

SFL Tournament

Below are additional SFL Modifications to the Laws of the Game for U14-U19 tournament play. These supersede the modifications used for regular season play while all other modifications (Play down rule, Substitution Rule, Players Equipment, etc...) from the regular season remain in effect.

Game Rosters

Coaches are required to provide the referee with a paper copy of their approved SFL Team Roster prior to the start of each game. The only acceptable roster is the SFL Team Roster generated by the SFL. Only the players shown on the SFL Team Roster are allowed to play. **Forfeits due to missing rosters are mandatory for tournament games.** If a coach does not provide a paper copy of the roster that team forfeits the game and the game is abandoned. If neither coach has a roster, then both teams forfeit.

FOR THE TOURNAMENT - ROSTER CHECKS ARE REQUIRED BEFORE EVERY GAME.

When roster checks are conducted, the following outcomes are possible:

1. The referee can abandon the match if either coach is unable to provide a copy of his/her team roster to the referee. If the game is abandoned, both teams must leave the field and may not use the field for a scrimmage game.
2. The referee can declare one or more players as ineligible and the game will be played with those players excluded. The referee shall provide a complete report.
3. The referee will determine that all players are eligible and the game will be played with no players excluded.

Unless otherwise directed by an SFL official, the game will not be abandoned for cases in which both coaches have rosters but discrepancies are noted. The game will be played in its entirety and the SFL will make a decision later on whether a forfeit or other penalty will be assessed. During the tournament, the SFL has someone available to respond to phone calls concerning these issues - 703-476-6611.

SFL players are not issued player identification cards as travel players are, so a roster check is conducted in the following manner:

1. Each coach shall provide a paper copy of his/her SFL Team Roster to the referee.
2. Players will line up in uniform number order and state or write their name and birth date (if they need to write it down - let them write it on the back of the opposing team's roster). If any information provided does not match what is shown on the SFL Team Roster, the player is considered ineligible to play in that game unless the opposing coach waives that requirement or an SFL official directs otherwise.
 - a. A coach may not tell a player how to answer the questions (e.g., the coach may not tell the player the birth date that should be provided). Any instructions provided by the coach to the team concerning how the process works should be made in the presence of the official conducting the review.
 - b. The uniform number on the SFL Team Roster must agree with the number shown on the player's uniform unless the opposing coach has agreed to waive the requirement for consistent uniform numbers. Tape may not be used for uniform numbers unless specifically authorized by the SFL.
 - c. The rosters also show roster problems that may prevent a player from playing. Players who have any of the following codes associated with their name are not allowed to play unless the opposing coach agrees to let them play: DPPMNP, DUNMBC, IBDMNP, No Jersey Number, and WRPMNP .
3. A coach may also request a roster check after the game has started when circumstances warrant such a request, e.g., a number of players for the opposing team show up after the game has started and missed the initial roster check.
4. If a color clash between two teams exists, it is the responsibility of the home team to change colors by using an alternate colored jersey. Required numbers will be waived. Teams may not use alternate

colored jerseys to avoid the requirement that the numbers on the SFL Team Roster must agree with uniform numbers worn by the players, i.e., team decides to wear alternate colored jersey although no color conflict exists. Note: Leading zeros are not considered a uniform number change.

Water Breaks

When there is excessive heat during the tournament, the referee may allow a short hydration break in the middle of each half. This may also be requested by the coaches.

Duration:

All U14-U19 SFL tournament Games will have a duration of 70 minutes (35 min halves), with 5 min at half.

Determining Winner:

Each tournament game will be played in either a Round Robin format (game may end in tie) or a single elimination format (game may not end in tie). The format of each game will be provided in the notes section of arbiter.

For those single elimination games, should a game be tied at the end of regulation play then a shoot-out will be conducted. The winner of a shoot out will be awarded one goal to their game score regardless of the number of goals scored in the shoot out. For example, if the game score is tied 2–2, and one team scores 5 goals during the shoot out while the other team scores 3 goals, then the final game score will be 3–2 with the team winning the shootout having the 3 goals.

For games that cannot end with a tie, the FIFA Procedures to Determine the Winner of A Match – Kicks from the Penalty Mark will apply, in accordance with applicable USSF guidance, except as noted below.

(1) Players who participate in Kicks from the Penalty Mark:

(a) If the tournament is scheduled as a single elimination tournament (may not end in a tie), then only the players on the field at the end of the game may participate in the shoot out. This is consistent with FIFA rules. **Note:** If a team is playing down or has lost players to red-cards, the opposing team must reduce to equate before Kicks from the Mark begins.

(b) If a shoot out is required for some other reason, such as to determine the ranking of teams who are not playing each other in the final games, then the coaches may select the players who will participate in the shoot out. This rule is very rarely used and generally exhausted. This will be brought to the referee's attention by the coaches or commissioner.

(2) Coaches may stay with the players in the midfield circle.

Other

1. In order to keep the tournament games on schedule, the referee will normally keep a running clock, i.e., the clock is not stopped for injuries, substitutions, etc. However, the referee may decide to stop the clock if the referee believes that it will not adversely affect the overall tournament game schedule. This is a decision made by the referee and may not be protested.

2. The referee is allowed to use their discretion on when it is too dark to play safely. Therefore, the last games of the day may be shortened because of darkness. This is a decision made by the referee and may not be protested.