



UNITED RECREATIONAL SOCCER LEAGUE

URSL End of Season Tournament Rules and Procedures

The rules for competition are the same as the league regular season rules with the following modifications

Club Pass Players

Players shall only play on one team during the competition. There are no “Guest Players” per se, as any player participating that is not on the regular season roster must still be a player from the club of the team they are participating with.

Game length

Preliminary games and semi-final games are half the time of a regular season game. Preliminary games can end in a tie. Divisions with a third game as a semi-final can not end in a tie. Tie breakers listed below for qualifying to the Championship round from divisional play results or semi-final games

Championship games are full time.

Division tie breakers

- Head to head (this does not apply if there are more than two teams tied)
- Add one point per shutout
- Least goals allowed
- Highest goal differential (max of 5 goal differential per game for this calculation)
- Coin toss

If at any time going through these tie breakers one team emerges, that team advances and the remaining teams begin the tie breaking process from the beginning again if being applied to more than two teams.

Divisions with semi-finals

These games are half of the time of regular season games, per league rules according to the age group/division, the same as all other preliminary games. There must be a winner however, so the following game play tie breakers are required.

If the game is tied at the end of regulation there will be a 2 minute break then two 5 minute overtime periods. The Home team will kickoff, the AWAY team can choose which goal to defend first. Teams switch ends, without a break, after the first overtime and the restart is a kickoff. These periods will be played in full. It is NOT Golden Goal. If at the end of the overtime periods the game remains tied the teams will proceed to kicks from the spot (see Section II).

Championship games

These games are full time games per league rules according to the age group/division. If the game is tied at the end of regulation there will be a 2 minute break then two 5 minute overtime periods. The Home team will kickoff, the AWAY team can choose which goal to defend first. Teams switch ends, without a break, after the first overtime and the restart is a kickoff. These periods will be played in full. It is NOT Golden Goal. If at the end of the overtime periods the game remains tied the teams will proceed to kicks from the spot (see Section II).



UNITED RECREATIONAL SOCCER LEAGUE

Game day procedures

Teams will check-in at the venue information tent 20 minutes prior to their first game. They will show a copy of their team roster for the tournament, highlighting any Club Pass Players and, if there are Club Pass Players, also presenting the roster of the team the player is regularly rostered to.

Referees will have game score report cards. At the end of the game the winning team will collect the game card and return it to the venue information tent. In the event of a tie the home team will collect the card. The first team listed on the schedule is the home team.

Scores will be reported at the field and standings kept on the website www.ursl-soccer.com

Home teams must deconflict jersey conflicts by either having an alternate jersey or outfitting their team with pinnies. Goalies will always wear a jersey or pinnie that does not conflict with either team color.

Teams will take a position on one side of the field, spectators will take position on the opposite side. Where fields are side by side, teams will be in between and spectators will be outside. Spectators may be removed from behind the goal line at the request of either team or the referee. If such a position is allowed the spectators must be at least ten yards away from the goal line. No spectators will be allowed behind the goal during kicks from the spot, **at all, at any distance.**

Section II, descriptions

Penalty kicks to determine a game winner

Distance - 10 yards for small sided games, 12 yards for full sided games

The penalty kick shootout to decide a match consists of a minimum of 5 penalty kicks to be taken by each of the two teams from the penalty spot.

These must be players who were on the field at the end of match play. If one team has fewer players than the other (due to injury or ejection) then the team with more players will remove a player(s) to even the number of players per team. The players assemble at the halfway line, at the center circle, each team on opposite sides of the kickoff spot

All kicks are taken at one goal, as determined by the referee.

****During the whole penalty kick shootout, ALL spectators, without any exceptions, MUST remain on the sidelines of the field. No players or spectators may stand or sit behind the goal or behind the goal line during the competition. The referee must assure this, and not let the penalty competition to proceed until the goal line area is cleared.****

The goalkeeper must remain between the goal posts and on his goal line until the ball has been kicked. Each kick taker may place the ball on the ground themselves as long as it is on the penalty spot.



UNITED RECREATIONAL SOCCER LEAGUE

Each kicker can kick the ball only once per attempt. If the ball is blocked by the goalkeeper the kicker cannot score from that rebound (unlike a normal penalty kick). Similarly, if the ball bounces off the goal posts or crossbar, the kicker cannot score from the rebound (the same as a normal penalty kick). But the ball may touch the goalkeeper, posts and/or crossbar any number of times before it goes in and counts as a goal.

The referee decides by the flip of a coin which team begins. The two teams alternate until 5 different players from each team have taken their kick. If at any point one team has scored more goals than the other can tie or overtake with their remaining kicks the competition is over (ex. - score of 3-0 with two remaining kicks)

If the score is a tie at the completion of the 5th kick, the remaining players on the field will take kicks, including goalies. Both teams take a kick until a winner is found, assuring that both teams have an equal number of kicks. If it remains tied after all players have taken their kick the players begin again in the same the order of kicks until there is a winner.

Club Pass Player

A Club Pass Player is one who is registered to the club for the team they are playing for though not on the regular season roster. They may play for any team in their club they are age eligible for. **They shall play for only one team in the tournament**