



# 2024 Just for Girls Tournament Rules & Regulations

Welcome to the JFG Tournament, hosted by the Des Moines Menace!

## 1. Competition Eligibility:

- a. Participation in this Unrestricted Tournament is open to teams sanctioned by USSF member organizations (including US Youth Soccer/state associations, US Club Soccer, USSSA and AYSO), based on rosters from the 2023-2024 season.

## 2. Team Composition:

Age Group	Birth Year	Game Format	Maximum Players on the field	Minimum Players to start the game	Maximum players on the roster
9U	2015	7v7	7	5	14
10U	2014	7v7	7	5	14
11U	2013	9v9	9	7	16
12U	2012	9v9	9	7	16
13U	2011	11v11	11	7	22 (Suit 18 at one time)
14U	2010	11v11	11	7	22 (Suit 18 at one time)
15U	2009	11v11	11	7	22 (Suit 18 at one time)
16U	2008	11v11	11	7	22 (Suit 18 at one time)
17U	2007	11v11	11	7	22 (Suit 18 at one time)
18U	2006	11v11	11	7	22 (Suit 18 at one time)
19U	2005	11v11	11	7	22 (Suit 18 at one time)

Guest Players: Each team will be allowed up to five (5) guest players.

## 3. Acceptances

- a. Teams will be notified on the acceptance date.
- b. Teams will be accepted on a first-come, first-served basis.
- c. No refunds after teams have been accepted.
- d. If not accepted, you will be refunded the full amount of the tournament

## 4. Team Check-in:

- a. Check-in procedures will be completed online prior to the tournament weekend. Player passes will be checked in-person prior to the team's first game of the weekend.
- b. Required Forms:
  1. Association-approved roster
  2. Current player passes for each player
  3. Medical liability form for each player
  4. Permission-to-travel forms (for teams from state associations outside of Iowa) must be presented at tournament check-in.
- c. Forms are NOT required to be notarized.
- d. Rosters cannot be changed once team check-in is complete

## 5. Laws of the Game

- a. All games will be played in accordance with FIFA laws except where modified by these rules. The tournament committee/tournament director reserves the right to make temporary modifications if special circumstances dictate for the good of the tournament.

## 6. Duration of the Games and Ball Size

- a. All games will consist of two halves and a continuous running clock.

9U – 10U	Two 20 minute halves	Size 4 ball	Modified offsidess (defensive build out line); no heading
11U – 12U	Two 25 minute halves	Size 4 ball	U11 and under; no heading
13U – 19U	Two 30 minute halves	Size 5 ball	

- b. Interval between halves shall be 5 minutes. The referee is the official timekeeper of the match.
- c. The home team will supply the game ball for each match; referee will inspect the game ball prior to each match.

## 7. General Rules

- a. Both teams will bench themselves on the same side of the field, and the spectators should be on the opposite side of the field.
- b. Players are allowed to roster and play on only one team in the tournament**
- c. 9U-10U will use a build-out line. See "Small Sided Games Policy" below.
- d. Matches within the 11U age group flights WILL observe the "no Heading" policy per US Soccer.
- e. Under no circumstances will the tournament committee or the Des Moines Menace be responsible for any expenses (including tournament fee) incurred by any team. This includes any situation where the tournament or any of its games are cancelled in part or in whole.
- f. The tournament committee's interpretation of the rules shall be final.
- g. There will be no protests

## 8. Player Equipment

- a. No necklaces, bracelets, earrings, or rings of any kind will be allowed.
- b. All players on a team must wear similar uniforms with each jersey being numbered distinctly with no numbers being repeated. In the event of cold weather, players may wear extra layers under their jersey and shorts.
- c. Shin guards must be worn at all times.
- d. If a uniform conflict occurs, the home team (listed first on schedule) is responsible for making the appropriate changes.
- e. Any player wearing a cast, splint, or brace must cover this with bubble-wrap or a similar material, to ensure the safety of other players.

## 9. Small Sided Games Policy (9U-10U)

- a. When the goalkeeper has the ball in her hands and on all goal kicks, 9U-10U will use a build-out line (half-way line) whereas all opponent players must be behind the build out line before the keeper will pass, throw, or roll the ball to a teammate. However, the goalkeeper is allowed to put the ball into play sooner if she desires. No punting of the ball is allowed. Once the ball is put into play by the goalie, the opposing team can cross the build out line and play resumes.

## 10. Substitutions

- a. Substitutions may be made, with the consent of the referee, at any stoppage in play and shall be unlimited for both teams at any age level
- b. Substitutes must be at the halfway line, prepared to play, and will enter the field only when permitted to do so by the referee
- c. The referee can refuse to allow a substitute at his/her discretion. Time will not be added to a game to account for substitutions

## 11. Conduct

- a. Any player dismissed/sent off (red carded by the referee) must sit out the remainder of that match plus his/her team's next tournament match. No substitution may be made for the player sent off during the match in which the red card was issued.
- b. A coach who is sent off will not be allowed to coach that team for any more matches in the tournament, and is not allowed in the vicinity of the field for that team's remaining matches
- c. A fan who is sent off will not be allowed in the vicinity of the field for remaining matches played by either team participating in the match he/she was ejected from.
- d. Two yellow cards issued to the same player in the same match equal a red card and are subject to the same penalties as outlined above
- e. A report will be sent to the state association and league/club of teams whose players or coaches receive red cards or where other serious matters involving the conduct of a team are concerned.

## 12. Medical Attention

- a. Every player participates at his or her own risk
- b. Just for Girls tournament staff/Des Moines Menace will attempt to have licensed medical personnel available on site for the event during all hours of competition; however, teams should be prepared for unforeseen circumstances should medical personnel be busy or unavailable.

## 13. Determination of Game Winner

- a. Preliminary games may end in a tie.
- b. Semi-final and final matches ending in a tie will go directly to a shootout (kicks from the mark).

#### 14. Kicks from the Penalty Mark (Penalty Kicks)

- a. In the event of a tie, in semi-final and final matches, kicks from the mark will be and run in accordance with the FIFA Laws of the Game
- b. The referee chooses the goal at which the kicks will be taken. The referee tosses a coin and the team whose captain wins the toss will take the first kick. Both teams take five kicks; the teams alternately take kicks.
- c. If before both teams have taken five kicks, one has scored more goals than the other could score, even if it were to complete its five kicks, no more kicks are taken. If after five kicks the score is tied, kicks continue one for one until one team has scored a goal more than the other (sudden death) from the same number of kicks.
- d. Only the players on the field at the end of the match are allowed to take kicks. A different player must take each kick and all eligible players must take a kick before any player can take a second kick.

#### 15. Game and Score Reporting

- a. The center referee will be given the official score card for each match. The winning team's coach must initial the card following the conclusion of every match. In case of a tie, both coaches must initial the card. The referee will also indicate any cautions or sendoffs that were given and the reason. The field marshal will collect score card and report it to the event headquarters. For official score reporting for each game, goals will be capped at 8 goals per team.

#### 16. Point System

- a. The following will determine the division or bracket winners:
  1. Win ----- 3 (three) points
  2. Loss ----- 0 (zero) points
  3. Tie ----- 1 (one) point

#### 17. Determination of Advancing Teams

- a. The following format will be used to determine bracket winners and advancement to semi-final and final matches.
  1. 8 TEAMS: 2 Pools with 4 Teams – Each team will play every opponent in their pool. The top team in each pool, based on points, will play in the final.
  2. 6 TEAMS: 2 Pools with 3 Teams – In Saturday's scheduled games, each team will play the other two teams in its pool. These results from Saturday will determine the third game for each team, to be played Sunday. In Game 7, the Pool A team with the most points from its intra-pool games will play the Pool B team with the second-most points; In Game 8, the Pool B team with the most points from its intra-pool games will play the Pool A team with the second-most points; Game 9 matches up the teams with the third-most points from pool play. The final will be a matchup between the Game 7 winner and the Game 8 winner.
    1. Please Note: In our six-team divisions, if two teams from the same club are matched up in one of the semifinals (Game 7 or Game 8), Game 7 will become a division final between the top team in Pool A and the top team in Pool B (based on intra-pool games); this will replace the division final scheduled as Game 10. Under these circumstances, Game 8 will be a matchup between the second-place teams from each pool, while Game 9 will remain a matchup between the pools' third-place teams.
  3. 5 TEAMS: 1 Pool with 5 Teams – Teams will play a round-robin format (4 games per team). First and second place will be based on points.
  4. 4 TEAMS: 1 Bracket with 4 Teams – Teams will play a round-robin format (3 games per team). The two teams with the most points in pool play will face each other in the final.
- b. For semifinal matches: We will switch home teams in the event that teams from the same club are matched up in the semis (even if this means two teams from the same pool will face off in the semis).

#### 18. Tiebreakers

- a. Head-to-head competition (not used in three-team tie)
- b. Goal Differential (Goals scored minus goals against). Note: max differential of four per game
- c. Goals for (max of four per game)
- d. Goals Against (max of four per game)
- e. Most Wins
- f. Most Shutouts
- g. Kicks from the mark

When there is a three-team tie in a situation where there are two advancing places up for grabs (for instance, determining a pool winner and a wild-card winner, or determining the first- and second-place teams in divisions with

four or five teams), we will determine the first spot using the above tie-breakers (not using head-to-head competition). Then, we will go back to the top of the tiebreakers to determine the remaining spot (Under these conditions, we consider this a two-way tie, so head-to-head applies here).

## **19. Failure to Show and Forfeits**

- a. All teams are expected to complete all scheduled games. Any team that fails to show or leaves the field of play before the conclusion of a game may be disqualified from the tournament. That team's club may also be banned from future tournaments, and its state association will be advised of the misconduct. Forfeited matches do count towards the three games guaranteed to each team. The tournament committee is not responsible for teams who do not show up for their matches.
- b. A team will be allowed a 5-minute grace period after match was scheduled to kick-off. After this 5-minutes period has expired, the match is awarded to the opponent. You must have a minimum of seven players to begin a match (five players minimum for U9-U10).
- c. In no case will a team, which forfeits a game, be declared a bracket winner. If an apparent bracket winner forfeits a game, the team with the next best point total in that bracket will be declared the bracket winner.
- d. In the event of a forfeit in the preliminary round, the opposing team will be awarded the win. The score of a forfeited match will be recorded at 4-0.

## **20. Inclement Weather**

- a. In the event of inclement weather, the Tournament Director will have the authority to change games as follows:
  1. Relocation or rescheduling of games.
  2. Reduce the duration of any game.
  3. Use "kicks from the mark" to make up any postponed games.
  4. Cancel any preliminary round games, which have no bearing on the selection of bracket winners.
  5. Games (preliminary, semifinals and finals) terminated after one half of play due to weather will be considered final.

## **21. Refunds**

- a. Shall be determined by the tournament staff.
- b. If the tournament is cancelled due to COVID-19, teams will receive a full refund minus a \$25 admin fee
- c. In the event of inclement weather cancellation of all or part of the tournament, teams will have the option to receive a credit or refund of a percentage of their entry fee. This credit is to be used in future Menace soccer tournaments (within one year), and will be given in the following increments:
  1. No games played = 75% credit or 50% refund
  2. 1 game played = 50% credit or 25% refund
  3. 2 games played = 25% credit
- d. If semifinal or final games are cancelled, champion and finalist will be determined on points standing after preliminary games.

**With the goal of serving the greater good, the tournament host reserves the right to modify the rules. Please understand: No protests are allowed, complaining is never a good solution, the referee's decision is final, and the tournament host will have the final say in all matters. We are all doing our best here, and we are united by the common mission of providing a positive youth-soccer experience. Thank you for your support, and thanks for setting a good example of sportsmanship, kindness, and respect.**