



Kent Island Youth Soccer League  
P.O. Box 952  
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## KIYSL Tournament Rules (Modified 10/26/2015)

### **1) Number of players (8-9 division):**

It is assumed that all teams will post all eligible players and that all games will be played in the standard 9 v. 9 format. In the event that a team posts with less than nine (9) eligible players at the start of the game, the following rules engage:

Burdened Team = the team with the least number of eligible players present at the start of game.

- 1) Seven (7) is the minimum number players permitted to start a game without forfeiting up-front.
  - a) If the burdened team starts with seven (7) players and an injury occurs during the game, which results in less than seven (7) players able to continue play, the decision to continue to play is solely at the discretion of the coach of the burdened team. If the burdened team with the injured player opts to stop playing at that time, then that team will forfeit the game and will take a loss regardless of the score at the time of the injury.
  - b) If, at 15 minutes past the scheduled game time, the burdened team still does not have at least seven (7) eligible players available to start the game, then the burdened team will be forced to forfeit the game and take a loss.
- 2) Relative to number of players present at the start of the game and the scope-of-play (i.e 7v7, 8v8, etc.):
  - a) The team with the least amount of players present at the start of the game (burdened team) gets to decide how many players both teams play with, but the burdened team has to play with a maximum of only one (1) substitute.

EXAMPLE 1: Team A has nine (9) players at the start of game, and Team B has (8) players at the start of game: Team B gets to decide how many players to play with, but their only two options can be to play with eight (8) players and no substitute or seven (7) players and one (1) substitute. They cannot choose to play with six (6) players and two (2) substitutes.

- b) If additional burdened-team eligible players arrive after the start of the game, the players can be added under the normal substitution guidelines (i.e. your throw-in, a goal kick, etc.), only upon the burdened team notifying the opposing team through the referee that they are adding to the number of players on the field. The opposing team will then add players proportionately.

### **2) Number of players (10-11 and 12-13 divisions):**

A team must have at least 9 players to begin to play the game. The opposing team does NOT need to play down. If additional players arrive after the start, they may be placed on the field during a traditional subbing opportunity.



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### **3) Tie games at the end of regulation:**

All games ending in a tie at the end of regulation will be followed by a full 10 minute overtime period (not sudden death). A coin flip will be held to determine initial possession and sides for the teams.

If, at the end of the of the full 10 minute overtime the game is still tied, a second 10 minute overtime period will be held (not sudden death). Initial possession and side will be opposite from the first overtime period. If, at the end of the of the second full 10 minute overtime the game is still tied, a penalty shoot-out will decide the contest.

The goalie for the shootout MUST have played either a full half of regulation, or both 10 minute overtime periods and cannot be changed for the duration of the shoot-out. If the goalie is injured, they can be substituted, but the injured player cannot participate further in the shoot-out as a goalie or a shooter.

One round of the penalty shoot-out will consist of each team choosing 5 shooters and a goalie. The referees will determine which goal will be used for the shoot-out. A coin flip will determine which team will shoot first. Teams then alternate shooters. When one team is assured of winning the shoot-out, the shoot-out is ended (ie. up 3 with the opponent only having 2 shots left, or up 2 with the opponent only having 1 shot left).

The first 5 shooters must come from the players on the field and can include the goalie.

If the game is tied after the first round of 5 shooters from each team have taken their penalty shot, then 5 NEW shooters must be chosen by each team for the second round of the shoot-out. If all shooters that were playing on the field (including the goalie) at the end of overtime have been used in the shoot-out, the next shooters will come from the bench until all the players from the team with the fewest players have all taken shots.

If the second round of the shoot-out is completed and it is still a tie game, the shoot-out continues but then becomes sudden death after each round of shooters (one from each team), with the team ahead at the end of a given round being the winner of the game. This continues until a winner has been decided. If all players on the team with the fewest players have taken shots, players may take a second shot (and all participating players must take a 2<sup>nd</sup> shot before any player can take a 3<sup>rd</sup> shot).

An example in an 8-9 division tie game with one team having 12 players and having 13 players follows. Of the 9 players on the field, each team chooses 5 players for the first round. After all 5 shooters for each team have shot, the score is still tied. Each team chooses another 5 players – the remaining four from the field and one from the bench. After all five players have shot, the score is still tied. The 11<sup>th</sup> player (from the bench) from each team takes a shot, and the score is still tied. The 12<sup>th</sup> player (from the bench) from each team takes a shot, and the score is still tied. At that point the teams could use players for the second time. The 13<sup>th</sup> player (one of the first 12 shooters) from each team takes a shot and the score is no longer tied. The game is over.