

Jr. Irish Invitational Soccer Tournament
May 28 – 30, 2011
TOURNAMENT RULES (**Direct questions to Site Manager**)

1. PLAYER CERTIFICATION AND CHECK-IN:

Team check-in, player certification, roster checks, and the submission of a Tournament Roster with player numbers, will take place between 5:30 pm and 9:30 pm, Friday May 27, 2011, on the campus of Bethel College.

Each team must send a representative with a copy of the team's official state approved roster, the USSF player cards and the signed medical release forms. Up to three (3) guest players are permitted for each team U9 to U16 and up to 7 guest players for U17 to U19. The maximum team roster, including guests, is as follows: U9/10: 12 players; U11/12: 14 players (U12 playing 11 v11; 18 players); U13 - U16: 18 players; U17 - U19: 22 players, with a maximum of 18 players selected for each game. At registration, U17 - U19 teams that desire to register more than 18 players must designate which players will participate in each game, including playoff or championship games. If, due to an injury, a scheduled player on a U17 - U19 team is unable to play, a registered player from the team may be substituted before the commencement of the game. Each player must have a valid USSF player card. Each team registered outside of the State of Indiana must also deliver an original executed USSF consent to travel form. Tournament materials will be distributed at this time.

2. LAWS OF THE GAME:

All games will be played under international (FIFA) rules as modified by USSF and/or US Youth Soccer, with the exception as outlined below. No coaching is permitted on the sidelines. All coaches will remain within twenty (20) yards of the centerline. No coach or spectator is allowed behind the goal line during a game. The bench area is limited to players and three coaches and/or manager and/or trainer (one of whom must be designated as the head coach) per team. All coaches/managers/trainers must have passes with pictures.

3. COACHES MEETING:

There will be no coaches meeting. If any coach or team manager has a question, the Tournament Director will be available at check-in. Last minute scheduling changes and other information will be given out to the team representative when the team registers.

4. GAME FORMAT AND SCHEDULE:

Preliminary Round Games:

- **ALL U9 and U10 games will be 50 minutes / Size 4 ball**
- **ALL U11 and U12 games will be 60 minutes / Size 4 ball**
- **ALL U13 through U19 games will be 70 minutes / Size 5 ball**

Championship Games:

- **NO U9 and U10 games scheduled**
- **ALL U11 and U12 games will be 60 minutes / Size 4 ball**
- **ALL U13 and U14 games will be 70 minutes / Size 5 ball**
- **ALL U15 through U19 games will be 80 minutes / Size 5 ball**

A minimum of 5 U9/10 players, 6 U11/12 players (8 for U12 11 v11), and 8 players for all other age brackets for each team must be present before a game may be started. The center referee or the field marshall may shorten games in preliminary rounds. It is imperative that the schedule for the preliminary rounds of play be maintained. **DO YOUR PART – BE THERE ON TIME AND READY TO PLAY.** Either the referee or the

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field marshal before each game may check player cards and equipment. A referee may, however, recheck player cards and equipment even though the marshal has already checked them. If you are requested by a referee to submit to a second review of player cards and equipment, please cooperate. The referee has the final decision on a player's equipment.

Games may be shortened to maintain the integrity of the schedule in the preliminary rounds of play. There is limited time. The interval between halves will be no more than 5 minutes. There will be **NO OVERTIME for preliminary round games.**

Indiana Small Sided Rules:

As most of you are aware the state of Indiana instituted the small sided rules policy a few years back. These rules will impact some out of state teams who play in our tournament. Listed below are a few of the key differences from the regular full sided 11v11 rules you should be aware of. For further explanations you can access the Indiana Youth Soccer web site through the following website address:

<http://www.indianayouthsoccer.org/smallsidedgames.asp>

For the U9/U10 age groups only:

Off Sides: There are no offside

Referees: No assistant referees are required for these games due to the small field size and no offside calls

Standings: Scores of games may be kept and posted, but no standings may be kept

For the U9-U12 age groups:

Field Size: The IYS web site shows the recommended field sizes, which we try to adhere to

Roster size:

U9/10: Max roster size is 12, teams play 6v6 which include 5 field players and 1 goalkeeper

U11/12: Max roster size if 14, teams play 8v8 which include 7 field players and 1 Goalkeeper

Goal sizes: The IYS web site has recommended goal sizes, to which we try to adhere

Corner kicks: All ages will utilize full-length corner kicks

5. FORFEITS:

Teams are required to be present at the site of each game at least 15 minutes before the scheduled game time. 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 paragraph 4 from the non-forfeiting team and their coach must be present on the field; otherwise both teams will receive a forfeit (loss). Teams that forfeit a game/s may advance in the tournament.

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6. WEATHER POLICY – LIGHTNING/THUNDER:

Given scheduling constraints, tournament games will be played in inclement (rain: light/ moderate/ heavy) or fair weather. The **ONLY** exception is an electrical storm, in which case games will be delayed or canceled. If lightning is seen or thunder heard, the referees have been advised to stop the games. If i) no lightning or thunder is experienced for a period of thirty (30) minutes, and ii) there remains time to resume play and complete at least one-half of the game during the normally scheduled time for the games interrupted by lightning or thunder, the game will be restarted at the point at which it was stopped and end at the regularly scheduled ending time. The decision on when the game is scheduled to end will be determined by the head referee and communicated to each coach prior to resuming play. **THE DECISION TO RESTART WILL BE THAT OF THE REFEREE, SITE MANAGER AND FIELD MARSHALL.** The length of the game will, however, be shortened by the length of the stoppage for lightning/thunder. No game will be counted unless at least one-half of the game is played. The second half does not need to begin for the game to count. If at least one-half of a game has been played, the game will be recorded as a completed game and the results and the standings will be determined consistent with Rule 15. If a game has not reached half time and there is no time to restart the game due to scheduling or other conflicts, the game will be canceled and not replayed. Because of all of the fixed costs involved, no refunds will be made if the number of games is reduced due to severe weather.

7. REFEREE DELAY:

It is extremely important that the tournament schedule be maintained. Only one referee is required for U9/U10 games and such games cannot begin until the one referee is at the field. For all other games, three referees are scheduled for each game. We do not anticipate that there will be a shortage of referees.

8. TRAVEL CARDS:

No player may participate in the tournament without a valid USSF player card. Player cards must be delivered to the center referee and are to be returned at the end of the game except for players that are red-carded during play—the player’s card will be held. Coaches may redeem such player pass cards after the team has played the game for which the suspension has been served. Player cards may be redeemed from the site manager.

9. HOME TEAM:

Refer to the printed schedule to determine “home team” designation. The home team will wear light colored jerseys and light colored socks. The visiting team will wear a dark colored jersey and dark colored socks. In case of uniform conflict, the home team will be responsible for changing to a different color. Referees and field marshals will have final authority regarding uniform conflicts. Also, **THE HOME TEAM WILL PROVIDE THE GAME BALL.** Your cooperation is appreciated.

10. RED CARDS:

Any player receiving two (2) yellow cards in a single (same) game or a red card in any game will be suspended from the game in which the card(s) were received *and* for the next tournament game. Suspended players may sit on the sidelines with their teams during games from which the player is suspended unless otherwise ordered by either the referee, field marshal or Tournament Director. Any coach/manager/trainer/ parent **dismissed** from a game shall be ineligible to participate/attend in that team’s next game. At the discretion of the Tournament

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Director, the suspension of the coach/manager/trainer/parent could be increased and could result in more than a one game suspension/exclusion. The player/coach/manager/trainer/parent who is dismissed will be required to leave the vicinity of the field. If a player is given a red card and must leave the vicinity of the field, the player must be accompanied by a parent/manager/coach for the team. If a player/coach/manager/trainer/parent does not leave the vicinity of the field, the game may be stopped at the discretion of the referee and a forfeit will be assessed against the offending team.

11. YELLOW CARDS:

FIFA and US Youth Soccer Rules apply.

12. CORNER KICKS:

Full-length corner kicks will be used in all age/gender league play.

13. SUBSTITUTIONS:

Substitutions may be made only as follows and/or as permitted by the head referee:

- A. Before ANY goal kicks
- B. After a goal is scored
- C. Before a throw-in if your team has the ball, or if both teams are substituting
- D. Any time in case of injury (Here, the opposing team may substitute, one-for-one)

Free substitution is allowed for all age groups.

14. CHAMPIONSHIP ROUND GAMES:

The championship round will be played on Monday. **The game clock will be started and stopped at the discretion of the referee.** Not all age/gender leagues will have semi-finals. Semi-final games will end at regulation and be determined by a shoot-out if tied at the end of regulation. Championship games that are tied at the end of regulation will have two five (5) minute overtime periods. Both overtime periods will be played regardless of the score at the end of the first overtime period. If tied at the end of the overtime periods, the championship will be determined by a shoot-out.

15. STANDINGS:

The standings within each age/gender league will determine the teams to compete in the championship round. Scores will be reported on the Score Card, filled out by the referee and verified by Coaches' signature and returned by the Field Marshal to the Venue Headquarters Tent within 30 minutes of the completion of the game.

For each completed game (at least one-half for games interrupted by lightning/thunder – See Rule 6) or forfeited game, points will be awarded to each team as follows:

- A. Three (3) points for a Win;
- B. One (1) point for a Tie; and
- C. Zero (0) points for a Loss.

If all games in any division have been completed, the team or teams with the highest points earned shall advance to the championship.

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If any game in any division is cancelled due to weather, all points awarded to all teams in that division will be divided by the number of games completed by each team in the division. An Average Points per Game (APG) number will be determined based on the number of completed games. The team with the highest APG is the winner.

For example:

TEAM	GAMES				Total Points	÷ Number of Games Completed by Team	= APG
	1	2	3	4			
A	3	0	1	CANCEL	4	3	1.33
B	3	1	CANCEL	CANCEL	4	2	2.00
C	0	3	0	1	4	4	1.00
D	1	1	3	CANCEL	5	3	1.66

Team B would win the division with an APG of 2.00. No completed game is disregarded for the standings.

16. TIE-BREAKERS:

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

The team with the highest points (if all 4 games have been played by all teams in division) or APG calculated as set forth in Rule 15. A 4-0 score will be recorded for games where a single team forfeits – the “winner” 4, the forfeiting team 0.

In the event of a tie in the standings, advancement to the championship round of play is determined in the following order:

1. Winner of a head-to-head competition.
2. Team with most wins (if all 4 games in the division have been played by all teams in the division), or highest percentage of wins if all 4 games in division have not been played by all teams in division (example: 3 games completed by team with 2 wins nets a 67% win record [$2 \div 3 = 67\%$]).
3. Highest number of net goals scored (calculation = goals for minus goals against, up to a maximum of 4 per game) (if all 4 games in the division have been played by all teams in the division), or average net goals scored per game if all 4 games in division have not been played by all teams in division (example: 3 games completed by team, total goals scored by team is 8 [maximum of 4 per game], total goals scored by opponents is 2, leaving net goals scored of 6, for an average net goals scored per game of 2 [$6 \div 3 = 2$]).
4. Fewest number of goals against (if all 4 games in the division have been played by all teams in the division), or lowest average per game goals scored against if all 4 games in division have not been played by all teams in division (example: 3 games completed by team, total of 4 goals scored by all opponents in the 3 games, nets an average per game goals scored of 1.3 [$4 \div 3 = 1.3$]).
5. Coin flip.

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17. SHOOT-OUTS:

Any player eligible to participate in the game when time has expired will be eligible to participate in the shoot-out. Players need not be on the field at the end of the game to participate. If in the opinion of the referee a player is unable to shoot because of an injury, that player shall be exempted from participation in the shoot-out.

Each team must identify five (5) players to participate in the first round from among those eligible. Each team will be allowed five (5) shots in the first round. If, after the first round of the shoot-out a winner has not been determined, successive rounds of one (1) player each will be held until a winner is determined. The team having the highest score at the end of the shoot-out will be the winner.

18. PROTESTS:

JUDGMENT CALLS BY THE REFEREE WILL BE FINAL. All other issues shall be decided by either the Site Manager or Tournament Director.

19. CONDUCT:

There shall be no dissent between players/coaches and the referee. Questioning the referee is considered dissent. Coaches, please request that your fans to adhere this policy.

Note: No direct contact with the referees is permitted. Coaches, players, and spectators are not permitted at the referee's tent. Violators of this rule may be sanctioned by a one (1) point reduction in cumulative points for the determination of participation in the championship round. Violations in the championship round may be sanctioned with a game forfeiture.

20. CASTS, BODY PIERCING:

A player in a cast is permitted to play provided that it is adequately padded. Prior to any game, **all** jewelry must be removed, including new piercing.

21. TOURNAMENT CANCELLATION:

In the unlikely event the entire Tournament is cancelled, half of each team's registration fee will be refunded. This does not apply if games must be reduced or cancelled due to weather. This amount was determined recognizing the many fixed expenses that would be incurred prior to any decision to cancel the Tournament.