

Idaho Falls Shootout – May 14 - 16, 2010

Rules and Tournament Information

CREDENTIALS PROCEDURES:

Each team in divisions U13 and older may consist of up to 22 players. Up to 18 players at a time may be dressed to play each game. Each team in U11 and U12 divisions may consist of up to 15 players. Up to 12 players at a time may be dressed to play each game. In all divisions, each player can play on only one team for the duration of the tournament. Each team must have its credentials verified prior to their first match. Credentials documents are: Five (5) copies of the official tournament roster, national or state affiliate team roster, laminated player passes, signed medical release forms, copy of official Proof-of-Age document (e.g., birth certificate) for USYSA registered teams, and travel papers (for USYSA teams outside of Idaho).

MEDICAL RELEASE FORMS:

Each player is required to have a signed medical release form. If at check-in, a player does not have the proper medical release form, the player card will be pulled and that player will not be allowed to play in the tournament.

TOURNAMENT INFORMATION:

To answer questions and provide last-minute information, a meeting for coaches will be held at 7:30 pm on Friday, May 14th at the Shilo Inn. All coaches are required to attend.

AWARDS:

Every player will receive a participation pin and tournament program. Each player from the winning team and each player from the second place team from each championship game will receive a medal. The first place team will receive the championship game ball. First and second place teams should report to the field headquarters at the Soccer Complex to be awarded their medals immediately following their championship game.

FIELDS:

All games will be played at the Idaho Falls Soccer Complex or Sunnyside Park. Teams will be on one side of the playing field and all spectators on the other side of the playing field. There will be signs designating team and spectator locations.

JERSEY COLOR CONFLICT:

If there is a conflict in jersey colors, it is the responsibility of the home team (team listed first in the schedule) to change to an alternate color.

GAME BALLS:

At least two game balls are to be supplied by the home team. Size 4 balls will be used for the U11 and U12 divisions. All other divisions will use a size 5 ball.

TOURNAMENT HEADQUARTERS:

Tournament officials will be at the Headquarters Trailer located between Fields 3 & 4 at the Soccer Complex to help with questions or issues that you may have.

MEDICAL ASSISTANCE:

Medical personnel will be available at the Soccer Complex. Signage on the team side of the fields will provide a cell phone number to contact the medical tent for emergencies. Trainers will be available at both venues.

TOURNAMENT RULES:

Approved tournament roster and player passes will be required at all games. Decisions by field officials are final. **NO PROTESTS WILL BE ACCEPTED.** The games will be played under FIFA "Laws of the Game" with the following exceptions:

SUBSTITUTION RULES:

Unlimited as follows:

1. Prior to a throw-in by the team in possession
2. Prior to a goal kick, either team's possession
3. After a goal is scored by either team
4. After an injury, if play is stopped by the referee (1 for 1)

DIVISION PLAY:

The number of entrants will determine bracket allocations. It may be necessary to combine age groups to make proper brackets. The tournament director will make final decisions concerning bracketing of age groups and any adjustments necessary to create fair play.

Game Lengths:

Teams must be ready to begin play at the scheduled time. All warm-ups will be off the field. All games must begin on time. A forfeit will be declared if a team cannot field a minimum of seven players at start time.

Qualifying, Semi-Final, and Consolation Games:

There will be no overtime. There will be no stoppage time. There will be five minutes between halves for all games. If a tie exists at the end of a semi-final game, FIFA "Kicks from the Penalty Mark" will be used to determine the winner.

- U-12 Two 25-minute halves with five minutes between halves
- U-14 Two 30-minute halves with five minutes between halves
- U-16 Two 35-minute halves with five minutes between halves
- U-18 Two 40-minute halves with five minutes between halves

Final Games:

Overtime will be played until the first goal is scored ("golden goal"), with the scoring team being the winner. If a tie exists (no goals are scored) after overtime play, FIFA "Kicks from the Penalty Mark" will be used to determine the winner.

Regulation time:

- U-12 Two 30-minute halves with five minutes between halves
- U-14 Two 35-minute halves with five minutes between halves
- U-16 Two 40-minute halves with five minutes between halves
- U-18 Two 45-minute halves with five minutes between halves

Overtime:

- Two 5-minute halves
- Two 10-minute halves
- Two 15-minute halves
- Two 15-minute halves

Point System:

The team with no ties and losses, including any game won by forfeit, will be the flight winner. In the event that no team wins all games or two teams win all games, the team with the highest total points will advance based on the following point system:

- WIN: 6 (SIX) points
- TIE: 3 (THREE) points (0-0 tie will be awarded 1 point for the shutout)
- LOSS: 0 (ZERO) points
- SHUTOUT: 1 (ONE) point
- GOALS: 1 (ONE) point will be awarded for each goal scored to a maximum of 3 (THREE) goals per game, regardless of whether the scoring team wins, loses, or ties.
- FORFEIT: 7 (SEVEN) or the average of points earned in games played, which ever is greater.

In the event of point ties, the first place team from each flight will be decided by applying the following rules in sequence until the tie is broken.

1. Winner of head to head competition, if played
2. Fewest goals against
3. Most goals scored, to a maximum of 3 (THREE) per game
4. FIFA "Kicks from the Penalty Mark" - If "Kicks from the Penalty Mark" is required, coaches are responsible to check at tournament main tent to receive the schedule and instructions.

RULES OF CONDUCT:

Coaches have responsibility for the conduct of players, bench, and spectators at all times. Spectators shall be on the opposite side of the field from the coaches and bench. If in the opinion of the officials, a game must be terminated for the misconduct of players, bench, or spectators, the offending team may be suspended from further play, forfeit that game, and all remaining games. All previously earned points will remain as played.

Any player receiving a red card is automatically suspended for the remainder of that game and shall not be permitted to play the next game. A red-carded player will have their player pass retained by the referee. The coach or player will be responsible for retrieving the player pass from the field headquarters.