



Indiana Invaders Fall Classic

September 9-11, 2011

TOURNAMENT RULES

Matches shall be played according to the latest edition of the Laws of the Game and Universal Guide for Referees published by FIFA. USYSA Rules Affecting Game Play shall apply unless amended below.

TOURNAMENT HEADQUARTERS

A Tournament Headquarters will be designated in a central location for any questions or issues throughout the event. Please contact the Tournament Director or Asst. Tournament Director for any rules inquiries.

TOURNAMENT REGISTRATION

All teams will be required to present their credentials and register their team on event Friday between 5pm and 9pm EDT at the Indiana Invaders Soccer Complex HQ. At this time, the following mandatory documentation must be provided: *(Only 2011/2012 seasonal paperwork will be accepted.)*

Player Passes

Valid USSF/Provincial player passes

These shall be given to the Referee prior to each game. Player passes of sent off players are to be turned in to the Tournament Headquarters following the match. The coach, following the completion of the team's next played game, may pick up player passes for sent off players. All passes must be laminated.

Medical Releases

A Medical Authorizations form for each player

These shall be retained by the team throughout the event and have available at the fields during games. The Medical Authorization provides parental approval to seek medical attention in the case the player's parents is not available at the event/game. **Your existing form will suffice**; if you do not have a form, one is available on our website. Any medical authorization form must be notarized

Waiver and Release of Liability

Waiver of Liability form must be signed by each coach and player (or parent/legal guardian, if under 18 years of age).

This document will be turned over to the tournament at Registration. The form is available on our website.

Tournament Roster

Tournament roster of players, including jersey numbers.

This document will be turned over to the tournament at Registration. The form is available on our website.

Official Team Roster

Copy of your league- approved team roster

This document will be turned over to the tournament at Registration.

Guest Player Approvals

Same documents as defined above for rostered players (player pass, medical release, signed waiver, Tournament roster) must be provided for all guest players, as well as any state association approvals required.

Three (3) guest players may be added to a team's roster when the team checks in for the tournament, but in no case shall the number of players on a team exceed roster limits stated below.

U9 – U10 6v6 12-player roster max offsides not enforced

U11 – U12 8v8 14-player roster max

U13 – U14 11v11 18-player roster max

Permission to Travel

All out-of-state association and foreign teams must provide appropriate approval paperwork.

This document will be turned over to the tournament at Registration. US Club teams are exempt.

TEAM CHECK-IN

All teams will be required to check-in at the field prior to game time and present player passes to the referees. Teams are required to be present at the site of each game at least 15 minutes before the scheduled game time. If sufficient players are not present at the scheduled game time, the game is awarded to the opponent. A minimum of 7 players constitutes a team (5 players for 6v6 games, 6 players for 8v8 games), and if minimum number of players is present, a game may not be delayed.

Forfeits:

Any team that is 10 minutes late before the scheduled start of the game, or 10 minutes after the conclusion of the prior game, whichever is later, will be required to forfeit that game.

The field marshal and/or site manager will make the official call regarding a Forfeit. A Forfeit will be recorded as a 4-0 score. The non-forfeiting team will be awarded a win and the forfeiting team will be awarded a loss. Before the forfeit will be recorded, the minimum number of players noted in the previous paragraph from the non-forfeiting team and their coach must be present on the field; otherwise both teams will receive a forfeit (loss). No team that has forfeited a game will be declared a group winner, nor will they be awarded any trophies.

AGE GROUP, GAME LENGTH, OVERTIME & BALL SIZE

<u>AGE GROUP</u>	<u>GAME LENGTH</u>	<u>OVERTIME PERIODS</u>	<u>BALL SIZE</u>
Under 9	Two 25 min.	none	#4
Under 10	Two 25 min.	none	#4
Under 11	Two 30 min.	none; finals: 5 min. Halves	#4
Under 12	Two 30 min.	none; finals: 5 min. Halves	#5
Under 13	Two 35 min.	none; finals: 5 min. Halves	#5
Under 14	Two 35 min.	none; finals: 5 min. Halves	#5

In preliminary play, games tied after regulation time shall remain a tie. Championship rounds that are tied after regulation play shall be decided by FIFA Kicks from the Penalty Mark, except for the finals where teams will play through two overtime periods as noted above. If the game is still tied after two overtime periods, FIFA Kicks from the Penalty Mark rules will apply in order to determine the winner. Only players who are on the field of play at the end of the second overtime period shall take part in the taking of the kicks.

GAME BALL, JERSEY, EQUIPMENT & SPECTATORS

Game balls shall be provided by the Tournament. If the ball provided is unsuitable or lost, the referee shall choose a ball from those available.

In the case of color conflict, the Home Team shall be required to change jerseys. The team listed first in the tournament program is the Home Team.

Shin guards are mandatory. Soft casts are permissible with the approval of the referee prior to the game. Hard casts are not acceptable unless they can be wrapped adequately with a soft material and approved by the referee.

Players and coaches from both teams shall locate on one side of the playing field, and Spectators shall congregate on the opposite side.

A player may only play for one team in the tournament.

PLAYER & COACH CONDUCT

Players may be cautioned and sent off according to the Laws of the Game as published by FIFA. A player, who has been sent off in one game (Red Card), shall not be allowed to participate in the next game played by his team, including the final games. Games determined by forfeit are not considered games played. A player who has been sent off for the second time in the tournament shall not be allowed to participate in the remainder of the tournament.

Coaches, assistants, managers, etc. may be verbally warned for conduct or actions detrimental to the game. If they persist they will be instructed to remove themselves from sight and sounds of the field of play (Red Card). Those removed from the field of play will not be allowed to attend or participate in the next game played. Those removed a second time will not be allowed to return for the remainder of the tournament. Lack of compliance

will result in the referee abandoning the game and reporting the incident to the Tournament Director as a final action.

SUBSTITUTIONS

Substitutions shall be unlimited. Substitutions shall be made from the halfway line, with the consent of the referee, at the following times:

- a) Prior to a throw-in in your favor.
- b) Prior to a goal kick, by either team.
- c) After a goal by either team.
- d) After an injury, by either team, when the referee stops play (one for one).
- e) Between halves.
- f) When play is stopped to administer a caution, the cautioned player(s) may be replaced. The opposing team may substitute a like number.

REPORTING SCORES

Scores will be reported by Score Card, filled out by Referee, verified by Coaches, and returned by Field Marshals to the Headquarters as soon as possible after completion of the game. Scores will be recorded and posted on scoreboards located near the HQ location at each site. Any discrepancies noted must be reviewed and verified by corresponding referees before changes will be made.

DIVISION PLAY AND STANDINGS

Teams in U11 divisions and above are guaranteed a minimum of three (3) games. Teams in U-9 and U10 divisions will participate in four (4) round robin games and will receive participation awards.

Depending on bracket size, semifinals and championship games will be played accordingly (only applies to U11 through U14 divisions):

- **Single 4-team bracket** – Top 2 teams after completion of round-robin games will compete in championship
- **Single 5-team bracket** – Champion determined by highest point total after completion of round-robin games
- **Two 3-team brackets** – Top team from each bracket will play final.
- **Two 4-team brackets** – Top team from each bracket will compete in championship
- **Three 3-team brackets** – Top team from each bracket, after completion of round-robin games will compete in second round-robin championship bracket; remaining teams will be ranked and play a consolation game

Division standings, leading to the championship round of play, shall be determined according to the following:

- a) Highest number of points accumulated with three points for a win, one point for a tie, and zero points for a loss or forfeit. A forfeit is recorded as a 3-0 win to the receiving team. **For any brackets containing foreign teams**, points will be

accumulated with three points for a win, one point for a tie, and zero points for a loss or forfeit.

- b) In event of a two-way tie in point standings, advancement to the championship round of play is determined by:
 - 1) Winner of head-to-head competition.
 - 2) Team with most wins.
 - 3) Highest number of net goals scored (goals for minus goals against, up to a maximum of four per game).
 - 4) Fewest number of goals against.
 - 5) Fewest number of “negative” points received (points assigned for cards received: 2 for each red, 1 for each yellow).
 - 6) FIFA Kicks from the Penalty Mark.
- c) In the event of a three-way tie in point standings, advancement to the championship round of play is determined by starting with b2) above and progress until a point of differentiation is identified:
 - 1) If the differentiation shows one of the teams better than the other two, that team is determined the bracket winner. The remaining two teams restart the whole process again at step b1) above to determine 2nd and 3rd.
 - 2) If the differentiation shows one of the teams worse than the other two, that team is determined to finish 3rd. The remaining two teams restart the whole process again at step b1) above to determine 1st and 2nd.
- d) In the event that full game cancellations occur and rescheduling is not possible, and the game cancellation creates a situation where teams within the same division are unable to play an equal number of qualifying games, the group winner will be determined on the basis of average points per game played, followed by the normal tie-breaking procedure, if necessary.

TEAM AWARDS

Participation awards will be given to all U9 and U10 participants. Team awards will be provided to all U11-U12 champions and finalists. U13-U14 and Open age groups: Individual awards for up to 20 players/coaches will be awarded for both 1st place and finalist teams.

PROTESTS

Judgment calls by the referees are final, and may **NOT** be contested. All other issues shall be decided by either the Site Manager or Tournament Director. The tournament official's decisions will be final.

WEATHER

If the first half has not been completed and the game is stopped, every effort will be made to complete the game, or play to completion of at least the first half and record the score as final.

Note: if necessary, game lengths may be shortened to accommodate scheduling requirements. It is the responsibility of each coach to check Tournament Headquarters for any reschedule information. However, in the event that first half completion or

rescheduling is not possible because of weather conditions, results will be decided as follows:

a) Team up by 2 goals or more shall be awarded a win.

b) Score difference of 1 or less will be scored as a tie.

Games called during the second half are considered complete and will be scored according to the score at the time the game is called.

CANCELLATION

The Indiana Invaders Fall Classic agrees to provide the guaranteed number of games or refund a percentage of the tournament application fee commensurate with the percentage of games not played. In the event of a complete cancellation of the tournament, the Indiana Invaders Fall Classic reserves the right to retain \$200 of the team registration fee. This does not apply if games must be reduced or cancelled due to weather.

RISK MANAGEMENT

We adhere to the IYSA Risk management policies. These can be found at the IYSA website (http://www.indianayouthsoccer.org/iys_administration/risk_management.aspx). IYSA registered teams will be required to present risk management cards for coaches, assistant coaches and team managers.

SITE RULES

No alcohol, smoking or pets are allowed on the premises during the tournament. Please leave these items at home.