

Tournament Rules and Regulations

(Revised May 28, 2010)

Bowling Green Soccer Challenge Headquarters and Contact Information:

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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 1st 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, August 26, 2011
- C. Players may register to play on multiple teams, either as a guest player or a player officially rostered, as long as all the teams are playing in different age brackets and/or divisions.

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, 18 or 22 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 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:

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, August 26, 2011 at a location TBD from 6-9 pm.

Each team must provide:

- a. Two (2) copies of the official Team Roster.
- b. Official photo cards encased in plastic for all players and coaches. Note: U-8 and recreational teams are not required to have player passes. However, all players on U-8 and recreation teams must have proof of their registration with their US Youth Soccer Association or other affiliated member of USSF by having either a player pass or player registration form, (a.k.a. membership form), signed by a parent or guardian.
- c. Medical release for each player signed by parent or legal guardian. (This will be given back to you)
- d. Travel permit if from outside of Ohio North.
- e. Guest Player form from their home state association if from outside of Ohio North. Note: Ohio North teams ONLY need to download and complete the Bowling Green Soccer Challenge Guest Player form. No state registration of players is necessary.
- f. 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.

Teams unable to check in Friday evening, MUST make arrangements with the Tournament Director at least 1 week in advance.

5. GAME CHECK IN:

- A. Thirty minutes prior to match time, the approved tournament roster, roster card 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: 25 minute halves U-10 Finals: 30 minute halves	4
U-11, U-12	Preliminary: 25 minute halves Finals: 30 minute halves	4
U-13, U-14/15	Preliminary: 30 minute halves Finals: 35 minute halves	5
U-15, U-16 U-17, U18/19	Preliminary: 35 minute halves Finals: 40 minute halves	5

- A. Ties in preliminary matches will stand.
- B. Winners must be determined in all quarter, semi and 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.

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. 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.
- H. There will be no jersey sharing permitted.

11. **SUBSTITUTIONS:**

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

- 1. Prior to a throw-in in your favor.
 - 2. Prior to a goal kick, by either team.
 - 3. Prior to a throw-in by either team as long as the team with the ball is substituting at the same time.
 - 4. After a goal, by either team.
 - 5. After an injury, by either team, and only when the referee stops the play.
 - 6. At half time.
- 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

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. Responsible for seeing that game cards be filled out completely, score verified with the team coaches and 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.
- D. The Field Marshall will inspect the field to be sure that it is free from objects or conditions that may cause injury.

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 verifying the final scores with the coaches and ensuring that game situations are clearly marked on the cards.
- C. At the conclusion of all matches, a member of the coaching staff of each team should initial or sign the game card in order to confirm the accuracy of the information on the game card, including the final score of the match 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:

Protests must be presented in writing to the tournament site headquarters within 30 minutes of completion of the game and must be accompanied by a fee of \$100 in cash. Referee judgments will NOT be a basis for protest. Coaches wishing to file a protest shall notify the referee of this intention as soon as possible, but not later than 5 minutes after the conclusion of the game in question. The Protest Committees decision 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.

23. General Rules:

- A. No air horns are permitted. The tournament committee will be using air horns in cases of emergency, i.e. lightning, tornado, etc.
- B. No pets of any kind or size are permitted at the field complexes. This includes but is not limited to: Dogs, (big and small), Cats, Parakeets, Goldfish, Monkeys, etc. Pets are too unpredictable around large crowds, especially small children and we decline to accept responsibility for the actions of your pets.

Anyone with a pet will be instructed to remove the pet from the field complexes – No Exceptions.
- C. Alcoholic beverages are not permitted at any tournament match venue.
- D. Players, coaches and referees are not permitted to use any form of tobacco in the vicinity of any match field.
- E. The tournament may take additional action against teams, players and coaches for serious acts of misconduct by their players, coaches and/or team supporters. This action may include removal of the team from the remainder of the tournament.
- F. Reports of Disciplinary Action. For all USSF teams, all reports of any disciplinary action will be sent to the team State Association or National Association that registered the team.
- G. For CONCACF teams, all reports of disciplinary action will be sent to USSF and to the Provincial or National Association that registered the team.

24. Special U9 & U10 Rules for tournament

- A. Goalie Punts and Drop Kicks: Any goalie punt that crosses the center line on a fly will result in an indirect kick from the spot where the ball crossed the center line. This includes a goalie's drop kick.
- B. Goalie Changes: For U-9 and U-10 – Goalie changes every half, total of two different goalies.
- C. Off-side: NONE