



Rules of Competition

Laws of the Game

All matches will be played in accordance with the Laws of the Game observed by the USYSA/ FIFA with adjustments below.

Eligibility

- The tournament is open to accepted USYSA teams composed of no more than 12 players for U9 and U10, 14 players for U11 and U12, and 18 players for U13 and older.
- There will be a maximum of three guest players allowed per team.
- A player may play on only one team in the tournament.

General Rules

- The Tournament Director/Committee and the Greater Cleveland Soccer Association shall not be responsible for any expenses incurred by any team or individual if the tournament is canceled in whole or in part for any reason.
- The Tournament Director/Committee reserves the right to decide on all matters pertaining to the tournament and their decision is final.
- The match clock will not be stopped because of injury to a player except at the discretion of the referee and if medical personnel remove the injured player from the field. Stoppage time may be added if, in the opinion of the referee, a team is delaying the match to their benefit. Matches that start late may be shortened as needed to ensure that the next match on that field may begin on time.
- **Pets, tobacco, artificial noisemakers, and alcoholic beverages are not allowed in the complex.**

Registration

Each team must register at the Wingate Inn between 6:00-9:00 pm on Friday, September 24 or, with the Tournament Director's approval, at the scoring tent at least one hour before the team's first scheduled match. Each team must submit the following at registration:

- A copy of the team roster listing each regularly rostered player and guest players and **with each player's jersey number.**
- A **laminated player card** from the team's state association, with picture and player signature, for each regularly rostered player and guest player.
- A properly signed **medical release form** for each regularly rostered player and guest player.
- Teams from outside the state of Tennessee must have "**Permission to Travel**" forms.
- Player cards, medical release forms and tournament-approved rosters must be in the possession of the Coach/Manager at all matches. Failure to abide by the above may cause dismissal of players or the entire team for the tournament.
- **Phone numbers to contact** the team will be left at registration for emergencies.

Weather

- No matches will be played if there is lightning in the area. There will be no exceptions.
- Only the Tournament Director/Committee may cancel a match due to weather.
- Matches will be considered complete if the first half of the match has been finished.
- If a match is cancelled due to weather, best efforts will be made to reschedule.
- The Tournament Director/Committee reserves the right to relocate, reschedule, cancel, or change the duration of any match.

Protest

No protest will be allowed.

Scoring, Tie Breakers, Overtime

Win = 6 points

Tie = 3 points

Loss = 0 points

Shutout = 1 point (in 0-0 ties, both teams earn 1 point for the shutout)

Goals Scored = 1 point for each goal scored (maximum of 3 points per game)

Tie Breaker (to determine preliminary winner and runner-up, if necessary)

1. Winner of head to head competition.
2. Fewest goals allowed.
3. Goal differential (maximum of 3 per game).
4. Fewest cards issued (Yellow = 1 point, Red = 2 points).
5. Penalty kicks.

Overtime (Semi-finals/Finals only)

Captains will meet for coin toss to determine which goal to defend. Teams will play up to 2, ten-minute "golden goal" periods to determine a winner. If there is no winner after the 2nd overtime period, the teams will go to penalty kicks as follows:

- Only the players on the field at the end of the 2nd OT period are eligible for PK's.
- All eligible players must gather in the center circle.
- Captains meet for coin toss to determine which team kicks first (winner decides).
- Referee will decide which goal is to be used.
- No player may kick a second time until all eligible teammates, including the keeper have kicked once.
- Each team will take 5 kicks alternately; the team scoring the most is declared the winner.
- If the score is tied after 5 kicks, taking of kicks continues until one team scores and the other does not.
- Any of the eligible players may serve as keeper and the keeper may be changed at any time with another eligible player.
- A sideline player may replace an injured keeper with the referee's approval.
- Other than the kicker and the 2 keepers, all eligible players shall remain in the center circle while the kicks are being taken.

Conduct

Coaches are responsible for the conduct of spectators, team staff and players of their team. The referees are instructed to issue a caution to the bench and stop play for unruly sideline behavior. A second caution issued for the same reason may terminate play. The Tournament Director/Committee will determine if the game is to be replayed, continued or forfeited by the offending team. No spectators will be allowed on the team's side of the field. Players ejected/red carded from the game are automatically banned from their team's next tournament game. Violations deemed of a serious nature (e.g. fighting or spitting) may require further disciplinary action such as banning from further tournament play.

Referees/Assistant Referees

Referees are authorized to take appropriate action to maintain proper control of matches. Abuse from players, coaches, or spectators will not be tolerated. Referees must report all yellow and red cards to the Field Marshal, put in the match report and must complete required state forms.

Match Duration

<u>Division</u>	<u>Ball size</u>	<u>Match length</u>	<u>Halftime</u>
U9/U10	4	2 x 25	5 minutes
U11/U12	4	2 x 30	5 minutes
U13/U14	5	2 x 35	5 minutes

Players Uniforms and Equipment

Players must wear a number on the back of their jerseys. Each player must have a different number. The goalkeeper will wear a shirt of a different color than his teammates, the referees and the opponents and does not require a number. The home team (team listed first) shall wear **dark jerseys** and the visiting team shall wear **light/white jerseys**. In the event that the referee decides the jerseys are the same or too similar in color, the home team will change colors.

Steel spikes are not allowed on shoes. All players' equipment, including cast or splints covered by padding, is subject to the referee's approval.

Substitutions

There is no limit to the number of substitutions during the match. However, substitutions can only be made immediately prior to a kickoff and, with the permission of the referee, at the following times:

- On throw-in by team in possession.
- At a goal kick by either team.
- In the event of an injury by either team.
- A cautioned player may be substituted. If the cautioned player is substituted, a player from the other team can be substituted also.
- An ejected/red-carded player may NOT be substituted. The team of the ejected player must play short for the remainder of the match.

Start of Play

Fields will have an assigned Field Marshal. Teams must check in with the Field Marshal at least 15 minutes prior to their scheduled kickoff time. Field Marshals will inspect player cards vs players and will hold the player cards for the duration of the match. The referee will perform the player inspection of equipment. At the end of the match, the Field Marshal will give the cards of ejected players to the Tournament Director/Committee and the remaining cards will be returned to the manager/coach upon the signing of the match card.

Forfeited Matches

A team will be allowed a 5-minute grace period from the scheduled kick-off time before the match will be awarded to the opponent. A team may begin play with a minimum of four players for U9 and U10, five players for U11 and U12, and seven players for U13 through U19. Addition of late players will take place at regular legal substitution stoppages after the Field Marshal has checked them in. The opposing team may play at full strength. A team that has forfeited a game may not be declare a bracket winner or otherwise advance to a final. In the event a team forfeits a match, the opponent will be awarded a 3-0 win.

Match Reports

Match reports will be handled by the referee and turned in to the Field Marshal at the conclusion of each match once signed by the referee and both coaches. Each coach will verify the match results as he or she initials the report.