

Rules of Competition

1. General Rules

- 1.1. The Tournament Committee's interpretation of these rules shall be final and binding.
- 1.2. The Tournament Committee reserves the right to decide all matters pertaining to this tournament.
- 1.3. First and Second place trophies will be awarded to Champions and Finalists
- 1.4. Refunds will not be given to teams who withdraw after acceptance into the tournament
- 1.5. Under no circumstances, whatsoever, will the Tournament Committee or the Deep Run Valley Sports Association be responsible for any expenses (hotel, travel, food for example) incurred by the team.
- 1.6. Teams should arrive at the scheduled field 30 minutes prior to game time to be checked in by the appropriate official.
- 1.7. Teams may warm-up in any area other than the field of play and directly behind the goal area while a game is in progress.

2. Eligibility

- 2.1. All players must have current validated passes from their appropriate State Association for the team on which they are participating.
- 2.2. Teams may register a maximum of 6 guest players.
- 2.3. All guest players must have a current validated pass from their appropriate State Association.
- 2.4. A player may only play for one team in the tournament.
- 2.5. Roster Size is limited to a maximum of 18 players for U13 - U16 teams and 14 players for U9 - U12 teams.
- 2.6. Teams traveling from outside of Region 1 MUST have a copy of the permission to travel form approved and signed by a USSF representative or their State Association if required by the traveling teams State Association. This may also apply for some states within Region 1.

3. Laws of the Game

- 3.1. All games shall be played in accordance with the FIFA Laws except as specifically modified by Tournament Rules.

4. Duration of Play

- 4.1. All teams shall play 25-minute halves (preliminary and final matches).
- 4.2. The break between halves shall be 5 minutes.
- 4.3. Referees will keep running clocks on all games including finals and consolation matches.
- 4.4. No injury time or other compensating time will be added.
- 4.5. The referee will **ONLY** stop his or her clock for an injury if the game has to be stopped because a player on the field may not be moved while the rescue squad is summoned

5. **Rule 5 - Player Equipment**

- 5.1. All teams must wear uniforms with numbers. In case of conflicts in color, team listed first on the schedule is the home team and must change team jerseys.
- 5.2. No jewellery or metal cleats will be allowed.
- 5.3. Eyeglasses should be safety glasses or sport glasses.
- 5.4. Players wearing casts, splints or any other such item will be subject to the discretion of the referee.
- 5.5. If the referee decides that such cast, splint, or other item poses a dangerous threat to other players, that player will not be eligible to play.
- 5.6. If a referee allows a player to compete while wearing a cast, splint or other item, referee retains the right to remove that player from the field if player uses such item in a manner that is dangerous to the remaining players on the field.
- 5.7. The Tournament Committee will make every effort to allow players to compete.

6. **Field and Game Equipment**

- 6.1. Host club will be responsible for the field markings, goals, nets and corner flags.
- 6.2. Ball size: U9-U12-size #4, U13-U16-size #5

7. **Substitutions**

- 7.1. FIFA Laws of the game concerning substitutions will be followed with the referee's permission:
- 7.2. After a goal has been scored.
- 7.3. Before a goal kick by either team.
- 7.4. At the beginning of the second half of play.
- 7.5. At a throw-in by the team in possession.
- 7.6. At a throw-in by the team without possession if, and only if, the team with possession elects to substitute. (This is done in an effort to minimize the time lost due to substitutions.)
- 7.7. To replace a cautioned player. Players receiving a red card may not be substituted for.
- 7.8. In case of a stoppage of play for an injury on a one-for-one basis for the injured player(s). The opposing team may substitute one player for each substituted injured player.
- 7.9. No substitutions will be permitted on corner kicks or after the game has ended in a tie prior to penalty kicks.
- 7.10. All substitutions must enter from mid-field with the permission of the referee.
- 7.11. The referee may disallow substitutions if that request is judged to delay the game.

8. Conduct

- 8.1. Coaches are not only responsible for their own conduct, but also for the conduct of their players, parents and spectators.
- 8.2. Players and coaches ejected from a match (red card) must sit out the remainder of that match and another player may not replace such players.
- 8.3. Any such player or coach shall be suspended from the next match.
- 8.4. The Tournament Committee for appropriate suspension will evaluate all red cards.
- 8.5. The Tournament Committee reserves the right to impose a two-game suspension for violent misconduct or one-game suspension for personal foul.
- 8.6. Players and coaches ejected for assault MUST sit the next two tournament matches.
- 8.7. **All red cards will be reported to the appropriate State Association within 48 hours of completion of the Tournament for further disciplinary action from the appropriate State Association.**
- 8.8. Red cards issued after the end of regulation play or as a result of physical assault are subject to review by The Tournament Rules Committee and a more strenuous penalty may be imposed.
- 8.9. Spectators, parents and coaches may be ejected for unruly behaviour.
- 8.10. The Deep Run Valley Sports Association will not tolerate verbal abuse of the players, referees, or other guests.
- 8.11. The authority of the referee shall continue during the exchange of patches.
- 8.12. Should a coach or team official be sent off (ejected from the match by the referee), the coach or team official must leave the field.
- 8.13. The Tournament Director may file a report with the league in which the team is registered.

9. Protests

- 9.1. No protests will be allowed.

10. Team Field Position

- 10.1. Every player, coach and team official from both teams will be on one side of the field. All Spectators will be on the opposite side of the field.
- 10.2. No spectators are permitted to stand behind the goal area.

11. Forfeits

- 11.1. A minimum of 7 players constitutes a team
- 11.2. A team shall be allowed a 10-minute grace period after the scheduled kick-off in the preliminary rounds before the match is awarded to their opponent
- 11.3. If 7 players are present the match may not be delayed.
- 11.4. If during the course of the match a team falls below the minimum 7 players, the game will be forfeited to their opponent
- 11.5. The score at the time of the forfeiture will stand, unless the forfeiting team is winning. If that is the case, Rule 11.6 will take precedence.
- 11.6. A forfeit shall be recorded as 3-0 win for the non-forfeiting team.

12. Ties

- 12.1. Ties will stand at the end of regular play for the preliminary round matches and consolation matches.
- 12.2. In the finals, penalty shots will decide the outcome, there will be no overtime
- 12.3. Only the players on the field of play at the end of the overtime period are eligible to participate in the penalty kicks.
- 12.4. The referee shall decide the goal at which all the kicks shall be taken. (The Tournament Committee has the right to move the PK's to another field)
- 12.5. The team winning the coin toss shall take the first kick.
- 12.6. Each team takes 5 shots alternately. The team scoring the most goals wins.
- 12.7. If the score is tied after 5 shots by each team, the taking of shots continues alternating, until one-team scores and the other team does not.
- 12.8. Other than the shooter and the 2 goalkeepers, all eligible players must remain in the center circle while the shots are in progress.

13. Procedure for Determining Placement in Division

13.1. At the conclusion of the preliminary matches, each team will be ranked according to its performance. This ranking will determine the teams that will meet in the final matches.

13.2. Teams will be ranked in order of match points, based on the following: Win-3 points; Tie-1 point; Loss-0 points. The team with the most match points finishes first.

13.3. In the event of a tie, the following tiebreaker rules will be applied in order:

1. Winner of head-to-head competition
2. Goal differential (3-point maximum)
3. Least goals allowed during the preliminary matches,
4. Penalty kicks.

13.4. If 3 teams are tied for any position, the above process will be used, except head-to-head competition will be eliminated and the first tiebreaker will be goal differential.

13.5. A match that has been cancelled by the Tournament Committee will be awarded a 0-0 tie.

13.6. In a 5 Team Division, 1 team will play 4 games; that teams 4th game will not count for them, but will count for the opponent.

14. Wild Card Team Winners

14.1. Wild card teams will be selected pursuant to rule #13 for each wild card team chosen.

15. Back-to Back Games

15.1. Should a situation occur where a team must play back-to-back games, a sufficient amount of rest time will be permitted.

16. Inclement Weather

16.1. Regardless of weather conditions, coaches and their teams must appear on the field of play as scheduled, ready to play unless notified by a member of the Tournament Committee. Failure to appear will result in forfeiture of the match (see Rule 11, Forfeits).

16.2. Only the referee or the Tournament Committee can cancel or delay a match.

16.3. Inclement Weather before the Match: Referee and/or the Tournament Committee may reduce the length of a match, and subsequent matches by 50%; however, the halves of the match must be of equal duration. If a match is cancelled, the Tournament Committee, will award a 0-0 tie.

16.4. Inclement Weather during the Match: The match will be considered completed and the score will stand if one-half has been completed. If less than one-half of the match has been completed, the Tournament Committee will award a 0-0 tie.

16.5. Inclement Weather before the Start of the Tournament: In the event severe weather causes the cancellation of the tournament, the entry fees, less \$75 will be returned.

17. Cancellation Policy

17.1. There will be no registration refunds for partial cancellation of the tournament for any reason.

17.2. In the event of a full tournament cancellation (no games played), the tournament will provide FULL refunds of team application fees.