

Keystone State Games

2010 Soccer Handbook



JULY 23—25, 2010

Competition Site:
Red Land Soccer Complex

FINALS PROCEDURES

1. There will be a pre-competition meeting for all divisions on 1 hour before the start of the male division on Friday July 23 and female division on Saturday July 24 both meetings will take place at the Redland Soccer Complex. Coaches and Coordinators may pick up their uniforms at the Toyota Arena or at the competition meeting at Redland. Each team must have a coach, or person representing their team, at the meeting for their division of play. All roster changes that did not make it to the KSG office MUST be brought to this meeting. At the completion of the meeting there will be no more roster changes accepted for the tournament. ALL DELINQUENT FEES must be paid at the Toyota Arena before an athlete is able to compete in the tournament. Athletes that compete with a delinquent fee are subject to a team forfeit for the game played.
1. FIFA Laws of the Game will be used, with the following exceptions and those listed under Medal play.
 - a. Game times:
 - Pool play games will consist of 25 minute halves, with a 10 minute half time and 10 minutes between games.
 - Medal/position games will consist of 35 minute halves, with a 10 minute half time and 10 minutes between games.
 - b. Substitutions are unlimited and may be made with the consent of the referee:
 - by either team prior to a goal kick by either team.
 - by either team prior to a kickoff by either team.
 - by either team when the referee stops play for an injured player.
 - by the team in possession at a throw-in.
 - c. A player who has been replaced may re-enter the game as a substitute.
1. All pool play games will conclude at the expiration of the second 25 minute period. No overtime will be played.—May be exceptions with pool play only games—Sport Director has final decision.

All Medal/Position Games will be played to determine a winner. If a medal game is tied at the end of regulation play an overtime will be played, with the first goal determining the winner. An untimed overtime will be played with seven (7) players on the field for each team, with no goal keeper privileges allowed. That means no player on the field will be allowed to handle the ball with her/his hands.

In the event of a penalty shot in the overtime period the keeper is allowed to return for the penalty shot only.

1. No roster changes are allowed after the pre-competition meeting. After this time, regardless of the reason for losing a player, the team must continue with the roster as submitted. Remember, no roster changes can be made with the KSG office after July 7. Beyond that date any roster change must be made at the Finals site and declared at the pre-competition meeting.

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5. Rosters will be verified at the pre-competition meetings for each team. Any roster changes made at the meeting will be indicated on a copy of the Team Roster Form. Those changes will be sent to Registration.
1. A player playing with a different jersey number from the one matched to his/her name on the roster sheet will be considered an ineligible player. Use of an ineligible player may result in a game forfeiture. Only the soccer Tournament Leader may approve a jersey number change after the final roster is set at the pre-competition meeting.
7. The team listed first on the schedule will occupy the team bench to the right of the scorer's table (facing the field). Each team will be provided with uniform shirts corresponding to their region color. Those shirts must be worn during competition (goalie exception). Only the Competition Director is allowed to grant exceptions.
1. Games will start on the scheduled time. In the event of predicted inclement weather, or other legitimate causes, games may start prior to the scheduled start time; or may be delayed. It is vitally important that the Tournament Leader have a local phone number for each team contact.

In the event a previous game on the field has been extended so that proper timing is not available before the scheduled start time of the next game on that field, then the following game will start 10 minutes after expiration of time of the previous game.

1. All practice opportunities must be completed prior to the beginning of the tournament. Teams will not be allowed to practice at the tournament venue.

Each team will be granted a warm-up period, up to 10 minutes, prior to their game on the tournament venue. There may be a grass surface adjacent to the venue which could be used for longer warm-ups. The Tournament Leader has the final decision on both these issues.

1. No protests on judgment calls or rule interpretations are allowed. Any disagreements must be resolved before the ball is next put into play. The referee's decision is final.

The only protests allowed are for ineligible players - an older division player participating in a younger division, AND/OR, participation by a non-Pennsylvania resident. A younger division player playing in an older division is not cause for a protest.

The Competition Committee is the final authority on all protests.

1. Prior to the first game for each team, each player on the roster will be asked to show their ID band to the Site Coordinator. The soccer Tournament Leader may delegate the responsibility for verification of an ID band for each player to the RSC for their region.
12. The following disciplines will apply:

- A one game suspension will be the minimum penalty for being sent off.

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- A one game suspension will be the penalty for receiving two cautions during the tournament.
- Additional suspensions will be at the discretion of the Competition Committee, upon advisement from the Tournament Leader and Regional Sport Coordinators.

13. Pool Play

a. The standings in pool play will determine whether a team advances to the single elimination play, leading to medal games.

- 2 points awarded for a win.
- 1 point awarded for a tie.
- 0 points awarded for a loss.

b. In the event of a tie in the standings the tie will be resolved by:

If two teams are tied - head-to-head competition between the two tied teams.

If two teams are tied head-to-head competition between two tied teams.

If three or more teams are tied or head-to-head does not resolve a two team tie (proceed in order until tie is resolved.):

- (1) Head-to-head if one team defeated the other two, then head-to-head between the remaining two.
- (2) Greatest positive (least negative) goal differential in all pool play games, with a maximum of 4 goals differential allowed for any one game.
- (3) Least goals allowed in all pool play games.
- (4) Greatest positive (least negative) goal differential in the pool play games involving the tied teams with a maximum of 4 goals differential allowed for any one game.
- (5) Least goals allowed in the pool play games involving the tied teams.
- (6) At this point if a team (s) has been eliminated and two teams remain tied refer back to the two teams tied criteria.
- (7) If the two teams tied in head-to-head competition; and if schedule time permits and the Tournament Leader and both teams agree, there may be a "first goal wins" playoff game.
- (8) Coin flip administered by the Tournament Leader.

14. Due to inclement weather and other occurrences that can delay the schedule, teams must be prepared to play well beyond the original printed schedule.

15. Referees will report the following information to the Tournament Leader/Assistant Tournament Leader:

- Final score of the game and the winning team.
- The name and number of each player who received a caution.

LOGISTICS

1 . REGISTRATION

Registration for all divisions will be at the Toyota Expo Center, York Fairgrounds, York, PA. This will cover all pre-registered athletes who are listed on the roster sheet, and any changes to the roster. ALERT! Roster changes made at the Finals site may require the athlete to go the Registration Area and verify the athlete is properly registered before they will be allowed to compete.

Registration will consist of the athlete (or representative) going to the desk alphabetically listed for their last name, and picking up an ID band. The ID band will be retained by the athlete. The ID band will be checked prior to their first game, and will admit the athlete free to any venue that requires an admission fee.

Coaches will also pick up their ID band and coaches' shirts at the registration site.

2 . HOUSING

Athletes are responsible for their own housing.

3 . HEADQUARTERS

There will be a Competition Headquarters in the Toyota Expo Center. It will be staffed by volunteers from about 8:00 am until 8:00 pm at night. For most of the time, the Competition Director or an assistant will be on hand. You are invited to stop in and talk, and use desk space in the room when needed.

The Headquarters will have radio, telephone and FAX communications; and will be equipped with computers and a copy machine. Contest results from team sports will be communicated to the headquarters, where result sheets will be maintained, and the results will be supplied to the Media Center.

4 . EQUIPMENT & UNIFORM SHIRTS PICKUP

Game equipment - soccer balls, one per team, is the responsibility of each coach to pick up for his/her team. Also, any additional soccer details will be handed out with the soccer ball. Pickup of the game shirts is normally the responsibility of the Regional Sport Coordinators for their region. For soccer that responsibility has been delegated to each coach. The game shirts will be distributed at the Competition Headquarters, along with the soccer ball and any written instructions.