

XIV. Supplemental Rules for Tournament Play

A. Tournament Committee

1. The tournament committee shall consist of the coordinators present at the fields for any given tournament session. In a case where the committee cannot reach a majority decision (tie vote), the Association President will cast the tie-breaking vote.
2. The tournament committee has the responsibility to interpret and enforce the tournament rules at the playing site, including the handling of appeals.

B. Appeals

1. A referee's call during any game is final and under no circumstances can be appealed.
2. The following items may be presented to the tournament appeals committee for review and possible action:
 - a. Ineligible players participating in a tournament game.
 - b. A player, not playing the equivalent of two full quarters, and not declared prior to the start of the game.
 - c. Any other action that adversely affected the protesting team except a referee's decision.
3. Appeals may be made to the committee by a coach or assistant coach.
4. Appeals should be made as soon as possible after the conclusion of the game being protested and must be made reasonably prior to any game that could possibly be affected by the outcome of the protest.
5. The committee will either decide to let the game in question stand as is or to declare a forfeit and proclaim the protesting team as the winner of the game.

C. Sportsmanship

1. In the spirit of Christian behavior and good sportsmanship, a tournament game should never have to be forfeited. To insure this, the following must be adhered to:
 - a. Only players whose name appears on the team roster may play during the tournament.
 - b. Players must play the equivalent of two full quarters during each tournament game unless under disciplinary action or where illness, injury or physical limitations prevent the player from participating the equivalent of two full quarters.

- c. Players scheduled for less than two full quarters, for any reason, must be declared to the referee and opposing coach prior to the start of the game. Disciplinary action, or other reasons, must not be used as an excuse for not utilizing players of lesser soccer skills.
- d. USSF Laws of the Game apply except as noted in the PPSA Bylaws.

D. Number of Players

1. Teams are required to have a minimum of seven rostered players to begin a tournament game. Players arriving after the start of play may enter the game, with the referee's permission, at the next stoppage of play.
2. If fewer than seven rostered players are available at the scheduled start of play, teams will be given the equivalent of one quarter (10 or 12 minutes) to reach the seven-player minimum, after which they will forfeit the game. The referee is the official timekeeper for making this determination.
3. If both teams have fewer than seven rostered players after the time allowed after the scheduled start of the game, the outcome will be determined by a coin toss.

E. Suspension/Delay, Termination or Cancellation of Games due to Inclement Weather or Darkness

1. Every reasonable effort should be made to complete games as scheduled. The following rules apply:
 - a. Teams must show at the soccer field even if the weather is threatening.
 - b. An air horn will sound to postpone game play.
 - 1) Players take shelter in cars and wait at soccer fields.
 - c. If the weather does not clear, another air horn will sound.
 - d. If the weather clears, games will resume.
 - e. If the weather does not clear, the rules below will apply.
2. The final score for any game that is started and terminated is the score at the time of termination.
3. Games may be suspended/delayed and restarted at the discretion of the referee. It is also at the referee's discretion to reduce the play time to maintain schedules and due to darkness.
4. Preliminary games that are cancelled will be rescheduled prior to the next round. Depending on field availability, they may be determined by either play or a shoot-out. If play or a shoot-out cannot occur due to field availability or

weather, the outcome will be determined by a coin toss prior to the start of play of the next round.

5. Preliminary games that end in a tie after being started and terminated will be determined by a shoot-out on prior to the next round. If a shoot-out cannot occur due to field availability or weather, the outcome of the game will be determined by a coin toss prior to the start of the next round.
6. Final (championship) games terminated with a tie score or cancelled will be completed on another date if possible and will be determined by a coin toss if no other reasonable alternative exists.

F. Overtimes

1. If the score is tied after regulation play, two five minute overtimes will be played. The full overtime periods will be played. There is no sudden victory.
2. If the score is tied after the second overtime is played, the winner of the game will be determined by a shoot-out.
3. Prior to each overtime period, the teams will switch ends of the field. A two minute interval will be allowed before each overtime period. The kickoff will rotate between each team in the same sequence that was used during the regular periods.

G. Shoot-out

1. The referee shall choose the goal at which all of the kicks from the penalty mark shall be taken.
2. A coin toss shall be held. The team winning the toss shall have the choice of kicking first or second.
3. For each set of kicks (set = five kicks per team):
 - a. Kicks will proceed in pairs where the kick alternates between the teams.
 - b. Each team will use a different kicker for each kick within a set.
4. No follow-up on the kick is allowed.
5. A goalkeeper cannot be replaced, except for injury, during a set of kicks. Different goalkeepers may be used for different sets of kicks.
6. Qualified players are any rostered players from either “on the field” or “off the field”, including the goalkeeper. Players disqualified from play are disqualified from kicking.

H. Kicks

1. For the first set of kicks, each coach selects five qualified players as kickers.
2. If the score remains tied after the first set of kicks, each coach selects five qualified players as kickers for the second set of kicks. These five players must be different from the players used in the first set of kicks. Exception: If there is less than 10 qualified players on a team, players that have kicked in the previous set may be selected to kick in the current set after all players that have not kicked in the previous set have been selected.
3. If the score remains tied after the second set of kicks, all remaining sets of kicks will proceed in a sudden victory situation as follows:
 - a. Each coach selects five qualified players as kickers for the current set of kicks. These five players may have kicked before but must be different from the players used in the previous set of kicks. Exception: if there is less than 10 qualified players on a team, players that have kicked in the previous set may be selected to kick in the current set after all players that have not kicked in the previous set have been selected.
 - b. The winner is declared by a pair of kicks where one team scores and the other does not.