



URSL-MD TOURNAMENT RULES OF THE GAME

Game will be played according to [FIFA LAWS OF THE GAME](#) and are the same as regular season rules with the following modifications and points of emphasis.

Law 3: The Players

Eligible Players

- Players and Club Pass Players **must play for only one team throughout the Tournament and be rostered to only one team, with the following exception:**
 - In divisions where 11v11 teams split into two 7v7 squads (7th, 8th grade, or high school), one player may serve as goalkeeper for both teams under the following conditions:
 - The player must exclusively play as the goalkeeper for both teams. The player cannot act as a starter for one team and a backup for the other.
 - If injured and unable to continue as goalkeeper, the player may be assigned to only one team as a field player for the rest of the tournament.

Law 7: Duration Of the Match

Periods of Play

- 3rd/4th Grade: 2 x 20-minute halves | 5-minute halftime
- 5th/6th Grade: 2 x 30-minute halves | 5-minute halftime
- 7th/8th Grade: 2 x 35-minute halves | 5-minute halftime

Preliminary Matches:

- Preliminary matches may end in a tie.

Championship Matches:

- Every team will play in a Final Match, placed by standings from Preliminary Games.
 - Championship matches must produce a *winner* (see *Law 10: Determining the Outcome of a Match & also Law 11: The Penalty Kick*)
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United Recreational Soccer League of Maryland (URSL-MD) End-of-Season Tournament Rules & Procedures

Law 10: Determining The Outcome of a Match

Preliminary Winner Calculation

Preliminary standings will be determined by points earned and accumulated during preliminary games:

- **3 points for a win (forfeits are also scored as a 3-0 win)**
- **1 additional point for a shutout**
- **1 point for a tie**
- **0 points for a loss**

Preliminary Tie-Breaker (criteria in order of application):

If teams are tied in points at the end of preliminary rounds, placement will be determined by the following sequenced criteria. If one team emerges with an advantage after the first criteria, then team placement can be determined. Otherwise, the second criterion is applied, and so on until a team emerges.

- **Highest goal differential (goals scored minus goals against; max differential of 5 per game.**
- **Highest Goals For**
- **Least Goals Against**
- **Least Yellow Cards**
- **Least Red Cards**
- **Winner of Head-to-Head Competition (not used when 3 or more teams are tied on points)**

When more than two teams are tied, the same criteria are applied until either a team with an advantage emerges or a team "falls out" of the tie. If at least one team "falls out" of the tie, without a highest ranking team yet being identified, the remaining tied teams begin with the first criteria, then the second criteria, etc.. If a tie between two teams remains after all criteria have been evaluated, then a coin toss will determine placement. If a tie across more than 2 teams still exists after all criteria have been evaluated, then the teams will draw lots to determine team A (the preliminary round winner),

Championship Tie-Breakers

A Championship game must result in a winner.

If a Championship game is tied at the end of the regulation period, then:

- **There will be a 2-minute break followed by two full 5-minute overtime periods**
- **The Home team will start the first overtime with a kickoff, and the Away team can choose which goal to defend first.**
- **Teams will switch sides after the first 5-minute overtime without a break.**
- **The Away team will start the second overtime with a kickoff.**
- **Both overtime periods will be played in full. This is not Golden Goal or Sudden Death.**
- **If the game remains tied after both overtime periods, the teams will proceed to Penalty Kicks.**
(see Law 14: The Penalty Kick)



Law 14: The Penalty Kick (Kicks from the Penalty Mark)

Penalty Mark Distance

- 10 yards from goal (small-sided matches)
- 12 yards from goal (full-sided matches).

Kickers

- Only players on the field (including goalie) at the end of the second overtime period are eligible to participate in the Penalty Kick off.
- Each team will send 5 eligible players and 1 goalie to the referee at the center circle.
- If a team has less than 5 players, the opposing team will reduce their numbers to match players.

Referee

- The referee determines which goal will be used for all kicks.
- The referee conducts a coin toss (away team calls). The winner chooses to kick first or second.
- Referees must ensure no spectators or players are positioned behind the goal during penalty shootouts.

Kicks

- The goalkeeper must remain on the goal line until the ball is kicked.
 - Kicks are single attempts only. Rebounds may not be played.
 - Any ball that touches the goalkeeper, posts and/or crossbar before going in is counted.
 - Each team takes five kicks, alternating kicks with the other team. Kickers may place their ball on the penalty mark.
 - If at any point one team has scored more goals than the other team could tie or overtake with their remaining kicks, then the game is over. For example, a score of 3-0 with only 2 remaining kicks.
 - If the result remains tied after all 10 shots are taken, the remaining eligible players on the bench take single alternating kicks until a winner is determined. At this point, "sudden death" is activated for each matched pair of kickers from both teams. If the matched pair of kickers both score or both miss, then the next matched pair kicks. If only one in the matched pair scores, then the winner is determined. If all players have kicked on a team without a winner, then continue kicking in the same player order until a winner is determined.
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United Recreational Soccer League of Maryland (URSL-MD) End-of-Season Tournament Rules & Procedures

URSL-MD Tournament Procedures

Tournament Procedures will be managed the same as league regular season procedures with these following additional Tournament-specific procedures.

Tournament Check-In

- Teams must check in 20 minutes prior to their first match at the Tournament Tent.
 - Teams must submit a Tournament Roster. Teams without a Team Roster will result in forfeits of all games. While not preferred, a hand-written Team Roster can be created at the Check-In Tent will be accepted as a Team Roster. *(see URSL-MD Soccer League Rules & Procedures for league season play in Procedures: Roster Requirements).*
 - Club Pass Players must be identified, along with their original team's roster as proof of eligibility, including membership of the same Club, appropriate age group or younger, and playing for only one team throughout the Tournament.
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Tournament Game Card Management

For each game:

- Home Team retrieves the Game Card from the Tournament Tent prior to game kickoff and gives the Game Card to the Referee at the game field.
 - Referee holds, completes, and signs the Game Card on the game field.
 - Winning Team (or Home Team in the case of a tie) retrieves the completed Game Card from the Referee at the end of the game and delivers the Game Card to the Tournament Host.
 - Tournament Host keeps the completed Game Card.
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Tournament Game Reports & Tournament Standings

- Game outcomes are reported by the Tournament Host.
 - Final Championship Game placements will be posted on the league website following the completion of all preliminary games. (<https://ursl-soccermd.com/>).
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