

# 2024 FIRE FC Grand Mesa Invitational Tournament (GMIT)

## Tournament Rules

May 17<sup>th</sup>-19<sup>th</sup>, 2024

All games will be played under FIFA Laws of the Game as modified by Colorado Soccer Association, unless otherwise stated in this rules package. All rules disputed will be settled by the Tournament Director or designee. Tournament rules may be modified under extraordinary circumstances as deemed necessary only by the Tournament Director. Any situations that arise not specified herein will be resolved or determined by the Tournament Director or designee with knowledge of the Tournament Director.

*Please note that teams will not be able to receive a refund after the APRIL 22nd deadline.*

All U9/10 teams playing in a 7v7 format will have offside between the BOL and goal line. Go to [gjsoccer.org](http://gjsoccer.org) under the tournament tab for GMIT for complete rules matrix.

\*\*\*FOR THE U9/10'S, THERE IS **NO DELIBERATE or INTENTIONAL HEADING OF THE BALL**. IF HEADING HAPPENS, THE REFEREE'S HAVE BEEN INSTRUCTED TO AWARD A INDIRECT FREE KICK FROM THE POINT OF THE INFRACTION. IF INFRACTION HAPPENS IN THE GOAL AREA BY THE DEFENSIVE TEAM, THE BALL WILL BE PLACED ON THE GOAL AREA LINE FOR THE INDIRECT KICK. IF THE INFRACTION HAPPENS IN THE GOAL AREA BY THE ATTACKING TEAM, THE BALL WILL BE PLACED ANYWHERE IN THE GOAL AREA LIKE A GOAL KICK FOR AN INDIRECT FREE KICK BY THE DEFENSIVE TEAM.\*\*\*

All "2013 and 2012" teams will play in a 9v9 format. NO BUILD OUT LINE ( Go to [gjsoccer.org](http://gjsoccer.org) under the tournament tab for GMIT for complete rules matrix).

All "2011" and above teams will play in the 11v11 format.

**NO PROTESTS WILL BE ACCEPTED OR CONSIDERED.**

### ELIGIBLE PLAYERS

Eligible players are those players whose legal name and birth date appear on the team's roster or guest roster at Tournament check in. Each team may have a maximum of five (5) guest or loan players. All coaches must be prepared to provide a player pass signed w/ a current player's picture and laminated for each player at Tournament Check-in and at the fields of play. No player pass, no play. No players may be added to any roster once the team has started its first game.

Players may only play on one team in the GMIT.

Team rosters for U15, 16, 17, 18, 19 may include up to 22 players. However, only 18 may play in any one game. These teams must present a copy of their official roster indicating which players will not play in any specific game to the referee at check-in.

Max roster for 7v7 is 12

Max roster for 9v9 is 16

#### TOURNAMENT CHECK-IN

All tournament check in will be done online through GotSport. Please go to [gjsoccer.org](http://gjsoccer.org) and click on the tournament tab. Click on "Online Check In" for directions.

#### FIELD CHECK-INS BY GAME OFFICIALS

Referees will conduct a "quick" field check-in for equipment and eligibility prior to each game. All teams will supply their approved tournament roster to the referee prior to the game. Should the return of the Roster (s) and player passes fail, they will be returned into the Tournaments Field Coordinator for later pick up. Every reasonable effort will be made to contact the Team Representative to arrange for picking up the documents.

#### FORFEITS

Teams failing to check in with the Referee within ten (10) minutes of their scheduled kick off time will forfeit the game. All teams must have a minimum of seven (7) players present and ready to play for the game to be eligible and be played. To be awarded a win, a non-forfeiting team must present themselves to the referee for check in. The team must show up even if it is known that the other team will not appear. A forfeiture shall result in the awarding of Ten points to the non-forfeiting team with a loss and a negative two (-2) points to the forfeiting team. The Tournament Site Director may modify this rule under extraordinary circumstances. **Termination of game by the referee due to behavior of one team in a match will be treated as an abandonment and/or forfeiture by that team.**

#### HOME TEAM:

Is the team listed first on the schedule

Wears dark jerseys

#### VISITING TEAM:

Is the second team listed on the schedule

Wears light jerseys

If the visiting team does not carry a light jersey, then the visiting team must change to a jersey of an alternate dark color that does not conflict with the color of the home team jersey  
Either team's goal keeper shall change jersey color as directed by the referee regardless of home/visitor status. All players shall wear their jerseys fully tucked into their shorts.

#### PLAYER EQUIPMENT

Hair control devices with any hard parts and jewelry of any sort, including earrings, belly or nose rings, are not permitted.

Religious medals or medical tags may be worn, they must be taped to the body, and approved by the referee.

Splints, casts, braces or other joint support devices which, are not inherently dangerous, or are

padded with pliable materials to eliminate a dangerous condition, may be worn as approved by the referee.

All players must wear shin guards. Knee high socks shall be worn over, and shall cover the shin guards.

A goal keeper may wear a hat with soft pliable brim for shielding eyes from the sun as approved by the referee. No player shall be permitted to wear any dangerous equipment, which may be determined by the referee at the pre-game check-in. Referees will request a player to fix equipment or remove equipment that is considered dangerous. A player will not be permitted to play until the dangerous equipment is addressed. After the start of the game the player may be sent from the field to correct the problem to the referee's satisfaction. A player sent from the field to correct equipment may return to play with the referee's permission only.

#### TOUCHLINES

Both teams will be on the same side of the field, each occupying a separate half of the touchline. The spectators will be on the opposite side of the field across from their team. No spectators will be allowed on either end line or behind either goal.

#### GAME BALL

The home team is required to supply a game ball(s). All balls will be regulation to the age group, i.e., Size 4 for U9-U12 and Size 5 for U13 and above, and will be approved by the referee.

#### GAME DURATION for all games

U9-10	25 minute halves	5-minute half times
U11-14	30 minute halves	5-minute half times
U15-18	35 minute halves	5-minute half times

#### SUBSTITUTIONS:

With the referee's permission, a team may substitute or re-substitute any number of players at any stoppage of play (including free kicks) - provided the substitute(s) is (are) ready for play\*

\*Ready for play means that the substitute is at the halfway line and prepared to enter the field before the opportunity occurs.

1. No substitute is allowed for an ejected player.
2. Referees will refrain from allowing any player with an open, bleeding wound to continue play. The player will be escorted from the field and have the affected wound attended to. After the wound is dressed appropriately and with the approval of the Referee, he/she will be allowed back into the game.

#### STOPPAGE TIME

There will be no stoppage time added during any game. In the case of a major delay in play due to severe injury or other such incident, stoppage time may be added but only if the increment that will allow the game to end no less than 5 mins. before the start of the next regularly scheduled tournament game.

## **REPORTING OF GAME SCORES**

**Winning team must initial/sign the game card after the match. If there is a tie, the home teams coach must initial/sign the game card. Referees will submit the game cards to designated drop boxes that will be collected after each round of games and then reported accordingly.**

## **STRUCTURE OF GAMES:**

1. Teams will be divided into flights by age and gender. Since not all divisions will have the same number of teams, advancement procedures will vary. Please consult the game schedule for your division.  
Team standings will be based on the following point system:

3 points for a win

1 points for a tie

0 points for a loss

-1 point for each red card(player), dismissal (coach) or send off (spectator) issued.

-2 points for a forfeiture or abandonment of a game.

Forfeiture/abandonment – Games will be counted as a 3-0 win to non- forfeiting team.

## **MISCONDUCT**

A player receiving a red card shall be expelled from that game, and may not be replaced, and is automatically disqualified from participating in the team's next scheduled tournament game. In the event a player is ejected (red carded) from a game for violent conduct, that player will not be permitted to play in any other games in the tournament. Two yellow cards received in the same game by a single player results in a red card. The player is expelled from the remainder of the game and may not be replaced.

Any coach dismissed from a game shall be expelled from that game and must leave the playing area to a minimum of 100 yards from the field. The coach must remain silent for the duration of the game and take no further part in it. Failure to comply within two minutes will result in the game being terminated. Such an incident may also result in further disciplinary action. In the event of a coach dismissal, the coach is automatically disqualified from coaching the team at any time during the team's next tournament game. A team fan or parent displaying unacceptable behavior will be sent off following the same procedures as those used for coaches. Unruly spectators may be asked to leave the tournament site by the Tournament Director or designee or the center referee.

Any player, coach or spectator sent off, dismissed or sent away from field must leave the field of play a minimum of 100 yards within 2 minutes. Any player or coach receiving a send off who plays in or coaches the next scheduled tournament game, will cause their team to automatically forfeit that game and the game shall be scored as if an abandonment has occurred.

Termination of a game by the referee due to the behavior of one team in a match will be treated as an abandonment and/or forfeiture by that team.

## **FIGHTING**

Any player, coach or spectator who is involved in a fight for any reason will be ejected from the

tournament. Any player, coach, or spectator, who enters the field during a fight will be ejected from the tournament regardless of the reason for entering the field. In the event more people are involved than can be clearly identified, the game will be terminated and the entire team or teams will be ejected from the tournament.

Any player who removes his or her jersey or does anything else so as not to be identified before, during, or after an altercation will be identified by whatever means possible. The player will be ejected from the tournament, and will cause their team to forfeit the game.

**ANY PLAYER, COACH, OR SPECTATOR WHO ASSAULTS A REFEREE EITHER PHYSICALLY OR VERBALLY WILL BE EXPELLED FROM THE TOURNAMENT AND LAW ENFORCEMENT WILL BE CALLED.**

#### ABANDONMENT

If abandonment occurs, the abandoning team will be viewed as forfeiting the game, with the Rules for Forfeiture being applied. Termination of game by the referee due to behavior of one team in a match will be treated as an abandonment and/or forfeiture by that team.

#### TIE BREAKERS

##### PRELIMINARY GAMES/ROUND ROBIN

1. Head to head competition
2. Goals Differential
3. Goals Against
4. Misconduct
5. Kicks from the mark.

Semi Final and Final games shall be a knockout competition. If, at the conclusion of regulation play, there is a tie, 2 teams shall then play the following:

- a. 2 full 5 minute halves of overtime,
- b. If still tied at the end of the overtime halves, the match will be decided by kicks from the mark, according to FIFA Laws of the game.

#### SAFETY

In the event of serious weather, the Tournament Site Director may suspend play. A siren will be blown to let all participants know to seek shelter. If games are suspended, all players, coaches and spectators must leave the fields. Play will be resumed when "ALL CLEAR/RESUME PLAY" is signaled (Siren) from the Tournament Site Director. Teams must return to the field after "ALL CLEAR/RESUME PLAY" is sounded for further instructions from the tournament officials.

#### INCLEMENT WEATHER (Updates will be at [gjsoccer.org](http://gjsoccer.org) in the lower left corner of the Home Page under "Latest News")

Teams will be expected to play their game at the scheduled time and location, regardless of weather, unless otherwise notified by the Tournament Site Director.

In the event of inclement weather, the Tournament Committee reserves the right to modify all tournament rules to safely and fairly end the tournament successfully. Coaches must be available to be contacted by the Tournament Staff.

Teams must not leave the site until their coach has spoken directly with the Tournament Site Director, if games are called or postponed due to inclement weather (please only have one representative per team that is up at the tournament table).

Keep in contact with the Tournament Director at your site. It is the responsibility of each team to make sure that you supply a cell phone and/or local phone/hotel number at check-in in the event we need to contact you for any reason.

Do not make assumptions about tournament play relative to weather or other delays. It is the coach's responsibility to check with the Tournament Site Director regarding any game status at all times.

Should the suspension of normal tournament play occur, regardless of the reason, the following tournament rules shall apply: A game result will be final upon completion of one half of play regardless of the circumstances of termination in preliminary rounds. For championship rounds the result may be final upon completion of one half of play, as determined by the Tournament Director, based on circumstances of game termination and resumption. The winner will be determined based on the score at the game's termination.

If one half of play has not concluded when a game is called by the referee for any reason, the Tournament Site Director or designee will determine with the center referee if, and in what minute, the game will resume during the first half, as well as the length of the second half of the said game. The score at resumption will be as it was when play stopped.

If a team is not ready to resume play within 10 minutes of the "ALL-CLEAR/RESUME PLAY" signal from the Tournament Site Director, the missing team will be determined to have forfeited the game with the tournament Rules for Abandonment being applied. Such time will be kept by the referee for that game. The Tournament Director will make the final decision on all disputes regarding the suspension, termination and resumption of play in the best interest of the 2014 GMIT and all participants.

**Inclement Weather:** The tournament committee reserves the right to cancel or reschedule games or the entire tournament due to inclement weather conditions. Refunds are not available.

Inclement Weather/Unplayable Field Conditions: in the event of inclement weather, the Tournament Rules Committee reserves the right to modify any Tournament rules in order to safely and fairly end the tournament successfully. Games may be shortened or eliminated in case of inclement weather or unplayable field conditions. Coaches are asked to be patient and remain flexible. Changing the format of the tournament is a major undertaking. In the event that Semi-Final or Final games are cancelled, the division winner will be determined in accordance with Tie Breaker Rules.

**Contingency Plan:** *Once games are caught up, regulation time goes back into effect.*

Plan A: Tournament start time will be set back the number of time slots required.

Plan B: Shorten all first round matches to: U9-U18, 15 minute halves.

Plan C: Plan B plus shorten all second round matches the same as Plan B.

Plan D: Plan C plus shorten all third round matches the same as plan C.

**NO Alcoholic Beverages, illegal drugs or glass containers allowed in Complexes.**

**NO Smoking at or near the tournament fields/concessions.**

**NO pets/animals will be allowed at the Complexes.**

**Please pick up trash at the end of your matches and deposit in the receptacles provided.**

**HAVE FUN AND GOOD LUCK!**