

MS KAIAC Soccer All Star Jamboree

Guidelines and Rules of Emphasis for Coaches and Referees



For developmental tournaments, officiating is expected to be at a higher level than jamborees due to having more advanced players. Schools are expected to provide adults knowledgeable in the sport to ensure the safety of the players is maintained. Furthermore, referees are expected to strictly enforce rules more so than at jamborees. No warnings will be issued on violations of play. Only issues dealing with sportsmanship may receive a warning. Below are the rules of emphasis:

1. **Tournament Set-up**

- 1.1. Each school will determine the eligibility for the members of its team. Teams may have a maximum of 14 players.
- 1.2. Games will be 25 minutes in length: two 12-minute halves and 1-minute half time.
- 1.3. Opening possession will be determined by rock-paper-scissors. The other team will begin the second half with possession.
- 1.4. Wins count as 3 points, draws 1 point, and losses as 0 points. Goals differential will also be kept in case of a tie during pool play. Tournament play will be single-elimination. Results will be recorded on a whiteboard or other visible display throughout pool play.
- 1.5. If tournament games are tied after regulation, the game will immediately go to penalty kicks. (See Article 6 below)

2. **Major fouls** - all fouls will result in indirect kicks, with the exception of penalty kicks. Examples of major fouls are:

- 2.1. Unnecessary physical contact
- 2.2. Deliberate handballs out of the goal box

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- 2.3. Unintentional handballs that result in an advantage
- 2.4. Kicking or attempting to kick an opponent
- 2.5. Striking or attempting to strike an opponent
- 2.6. Pushing an opponent
- 2.7. Charging an opponent
- 2.8. Tripping or attempting to trip an opponent
- 2.9. Jumping at an opponent
- 2.10. Holding an opponent
- 2.11. Slide Tackling will **NOT** be permitted
- 2.12. Use of inappropriate language or other unsportsmanlike conduct

3. **Other violations**

- 3.1. Defense kicking ball to their own goal - indirect kick awarded from 18 yards straight out
- 3.2. Offsides - will be enforced, but only for blatantly obvious and cherry-picking situations
- 3.3. Throw-ins - both hands behind head and both feet on the ground; violations will result in change of possession

4. **Penalty Kicks** - placed 10 paces from the goal line

- 4.1. Intentional handballs in the goal box - team may be awarded a penalty kick if it was a clear attempt to stop a goal.
- 4.2. Goalie must have heels on the goal line
- 4.3. During the PK, the referee should stand on the goal line
- 4.4. The player that committed the foul resulting in the penalty kick should be substituted out of the game. The player can be substituted back into the game upon request of the coach at a legal substitution time.

4. **Scores from dead balls** -

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- 4.1. All fouls are considered indirect kicks. Another player must touch the ball after an indirect kick in order for a goal to be scored
- 4.2. A goal will be awarded if the play originates on a goal kick and no other player touches the ball
- 4.3. A goalie punt is not a dead ball thus will count if no other player touches the ball
- 4.4. No goal is awarded from a direct throw-in; the ball must touch another player in order for a goal to be scored

5. Substitutions -

- 5.1. Teams are allowed unlimited substitutions during legal substitution times
- 5.2. Notify referee of substitutions
- 5.3. Only during dead ball - goalie possession does not constitute a dead ball
- 5.4. Must be within 10 seconds or the referee may resume play with the current players

6. Penalty Kicks at the end of regulation

- 6.1. Pool play games will not use PKs under any circumstances
- 6.2. Only elimination games will use PKs if games are tied at the end of regulation
- 6.3. Only players on the field at the end of regulation may participate in PKs
- 6.4. The distance will be 10 paces from the goal line
- 6.5. The referee should mark the spot with an object to maintain consistency
- 6.6. One referee should stand on the goal line
- 6.7. The goalie must have heels on the line
- 6.8. Each team will receive five kicks
- 6.9. If there is no winner after five kicks, PKs will continue in sudden death

7. Overtime - Championship game only

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- 7.1. Teams should agree before the championship game if the game ends in a tie after two halves, a five-minute overtime will be played
- 7.2. Overtime will not be golden goal
- 7.3. If after five minutes of overtime no team wins, the match will proceed to penalty kicks