

# 2010 Grand Mesa Invitational Tournament

## Rules of Play:

1. The rules of play shall be the LAWS OF THE GAME as published by FIFA and most currently modified by USYSA and CYS and with additional modifications stated herein.
2. Any rule not addressed shall be decided upon by the Tournament Director or designated person for the good of the game.

### NUMBER OF GAMES:

1. Three game minimum per team.

### PROTEST AND APPEALS:

1. There are no protests or appeals.

### BALL:

1. Each team must have a game ball for each game subject to Field Referee approval as follows:
  - #5 ball for age brackets U-13 through U-18.
  - #4 ball for age brackets U- 9 through U-12.

### FIELD OF PLAY:

1. Spectators will be placed on one side of the field and the coaches and teams will occupy the other side of the field.
2. During the progress of any game, all substitutes for a team and the team's coaching support staff shall remain in their designated team area while not on the field of play and behind any drawn spectator line or at least 5 feet from the touch line, with the specific exceptions of a referee requesting the presence of staff on the field to assist an injured player of their team.
3. All spectators shall remain at least 5 feet from touchlines or goal lines, unless drawn or erected spectator lines establish a distance different. No person shall be permitted behind the goal areas unless seated in bleachers.

### STRUCTURE OF GAMES:

1. Teams will be divided into flights by age and gender. Since not all divisions will have the same number of teams, advancement procedures will vary. Please consult the game schedule for your division.  
Team standings will be based on the following point system:
  - 6 points for a win
  - 3 points for a tie
  - 0 points for a loss
  - 1 point for each goal scored, to a maximum of three (3) goals
  - 1 point for a shut-out (does not apply to a 0-0 tie)
  - 1 point for each red card or send off issued
  - Forfeit – Games that are forfeited will be counted as a 1-0 win.
2. In the event that two or more teams in a flight or grouping are equal in total points at the end of the preliminary rounds, the team that will advance shall be determined IN DESCENDING ORDER of applicability by:
  - a. Head to head (if played head to head)
  - b. Goals against
  - c. Goals for less goals against
  - d. Goals for
  - e. Taking of kicks from the penalty mark.
3. Semi-final and Final games shall be a knockout competition. If the score is tied at the end of regulation time, the teams will play 2x5 minutes of overtime, the first team that scores in overtime will be declared the winner (Golden Goal). If tied at the end of overtime, winner shall be determined by taking of kicks from the penalty mark. (The players taking the kick must be on the field at the end of the overtime period.)

### PLAYING CONDITIONS:

1. Games may be canceled or temporarily suspended when fields are in unplayable condition due to rain, low-air temperature, frost, excessively high winds or lightning.
2. The responsibility of game cancellation or temporary suspension will rest with the tournament committee (Referees may suspend and/or terminate games due to lightning). Final judgment will be that of the Tournament Director.
3. Games shall be considered completed upon the completion of the first half of the game and the Field Referee, Head Referee or Tournament Director has stopped play. The score at stoppage of play will be the final game score if play was not resumed as ordered by Tournament Rules.

### UNIFORMS:

1. All jerseys for a team must be of similar color with the exception of the goalkeeper whose jersey will be of different color than either teams playing jersey or the other goalkeeper's jersey.
2. The team listed first on the official game schedule shall be designated as the home team. The home team shall wear dark jerseys and the visiting team shall wear light colored jerseys. Either team's goalkeeper shall change jerseys as the referee directs regardless of home/visitor status.
3. Player's numbers are required on jerseys.
4. Hair control devices with hard parts, earrings of any kind and jewelry of any sort are not permitted.
5. The following items are **CONDITIONALLY** permitted: Religious medals or medical tags taped to the body, splints, casts, braces or other joint support devices that, in the referee's opinion, are not dangerous. Final decision rests with the referee.
6. All players shall wear shin-guards. Socks must cover shin-guards.
7. No undergarments may extend below shorts at any time unless of the same color.
8. All players shall have their jerseys fully tucked into their shorts.

### TEAM AND PLAYER CERTIFICATION:

1. A player may play for only one team during the tournament.
2. All 2010 GMIT, U9-U10 teams will play an 8v8 format.
3. All 2010 GMIT, U11-U18 teams will play an 11v11 format.
4. No players may be added to any roster once a team has started its first game.
5. Each team must have a tournament roster (maximum 18 for U11-U18 and 14 for U8-U9) to be presented by the coach or manager to the Referee. Approved player passes (U9-U18) will be checked against the roster. U9-U10 Teams will need a Club certified Roster that includes players name, birth date and jersey number. If a player does not present an approved player pass (U9-U18) to the Field Marshall or Referee prior to any match, he/she will not participate in that match.
6. Players will be checked in prior to each game.
7. **Reporting of Game Scores:** At the conclusion of the match, the Referee will complete the game card in detail and turn into the main tent.
8. Five (5) guest players are allowed when the following rules and procedures are followed:
  - a. The Tournament Director may approve special circumstances.
  - b. Guest players must be a current member of USYS, or US Club Soccer.
  - c. Although Guest Players do not need to be included on the roster, a "Guest Player Form" must be completed, including signature of team coach and a signature from an officer of the participating club.
  - d. Max roster including guest players cannot exceed (18) for U11 and above, (14) for U9-U10**

### GAME LENGTH AND SCHEDULE:

1. Kickoff will be at the time shown on the tournament schedule with a ten (10) minute grace period allowed. If a team is not ready to play per the schedule, the match is a forfeit. A team must have 5 players for U-9 & U-10 and 7 players for U-11 and up, in order to start or continue a game.
2. Age groups will play equal halves defined in the chart below with a 5-minute half-time period for all games including preliminary, semi-final and final games. Overtime periods for Final and Semi-Final games only are to be 2x5 minute halves.

AGE DIVISIONS	GAME DURATION
Girls and Boys U-9 through U-12	2x25 minute halves
Girls and Boys U-13 through U-18	2x30 minute halves

### **PLAYER SUBSTITUTIONS:**

1. With the referee's permission, a team may substitute or re-substitute any number of players at any stoppage in play.
2. No substitute is allowed for an ejected player
3. Referees will refrain from allowing any player with an open, bleeding wound to continue play. The player will be escorted from the field and have the affected wound attended to. After the wound is dressed appropriately and with the approval of the Referee, he/she will be allowed back into the game.

### **TEAM DISCIPLINE:**

1. An ejected player/dismissed coach is ineligible for participation for the remainder of the game and in the following tournament game (Tournament Director may add additional games if warranted).
2. A coach is responsible for the actions of his team supporters. Abuse from spectators or coaches will not be tolerated. Violations can result in forfeiture of the game and/or expulsion from further tournament play.
3. Any coach, manager or team non-medical official who has been dismissed must remove him/herself no less than 100 yards from the playing field within five minutes of notice of dismissal or the match will be forfeited to the opposing team.
4. Any coach that withdraws his team from the playing field during a match will be reported and his team will forfeit the match.
5. The use and/or consumption of any alcoholic beverages at any youth soccer match are expressly prohibited. Any player or team official who violates this prohibition shall be subject to disciplinary action and/or suspension. Such violations will be reported to CYS Disciplinary Committee.
6. Any player or coach who is ineligible for a game is also ineligible for kicks from the penalty mark. Kicks from the penalty mark do not count toward player/coach game sit-outs.

### **INCLEMENT WEATHER OR UNEXPECTED TERMINATION OF PLAY**

Matches will be played in all weather conditions, unless the Center Referee or Tournament Director determines the conditions are dangerous and/or life threatening as per FIFA/USYS/CYS regulations or may cause severe damage to the fields. The Tournament Committee will do everything in its control to make sure all matches are played, but if it is out of its control, the standings at that time will be final. No refunds will be given! If a team forfeits or is suspended by a referee, the other teams scheduled to play in that team's remaining matches have no right to a refund.

### **Contingency Plan:**

Plan A: Tournament start time will be set back the number of time slots required.

Plan B: Shorten all first round matches to: U9-U18, 15 minute halves.

Plan C: Plan B plus shorten all second round matches the same as Plan B.

Plan D: Plan C plus shorten all third round matches the same as plan C.

Plan E: If the event the fields become totally unplayable or the weather becomes a safety risk, it may be necessary to decide some matches with FIFA penalty kicks or cancel the tournament play and send the teams home.

Tournament placement will be determined by standings at time of tournament stoppage.

**NO Alcoholic Beverages, illegal drugs or glass containers allowed in Complexes.**

**NO Smoking at or near the tournament fields/concessions.**

**NO pets/animals will be allowed at the Complexes.**

**Please pick up trash at the end of your matches and deposit in the receptacles provided.**

**HAVE FUN AND GOOD LUCK!**

