

# Tournament Rules and Regulations

---

## Cedar Point Bowling Green Soccer Challenge Headquarters and Contact Information:

### Arnold Zirkes

Tournament Director

1101 Bourgogne Ave

Bowling Green, Ohio 43402

Phone: (419) 807-8381

Cell: (419) 806-6450

azirkes@bgsoccerchallenge.com

**This tournament is open to all properly registered players of all State Associations, US Club Soccer and USSF Affiliates.**

**ALL GAMES SHALL BE PLAYED ACCORDING TO THE RULES AND REGULATIONS ESTABLISHED BY FIFA LAWS OF THE GAME IN EFFECT JANUARY 1, 2008, AS MODIFIED FOR YOUTH PLAY BY USSF AND US YOUTH SOCCER WITH CERTAIN AMENDMENTS AS FOLLOWS.**

### 1. TEAM AND PLAYER ELIGIBILITY:

- A. Players must have been born on or after August 1<sup>st</sup> of the year of the division in which they are participating.
- B. The team must provide a roster (stamped by the League Registrar) from the league in which it regularly plays, and US Youth Soccer Association player passes at the tournament registration on Friday, May 1, 2009.
- C. No player shall be allowed to register with more than one team or switch to another team during the tournament.

### 2. GUEST PLAYERS:

- A. A maximum of three (3) guest players may be added to the official roster for a maximum roster size of 12, 14, or 18 players.
- B. Guest players and the team they are playing for must be from the same USSF affiliate (i.e. US Youth Soccer Association teams cannot have guest players from US Club Soccer).

### 3. TOURNAMENT GAME FORMAT AND MATCH SCHEDULES:

- A. All teams are guaranteed 3 games during the entire tournament.
- B. Game schedules will be provided following the registration deadline.
- C. Age brackets and team placement are done by the Tournament Committee based in the information provide upon registration to the tournament. The tournament will have an Upper Division for National League, Midwest Regional League, Premier League, State League and Division 1 league teams and a Lower Division for any team in a Division 2 or lower non state league. Please note that no team in the Lower Division will be placed in the Upper Division without the team's approval via e-mail prior to the tournament. Also if any Upper Division qualified team misrepresenting themselves as a Lower Division team, will forfeit all games if discovered after schedules are set.
- D. Playing format and roster sizes are as follows:
- E. Each player must provide a medical release signed by their parent or guardian.

Age Group	Playing Format	Maximum Roster Size
U-9, U-10	6 v 6	12
U-11, U-12	8 v 8	14
U-13, U-14, U-15	11 v 11	18
U-16, U-17, U-18	11 v 11	22* (18/game)

**4. CHECK IN OF TOURNAMENT:**

Check in will be on Friday, May 1, 2009 at a time and location to be determined

Each team must provide:

- a. Two (2) copies of the official Team Roster.
- b. Official photo cards for all players and coaches.
- c. Notarized medical release for each player.
- d. Travel permit if from outside of Ohio North.
- e. Weekend contact sheet including hotel information if from out of town.

The team must furnish its roster (stamped by the League Registrar) from the league in which it regularly plays and US Youth Soccer Association player passes. The roster must be filled in with the player's name and jersey number. At check in you will receive an official tournament roster to be present at all games.

**5. GAME CHECK IN:**

- A. Thirty minutes prior to match time, the approved tournament roster and player passes must be submitted to the Field Marshal or the Referee who will check the roster and passes.

**6. GAME RULES:**

- A. FIFA Laws of the game apply.

**7. PRELIMINARY MATCH LENGTH AND BALL SIZES:**

Age Group	Duration	Ball Size
U-9, U-10	Preliminary: 12 minute quarters U-10 Finals: 15 minute quarters	4
U-11, U-12	Preliminary: 25 minute halves Finals: 30 minute halves	4
U-13, U-14	Preliminary: 30 minute halves Finals: 35 minute halves	5
U-15, U-16 U-17, U18	Preliminary: 35 minute halves Finals: 40 minute halves	5

- A. Ties in preliminary matches will stand.
- B. Winners must be determined in all final matches. If a tie exists in a final match, the teams will play two (2) five minute overtime halves. If a tie exists after the overtime periods, a penalty kick elimination will be held (per FIFA rules).

NOTE: The game clock will not be stopped because of injury to any player unless, at the discretion of the Referee, medical personnel must remove the injured player from the field. Due to the time allowed for the completion of all games, the clock must run continuously. Not more than ten minutes will be added to the clock.

**8. MINIMUM NUMBER OF PLAYERS:**

- A. To constitute a game, each team (U-13 through U-18) must have a minimum of seven (7) registered players on the field (one of whom is the goalie) at all times. Each team (U-9, U-10, U-11 and U-12) must have a minimum of five (5) players on the field (one of whom is the goalie) at all times.

9. **GAME BALL:**

- A. Game ball will be round and made of leather or another FIFA approved material.
- B. The home team will provide a game ball.
- C. The Referee will make the final decision as to which ball to use.

10. **UNIFORMS:**

- A. The first team listed on the schedule is designated the HOME TEAM.
- B. In the case of uniform conflict, the Home Team will be responsible for changing to a different color. Each team must bring two jerseys of contrasting colors.
- C. No two uniforms on the same team may have the same number.
- D. Uniform number must match numbers indicated on the tournament roster.
- E. Players are to wear shin guards with socks pulled up over.
- F. Players' shirts are to be tucked into shorts.
- G. No sweat pants or warm ups are to be worn under soccer shorts during game play.
- H. If a player has a cast, the cast must be covered in a protective wrap for play and approved by the Referee of that game.
- I. There will be no jersey sharing permitted.

11. **SUBSTITUTIONS:**

A. **Substitutions may be made as follows:**

- a. A team may substitute on their own team's throw-ins.
- b. Either team may substitute after a goal, period end, or half-time.
- c. Either team may substitute on a goal kick.
- d. Either team may substitute when the game is stopped for injury. Substitution will be one player for one player.
- e. Substituted players may return to the game.

- B. Players issued a yellow card **MUST** be substituted by another player.

12. **SPECTATORS & COACHES / MANAGERS:**

- A. Spectators are allowed **ONLY** on one side of the field. During play, both teams will be benched on the same side of the field, split at the halfway line, opposite the spectators. **Only three coaches, on the team's roster**, are allowed with the team. Coaches must stay in the marked areas.

13. **CONDUCT:**

- A. Players, coaches, and spectators are expected to conduct themselves in the spirit of the law as well as the letter of the law.
- B. Any player ejected from a game will be ineligible to participate in, at least, the next scheduled game. The Tournament Committee reserves the right to take additional disciplinary actions if necessary.
- C. A Referee, Field Marshal or a Tournament Official can remove any coach or fan that is disturbing a match being played. **If Coaches or fans refuse to leave, the game will be forfeited.**
- D. If a player receives a red card during the tournament, that player must sit out for their next scheduled game. A player may have to appear before the Tournament Committee to be reinstated. Receipt of a second offense may result ineligibility to finish the tournament.
- E. The Tournament Committee reserves the right to contact the player's own state association if the disciplinary action requires it
- F. Follow all Bowling Green State University and City of Bowling Green Park rules while at the different sites.

14. **FORFEITS:**

- A. Failure to complete a match, or a team leaving the field during play, will result in forfeiture.

- B. Teams not having the minimum required players (see Rule #8) will result in a team forfeit.
- C. Failure of a team to show up by game time will result in a forfeit.
- D. No team that has forfeited a game will be declared a group winner.
- E. The team winning by forfeit will be awarded the average number of goals they score in their other games, rounded down to the nearest integer. The forfeiting team's score will be zero. This score will be the official score in case goal differential is necessary.
- F. Tournament officials reserve the right to decide all matters concerning a forfeit.

15. **BLOOD RULE:**

- A. Any player who is bleeding and/or has blood on any part of the uniform will be sent off the field by the referee. A substitution can be made. The player sent off may return once the bleeding is stopped and/or bandaged. The affected uniform must be changed or cleaned before player re-enters the game.

16. **TOURNAMENT STANDINGS:**

- A. Division standings or play-off positions will be determined as follows for U-10 through U-18 ages (U-9 teams receive only participation awards and scores are not recorded):
  - a. Most points: Three (3) for a win, one (1) for a tie, zero (0) for a loss.
  - b. Winner of the match between the tied teams (not applicable if the tie involves more than two teams).
  - c. Greater goal differential (four goals maximum per game, -4 minimum).
  - d. Fewest goals against.
  - e. Most goals scored (maximum of four per game).
  - f. Coin toss or penalty kick elimination (as determined by the Tournament Committee).

17. **REFEREES:**

- A. All Referees must have current certification through the Federation and be able to produce a registration card, if asked.
- B. Referees will wear the standard uniform and all three-man referee teams must match. Primary shirt color is yellow for all Referees.
- C. Game cards must be marked with any disciplinary actions that took place during the game or any cancellation of play.

18. **FIELD MARSHAL:**

- A. A Field Marshal will be used to help facilitate a timely schedule of games.
- B. The Field Marshal will have a radio communication base to the tent in the case of an injury or if medical attention is needed.
- C. The Field Marshal will assist the referees with pre-game team check-ins and with reporting scores.

19. **MATCH AND SCORE REPORTING:**

- A. All Referees will be handed an official game card before their scheduled match by the Field Marshals.
- B. All Referees will be responsible for final scores and ensuring that game situations are clearly marked on the cards.
- C. Both coaches must sign the game card before the referee returns the game card to either the main tent or to the Field Marshal.
- D. The tournament will have an official Score Keeper who will track the standings of all the teams.

20. **INCLEMENT WEATHER:**

- A. In the event that play cannot be started or is stopped for some reason, such as severe weather, teams will take cover, but will remain at the game site and proceed as follows:
  - a. If time allows, resume play and play to completion.
  - b. If the first half was completed, the match will be called complete and the score at the end of play will be final.
  - c. If the first half cannot be completed, the match will be a "4-4" tie and each team will be awarded one (1) point.

B. Tournament Committee will coordinate stoppage of play. The Tournament Committee reserves the right to make whatever adjustments may be necessary in game length to proceed with the schedule following delay(s) due to inclement weather, including cancellation of games if necessary.

**21. PROTEST AND APPEALS:**

- A. All decisions from the referees are final. There will be no protest referring to a referee judgment call.
- B. Only challenges as to the legality or eligibility of players/teams and or coaches are permitted as outlined in above sections. No other appeals will be accepted or heard.
- C. The decision of the Tournament Committee is final.

**22. TOURNAMENT/DIVISION CANCELLATION-REFUND POLICY:**

- A. If the tournament or a division is cancelled, each team affected may receive a refund of the registration fee.
- B. There will be no refunds for teams that drop out of the tournament after the tournament registration deadline.
- C. No refund will be made in the event of cancellation or shortening of any matches due to inclement weather or other conditions beyond the control of the Tournament Committee.
- D. We reserve the right to combine age groups and divisions (with approval of teams) if necessary.