the field. **BOTH TEAMS ARE REQUIRED TO BE ON THE SAME SIDE OF THE FIELD.**

11) PENALTY KICKS

- a. A penalty kick is taken from the penalty spot marked out by the referee. A goal may be scored directly from the kick.

- b. All players except the kicker and the goalkeeper must be behind the ball, outside the penalty area and at least five meters away from the ball.
- c. The goalkeeper must remain on the goal line until the ball is kicked. The goalkeeper can move their hands and/or feet but must remain on the goal line until the ball is kicked.
- d. The referee will blow the whistle to signal for the kick to be taken. The ball is in play once it has been kicked and moves in a forward direction.
- e. Once the player taking the kick has kicked the ball, that player may not touch the ball again until the ball has been touched by another player.
- f. If the kick is taken before the referee blows the whistle, the kick is retaken.
- g. If during the execution of the kick, a defending player commits an infraction but a goal is scored, the goal stands. If there is no goal scored the kick is retaken.
- h. If during the execution of the kick, an attacking player commits an infraction but a goal is scored, the kick is retaken. If there is no goal scored, the kick is not retaken.

12) CORNER KICKS

- a. A corner kick is awarded when the ball crosses the goal line (not between the goal posts) having been last touched by the defending team.
- b. The kick is taken by a player of the attacking team from within one metre of the corner field of play.
- c. The ball is in play when it is touched.
- d. The player taking the corner kick cannot touch the ball for a second time until the ball is touched by someone else.
- e. A goal can be scored directly from a corner kick.

PLEASE RESPECT THE DECISIONS MADE BY THE REFEREES. ALL REFEREES HAVE BEEN INSTRUCTED TO REMOVE VERBALLY ABUSIVE PLAYERS, COACHES AND/OR FANS FROM THE SOCCER VENUE. REMEMBER FAIR PLAY PLEASE.