

## **Glenwood Springs Invitational - February 5, 2007**

### Rules:

1. The rules of play shall be the Laws of the Game as published by FIFA and most currently modified by CSYSA and USYSA and with additional modifications stated below.
2. Any rule not addressed shall be decided upon by the Tournament Director(s).

### Games:

1. A minimum of three games per team.
2. If a tournament ball is not available, the home team must provide a match ball.
3. Play will be equal halves with a 5 minute halftime period for all games.
4. Boys & Girls U10 will consist of 2 x 20 minute halves with a #4 sized ball.
5. Boys & Girls U11 & U12 will consist of 2 x 25 minute halves with a #4 sized ball.
6. Boys & Girls U13 & U14 will consist of 2 x 25 minute halves with a #5 sized ball.
7. Kickoff will be at the time indicated on the tournament schedule with a 5 minute grace period. If a team is not ready to play or does not show, the match will be recorded as a forfeit. A team must have a minimum of 7 players (U11 – U14) in order to start or continue a match.

### Protests and Appeals:

1. No protests will be allowed. The referee's decision is final.

### Field of Play:

1. Teams shall occupy one side of the field, while the parents/spectators occupy the opposite side of the field.
2. During the process of any game, all members of a team and the team's coaching staff shall remain in their designated team area while not on the field of play and behind any drawn spectator line or at least 5 feet from the touchline.
3. All spectators shall remain at least 5 feet from touchlines or goal lines, unless drawn or erected spectator lines establish a different distance. No persons shall be allowed behind the goal areas.

### Game Structure:

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. Team standings will be based on the following point system.
  - a) 3 points for a win
  - b) 1 point for a tie
  - c) 0 points for a loss
  - d) a forfeit will be scored as a 1-0 game. The result will not be counted as goals for or against to determine tie breaker for advancement.
2. Tie breaker rules are as follows in the event of a tie on point totals.
  - a) Head to head (where applicable).
  - b) Fewest goals allowed
  - c) Goal differential
  - d) Most goals scored
  - e) Penalty kicks – to be taken 30 minutes prior to the scheduled start of the quarterfinal or semi-final game.
3. Quarterfinal, semi-final and final games shall be a knockout competition. If the score is tied at the end of regulation time, the teams will play 2 x 5 minute sudden victory (golden goal) overtime periods. If still tied, FIFA penalty kicks will be used to determine the winner.

### Playing Conditions:

1. Games may be cancelled or temporarily suspended when fields are in unplayable conditions due to inclement weather. In case of inclement weather or field conditions, games may – be shortened; go to FIFA penalty kicks; be cancelled. If the Tournament Director(s) rule that during the preliminary round penalty kicks will be taken due to inclement weather or field conditions, the following rain rule will apply:

- a) Each team will take a maximum of 5 penalty kicks.
  - b) At the end of 5 kicks the game will be scored as a 1-0 win for the team that has scored more penalty kicks, or a 0-0 tie if both teams are tied in penalty kicks at the end of 5 kicks.
  - c) In the overall standings, 2 points will be given for the win, 1 point for a tie and 0 points for a loss.
  - d) The 1-0 win in penalty kicks will not be counted for or against to determine the tie breaker for advancement.
  - e) If regular games have been played in the bracket and the Tournament Director(s) have determined that other games go to penalty kicks due to inclement weather or field conditions, the regular games score will revert back to a 1-0 win or a 0-0 tie.
2. The responsibility of game cancellation or temporary suspension will rest with the tournament committee. Final judgement will be that of the Tournament Director(s).
  3. Games shall be considered complete upon the completion of the first half of the game and the Field Referee, Head Referee or Tournament Director(s) have stopped play. The score at stoppage of play will be the final game score if play was not resumed as ordered by Tournament Rules.

#### Rules of Conduct:

1. All coaches have complete responsibility for the conduct of their players, bench, friends and spectators at all times.
2. If, in the opinion of game officials, a game must be terminated for misconduct of players, bench or spectators, the offending team can be suspended from further play and forfeit that game and all remaining games. In this event, all previous points earned remain as played.
3. A player given a red card in a game shall be expelled from that game, shall not be replaced in that game and shall not be permitted to play in the next game, as a minimum. The Tournament Director(s) may give a further suspension for violent conduct.
4. Cautions are cumulative and a player/coach will be required to sit out the next tournament game after receipt of the second caution. This includes quarterfinal, semi-final and final games. The Tournament Committee reserves the right to alter the game formats to enhance competition and improve the overall quality of the Tournament. Eight, twelve & sixteen team divisions will play as follows:
  - a) **FOUR & FIVE TEAM DIVISIONS** will consist of one group. Each team will play the other teams in the group. The champion will be determined by the highest points in the group. The second place team will be determined by the second highest points in the group.
  - a) **SIX TEAM DIVISIONS** will consist of two groups of three teams each. Each team will play the teams in the opposing group for a total of three preliminary round games. The winner of Group A will play the winner of Group B for the Championship.
  - b) **EIGHT TEAM DIVISIONS** will consist of two groups of four teams each. Each team will play the other teams in its group for a total of three preliminary round games. The winner of Group A will play the winner of Group B for the Championship.
  - c) **TEN TEAM DIVISIONS** will consist of one group of 4 teams and two groups of 3 teams. The group of 4 will play the other teams in its group for a total of three preliminary round games. The two groups of 3 will play across the brackets (group A, team 1 will play group B, teams 1, 2 & 3, etc) for a total of three preliminary round games. The winner of Group A will play the Wildcard (highest point total after winners of each bracket) in semi-final #1 and Group B will play the winner of Group C in semi-final #2. If the Wildcard team came from Group A, then the winner of Group A will play the winner of Group B and winner of Group C will play the Wildcard team. The semi-final winners will meet for the Championship.
  - d) **TWELVE TEAM DIVISIONS** will consist of 3 groups of four teams each. Each team will play the other teams in its group for a total of three preliminary round games. The winner of Group A will play the Wildcard (highest point total after winners of each bracket) in semi-final #1 and Group B will play the winner of Group C in semi-final #2. If the Wildcard team came from Group A, then the winner of Group A will play the winner of Group B and the winner of Group C will play the Wildcard team. The semi-final winners will meet for the Championship.
  - e) **SIXTEEN TEAM DIVISIONS** will consist of 4 groups of four teams each. Each team will play the other teams in its group for a total of three preliminary round games. The winner of Group A will play the winner of Group B in semi-final #1 and the winner of Group C will play the winner of Group C in semi-final #2. The semi-final winners will meet for the championship

5. Teams are responsible for removing trash from their area after each game.

#### Team and Player Certification:

1. A player may only play for one team during the tournament
2. Each team must have a tournament roster with a maximum of 18 players, to be presented by the coach or manager to the Field Referee. Approved player passes will be checked against the roster and be kept by the Field Referee/Field Marshal during the match. If a player does not present an approved player pass to the Field Referee/Field Marshal prior to the match, he/she will not participate in that match.
3. All passes are to be returned to the coach or manager of the teams at the conclusion of the game except for passes of the players or coaches ejected. It is the responsibility of the coach to retrieve the passes from the Field Referee/Field Marshal at the end of the match.
4. At the conclusion of the match, the Field Referee will complete the game card in detail. He will also forward to the Head Referee any passes of any red carded participants for the tournament records and any possible further action. He will also turn in an official supplemental game report if there are any unusual match circumstances to be reported.
5. Four guest players are allowed when the following rules and procedures are followed.
  - a) The Tournament Director may approve special circumstances.
  - b) Guest players must be a current member of the CSYSA.
  - c) Although Guest players do not need to be included on the roster, a guest player form must be completed including signature of team coach and a signature from an officer of the participation club. Player(s) may not guest for another team if their regular spring 2006 team is playing in the tournament.

#### Uniforms:

1. All jerseys for a team must be of similar color with the exception of the Goalkeeper whose jersey will be of different color than either teams playing jersey.
2. The team listed first on the official game schedule shall be designated as the home team and will be required to use an alternative jersey if necessary.
3. Player's numbers are required on jerseys.
4. Hair control devices with hard parts, earrings of any kind and jewelry of any sort are not permitted.
5. The following items are CONDITIONALLY permitted; religious medals or medical tags taped to the body, splints, casts, braces or other joint support devices that, in the referees opinion, are not dangerous or padded with pliable materials to eliminate danger. Final decision rests with the referee.
6. All players shall wear shin guards. Socks must cover them.
7. No undergarments may extend below the bottom of any player's uniform shorts at any time unless of the same color.
8. All players starting each half or entering the field, as substitutes shall have their jerseys fully tucked into their shorts.

#### Player Substitutions:

1. Players may be substituted with the consent of the Field Referee at the following times:
  - a) Prior to a throw-in, by your team
  - b) Prior to a goal kick, by either team
  - c) After a goal, by either team
  - d) At half time, by either team
  - e) After an injury stoppage of play, by either team
  - f) When the referee stops play to caution a player, only the cautioned player may be substituted, prior to the restart of play
  - g) No substitute is allowed for an ejected player
2. Referees will refrain from allowing any player with 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, with the approval of the referee, he/she will be allowed back into the game.

#### Awards:

Will be awarded to the Champion and the Finalist after the final match (1<sup>st</sup> & 2<sup>nd</sup> places).