



Badger State Games Youth Soccer Rules

Rules are subject to change. Final rules will be posted at venue.

1. Laws of the Game

All games will be played in accordance with United States Soccer Federation, MAYSA, FIFA laws except as noted herein.

2. Eligibility and Team Composition

- Roster Limits: U-8 = 12 players, U-10 = 14 players, U-12 through U-19 = 18 players.
- Teams are allowed 2 roster substitutions (no additions) prior to their first game only.
- No overage players.
- A player is limited to playing on one team.
- Coaches are required to carry proof of age (birth certificate, drivers license, valid player pass, etc.) for all players during Badger State Games play.

3. Game Information

- Teams must report to the field marshal 30 minutes before each game.
- A size 3 ball will be used for U-8, a size 4 ball for U-10 and U-12, and a size 5 ball for U-14, U-16 and U-19.
- All jerseys, at a minimum, must have numbers on them. Light and dark jerseys are required for Home teams.
- Aluminum or metal cleats are not allowed, unless they are protected with plastic or rubber coated edges and nothing would be exposed to the ground or to other players.
- The team listed first on the schedule is the Home team, will defend the NORTH or EAST goal, provide the game ball, and will be required to change jerseys if the referee deems necessary.
- Teams shall be on the same side of the field. Parents and spectators for each team shall be on the opposite side of the field from the players.
- Players a side (goalies included):

U-8	5 a side (no offsides)
U-10	6 a side (no offsides)
U-12	8 a side (offsides)
U-14 through U-19	11 a side (offsides)

4. Tournament Directors and Referee Authority

All referee decisions are final. No protests are allowed. Badger State Games Soccer Commissioner's decisions are final. They reserve the right to modify the length and location of any game. Weather and/or conditions of the fields may dictate postponement or cancellation of games.

5. Discipline

- Players
 - All red and yellow cards will be reported to the Commissioner.
 - Any player that is red-carded (two yellow cards equal a red card) will be disqualified for that match and the next scheduled match.
 - Players red-carded for violent conduct or foul or abusive language may be suspended for the remainder of the Badger State Games.
 - If any one player receives 2 red cards during the Badger State Games, that player will be disqualified for the remainder of the Badger State Games
- Coaches and Spectators
 - Harassment of officials and players will not be tolerated. Referees may stop games temporarily or may suspend play in the face of persistent sideline harassment or intimidation. In the case of a game suspension, only the Commissioners are empowered to decide the outcome of the game.
 - Coaches are responsible for the behavior of the team's parents and supporters.
 - Red-carded coaches will be subject to the same consequences as red-carded players.

6. Forfeits/Failure to Show

- a. All teams are expected to complete all scheduled games. Any team that fails to show or leaves the field of play before the conclusion of a game will result in elimination from medal contention.
- b. A minimum of 7 players constitutes a team for all age groups except U-8 which is a minimum of 5 players. If a team does not have the required number of players at game time, it will be granted a maximum 10-minute grace period before a forfeit is declared. Only Commissioners can declare a forfeit.
- c. In the event of a forfeit, the winning team will be awarded a 3-0 victory, for a total of 9 points.

7. Substitutions

- a. Unlimited, with referee consent, prior to substituting team's throw-in, after either team's goal, prior to either team's goal kick, and at half-time. All substitutions will be made from the mid-field line.
- b. When play is stopped for an injured player and an attendant enters the field of play, the injured player must be substituted. The opposing team may also substitute a like number of players.
- c. Any player issued a yellow card must be substituted.
- d. A player with blood on his/her body or uniform must be substituted out. The bleeding must be stopped, the site must be covered with a bandage, and/or uniform must be washed or replaced, as fits the situation, before the player may return to play.

8. Duration of Games

- a. All games have a 5-minute half time break and are played in the following time frame:

U-8	8 minute quarters
U-10	20 minute halves
U-12	20 minute halves
U-14	20 minute halves
U-16	25 minute halves
U-19	25 minute halves

- b. Commissioners and referees have the right to modify play for a water break if deemed necessary by hot and humid conditions.

9. Scoring and Bracketing

- a. 6 points for a win
- 3 points for a tie
- 0 points for a loss
- 1 point for each goal scored up to 3, win, lose or tie
- 1 bonus point for a winning shutout (no point for a 0-0 tie) and no point for win by forfeit
- b. All games in pool play that are tied at the end of regulation play will end tied with points awarded accordingly.
- c. Tie breakers for advancement:
 1. Head-to-head competition (in case of a three-way tie this criterion does not apply).
 2. Most games won.
 3. Highest goal differential. (maximum goal differential is 3 goals per game)
 4. Fewest goals against.
 5. Most goals scored.
 7. If still tied, a coin flip by commissioner will decide
- d. Tie breaker in semi-finals and championship games:
 1. In the case of a tie, at the end of the game, a "Shoot Out" will occur immediately, there will not be any overtime play. 5 penalty kicks will be taken alternately by each team according to FIFA rules to decide the winner. If still tied, the teams will take alternate sudden death kicks until a winner is decided. All players participating in this "Shoot Out" must have been on the field when the regular game time expired.
 2. COIN FLIP determine first kick

10. Awards

- a. Each participant will receive a t-shirt.
- b. First, second and third place medals will be presented to all rostered players.