

2010 Grand Cities Soccer Tournament Rules and Procedures

Greater Grand Forks Soccer Club Tournament Directors
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1. Team Registration: Teams will be accepted on a first come, first serve basis. The **registration deadline is 01, May 2010. PLEASE NOTE: We cannot accept registrations postmarked later than 01, May 2010. No exceptions will be allowed.** Registration is not complete until the registration form and appropriate fees have been received by the GCST09 Committee.

2. Team Check In: Teams must check in at least two hours prior to the start of their first game. At the time of check in, all teams must submit:

- 1) a roster with player name, jersey number, and signatures of each player;
- 2) copies of birth certificates for EACH player;
- 3) current *U S Youth Soccer* or approved organization player passes, or appropriate National Association passes; and
- 4) appropriate travel authorization forms.

All teams must follow proper *U S Youth Soccer* travel procedures or, for foreign teams, FIFA travel procedures. Foreign teams are also required to provide written proof of permission to travel from their National Association, and written proof of insurance coverage for their players (sickness, accident, injury, etc.).

3. Rosters: U10 teams are limited to 12 players (play will be 6v6);
U11 and U12 teams are limited to 14 players (play will be 8v8);
U13 - U19 teams are limited to 18 players (play will be 11v11).

Teams may roster three guest players. Guest players are those who normally are not on the roster, meet the age/gender requirements, and have all appropriate playing cards, medical releases, birth certificates, etc. The roster may NOT be changed after team check in.

4. Rules: All tournament games will be played in accordance with the Laws of the Game as issued by FIFA, except where amended by the USYSA Rules of Play. U10 plays by the modified Rules recommended by the USYSA.

5. Home Team: The team listed first on the official schedule is the home team. The home team is responsible for using an alternate color jersey, if necessary.

6. Game Balls: Game balls, certified by FIFA, are provided by the home team.

7. Player Cards: All players must have current USYSA player passes or equivalent, and must present them prior to the beginning of each game. **NO PASS-NO PLAY.** A player may be listed on only one roster and play for only one team.

8. Game Length: Except in cases of inclement weather or other unforeseen scheduling problems, game lengths are as follows:

U17 - 19	two 45-minute halves
U15 & U16	two 40-minute halves
U13 & U14	two 35-minute halves
U11 & U12	two 30-minute halves
U10	two 25-minute halves

Overtime periods will be played for championship games only:

U17, U18, U19	two 15-minute periods
U13, U14, U15, U16	two 10-minute periods
U11, U12	two 5-minute periods

If a championship game is still tied when overtime expires, penalty kicks, taken in accordance with the FIFA Laws of the Game, will determine a winner.

9. Forfeits/Punctuality: All games will begin on time, with forfeits being declared for any team not present and ready to play within 10 minutes of the scheduled starting time. Teams must have the appropriate number of players

ready to field: minimum of 6 for U10 teams, 8 for U11 & U12 teams, and 11 for U13 – U19 teams. If a team is delayed for reasons beyond their control, they must call the Tournament Director. All reasonable efforts will be made to reschedule the game providing the opposing team agrees.

10. Protests: There will be no protest or appeals of any kind allowed in a match. The field decision of the referee is **FINAL** and will not be changed by any tournament official.

11. Red Cards: A player or coach who receives a red card during a match will be suspended for the remainder of the game and a minimum of one game following the infraction. Violence against another person and other serious offenses may result in a two game suspension or suspension from the tournament. Players and coaches receiving red cards must also report to headquarters following the game to determine their status.

12. Substitutions: U16 - U19 age groups: FIFA limited substitution rules will apply in divisions involving more than one foreign team. Only five substitutions shall be allowed in each game. After leaving the game, the substituted player shall not be allowed to re-enter. For the safety of players, due to the number of games played and/or for heat-related reasons, the tournament directors may alter this policy. If there are no foreign teams, or only one foreign team in a division, unlimited substitution rules as indicated for U10 - U15 age groups will apply. Unlimited substitutions with the permission of the referee are allowed:

- a. prior to your throw in, or either team's goal kick;
- b. after a goal by either team;
- c. at the referee's discretion during stoppage of play for an injury;
- d. a cautioned player may be substituted prior to restart of play.

13. Weather and Playing Conditions: Regardless of weather conditions, teams must appear on the field of play as scheduled, ready to play, unless otherwise notified by a member of the Tournament Committee. Referees may suspend a game temporarily but only the Tournament Directors may terminate or reschedule games due to bad weather. If a game is suspended, coaches are expected to keep their teams on site unless dismissed by the Tournament Directors. The game will be resumed, from the point at which it stopped, when possible. If weather does not permit restarting the game, the Tournament Directors may declare it complete if at least half of the game has been played. Weather or field conditions may make it impossible for all games to play as scheduled. The Tournament Directors will decide rescheduling or cancellation of games. Game length may be shortened or altered until back on schedule. Games maybe rescheduled or canceled.

14. Team Standings: During preliminary matches, match points will be awarded as follows:

- 6 points for a win
- 3 points for a tie
- 1 point for each goal scored up to a maximum of 3 points
- 1 point for a shutout (0:0 tie = 4 points per team)
- 1 point: for each red card (including coaches')
- *Forfeited game scores shall be recorded as 3-0
- *The maximum number of points per game is 10.

A point modifier will be used to equalize match points for teams that play more games than others in a bracket due to scheduling for an uneven number of teams.

A team that forfeits a game by not showing up will NOT advance to championship rounds.

15. Championships: Some divisions will not have championship games. In divisions where there is no championship game scheduled, the team with the most match points will be the champion. Second place will be awarded to the team with the next highest match points.

In divisions with championship games; advancement to semifinals and finals will be based on match points. Teams not advancing to championship games may play consolation games to ensure the 3 game guarantee.

If teams have an equal number of match points, the following tie-breakers will be applied in order:

- Winner of head to head competition if two teams are tied
- Least goals allowed (average goals/game) during preliminary round matches
- Average goal spread up to a maximum of 3 per match (goals scored less goals allowed)
- Shoot out if two teams are tied
- Coin toss or drawing if more than two teams are tied

16. Team Discipline: Coaches are responsible for the words and actions of themselves, their players, and spectators. Verbal abuse of the opponents or referees by players, coaches, or spectators will not be tolerated. Violations may result in forfeiture of the game and/or expulsion from the tournament. Coaches are expected to be models of good sportsmanship.

17. Other: The Greater Grand Forks Soccer Club, tournament officials, and NDYSA are not responsible for any expenses incurred by any team if the tournament is cancelled in whole or in part for any reason.

The Tournament Committee reserves the right to decide all matters pertaining to the tournament and its decisions are final.

Enter and participate at your own risk: the Greater Grand Forks Soccer Club (GGFSC), the North Dakota Youth Soccer Association (NDYSA), and any representatives thereof, are not responsible for accidents, acts of nature, or other events beyond control.

All games will be played on fields specified by the Tournament Committee.

Coaching will only be permitted within the technical area.

Only coaches and captains are permitted to discuss the game with the referee at half time or the end of the game.

Both teams will locate on the same side of the field and ALL FANS ON THE OPPOSITE SIDE.

For everyone's safety, pets are to be kept away from the areas of play at field locations.

Absolutely **NO** artificial noise makers (bells, whistles, horns, paddles, shaker cans, etc.) allowed at field locations.

No alcoholic beverages, drugs or other controlled substances allowed at any tournament sites.