



TOURNAMENT RULES

V1.7 (Revised 27-Jan-2010)

Coaches

Please review all tournament rules, particularly those applying to tournament procedures and play on the field.

Managers

Please review tournament procedures. It is important that you are aware of the requirements of pre-tournament check-in and pre-match check-in procedures. Additionally, there are important requirements regarding medical releases and team credentials.

Point of Contact

For all tournament matters, contact the Tournament Director at BHI@ScottsdaleSoccer.com

It is the team's responsibility to ensure appropriate phone numbers (preferably cell phones) and email addresses are entered into the team's tournament application. The Tournament Committee will utilize the tournament website (www.BHawksInvite.com), email, and sometimes telephone to communicate with teams in the event of changes to the schedule

Registration

All local teams must register at the Mandatory Registration meeting on Wednesday, February 24, 2010 from 5:00 to 9:00 PM. Out-of-Area teams must register on Friday, February 26, 2010 from 7:00 PM – 9:00 PM. Registration site will be published to Tournament Website as the Tournament date is approached.

Tournament Rules

1. Player Eligibility:

- a. Only players who are officially registered or loaned to a team may play in the Tournament.
- b. All participating players, regardless of the number of games to be played, must be listed on the official team roster prior to the start of the first game of the tournament.
- c. Official team rosters must be verified and approved by the Tournament Committee at the pre-tournament check-in prior to the start of the tournament.
- d. Without exception, players will not be allowed to play in a younger age bracket.

2. Pre-Tournament Check-In:

- a. All teams must provide player/coach credentials at the Pre-Tournament Check-In prior to the start of the tournament.
- b. Roster Sizes: U9 – U11: maximum of fourteen (14) players; U12 – U15: maximum of eighteen (18) players; U16-U19: maximum of twenty-two (22) players.
- c. Each team must send a representative to the check-in. For local teams, this check-in will be held a few days before the tournament weekend. For out-of-area teams, a check-in will be scheduled for the Friday evening of the Tournament weekend. See website for details.
- d. Documentation Required:
 - i. For Non-USYSA/AYSA teams, a copy of a birth certificate for each player. Birth certificates in foreign languages must be accompanied by an English translation.
 - ii. Copy of a signed medical release (notary is required) for each player.
 - iii. Laminated USYSA Player ID Cards with photograph. Recreational level teams providing a certified roster signed by their club registrar are exempt from this requirement. Approval by the Tournament Committee must be made prior to check-in.

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- iv. Teams must update roster in GotSoccer account or provide a written copy of the team's roster. For each player, the roster must include: first and last legal name as shown on the birth certificate, birth date, and jersey number.
- v. Loan forms, properly signed by the required parties, must be submitted for each loan or guest player, as required by the teams sanctioning organization.
- vi. Travel documents for out-of-state teams as required by their governing association. Typically, only US Club Soccer teams are exempt from this requirement. Teams are encouraged to fax travel documents prior to arriving.
- vii. During the check-in process, the Tournament Committee will inspect all documentation, specifically comparing birthdates and names between documents. After completion of check-in, player passes will be bound (via zip tie) for the duration of the tournament. If, during the course of the tournament, a team's player passes are found to be unbound, the team may be required to repeat the check-in process before the next match.
- viii. No players will be allowed to play without the above documentation.

3. Guest Players:

A maximum of five (5) loan players will be allowed for an 18 or 22 player roster or three (3) loan players allowed for a 14 Player roster. No dual roster players.

4. Pre-Match Check-In:

- a. Teams must present themselves to site headquarters for purposes of checking in a minimum of 30 minutes prior to the start of each game.
- b. Player passes, properly bound during pre-tournament credentials check-in, must be presented.

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- c. Tournament staff will review each pass, comparing the photograph with the player, to ensure that only eligible players are participating.
- d. Tournament staff will inspect the equipment of each player, including uniform, shin guards (mandatory), and cleats, to ensure the safety of all players. Cleats are not required. Toe cleats, found on many baseball shoes, are not allowed. Metal cleats of any type are also not allowed.
- e. Objects such as jewelry, barrettes, bobby pins, bows, etc., will be inspected. If the Tournament staff or Referee determines any such object represents a hazard, the object(s) must be removed prior to play.
- f. Any players wearing an orthopedic or immobilizing cast will be subject to inspection at player check –in and during play. Final decision on whether the item presents a hazard to any player will be up to the referee.

5. Match Play:

- a. All games will be played under FIFA rules as modified by USYSA/AYSA unless otherwise stated in this rules package. The Tournament Director or site representative will settle all rules disputes. Tournament rules may be modified under extraordinary circumstances by the Tournament Director.
- b. Game Conclusion: Referee will sign the game report and forward to the Field Supervisor. The game report includes the score, and name/number/issue of any player/coach/individual receiving a red or yellow card. Each coach or manager must sign the game report. If refused, the Field Supervisor shall note the reason. In case of discrepancies, signed game reports shall prevail.
- c. Decisions made by referees, once play has resumed, are not reversible. All referee decisions pertaining to action on the field are final.

NO MATCH PROTESTS WILL BE CONSIDERED

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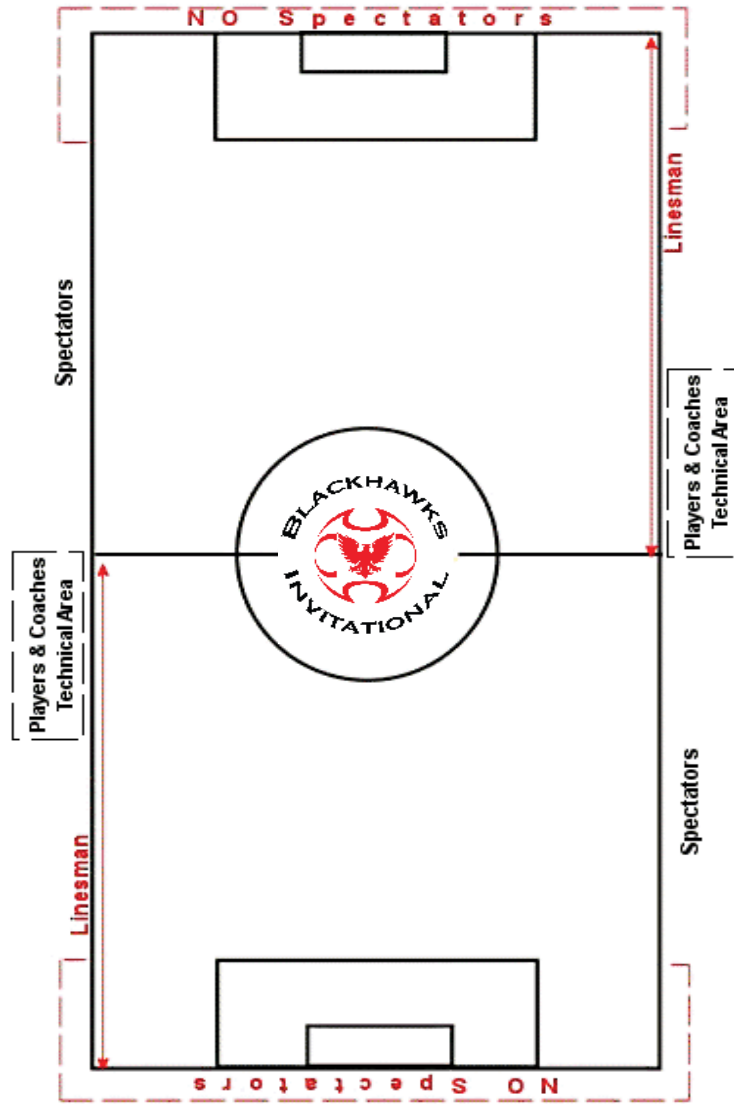
- d. Injuries: Team managers and/or coaches should keep copies of player medical releases on hand at all games. In the event of an emergency, this form should accompany the player to the place of treatment.
- e. All Under-9 through Under-11 eight a-side games will be played in accordance with the modified playing rules for eight a-side plays.
 - i. The maximum number of players per team on the field will be eight (8), one of whom may be a goalkeeper.
 - ii. Offsides will be called.
 - iii. All fouls will conform to FIFA rules.
 - iv. Teams playing in U9 through U11 must have at least (5) players present. Teams failing to meet this minimum requirement at any point in the match will forfeit the match.
- f. All U12 and above playing 11 per side must have (7) players available at the start of the game and during the game to avoid a forfeit. Teams failing to meet this minimum requirement at any point in the match will forfeit the match.
- g. Game Start: Coaches should be prepared to start the game on time. Five minutes after the official game start time is forfeit time. In case of forfeit, the winning team shall be given a score of 1-0. Tournament officials may waive this rule, if in their opinion; it is in the best interests of the youths to play the game. In the event of a delay in the start of a game, the game will be shortened to allow the game to finish as scheduled. It is Scottsdale Soccer Club's desire to play games as scheduled, and every means will be taken to allow games to be played.
- h. Match durations shall be as follows:

<u>Age Bracket</u>	<u>Halves (Each)</u>	<u>Half Time</u>	<u>OT</u>	<u>PK</u>	<u>Ball</u>
U15-19	40 Minutes	5 Minutes	No	No	5
U13-14	35 Minutes	5 Minutes	No	No	5
U11-12	30 minutes	5 Minutes	No	No	4
U9-10	25 minutes	5 Minutes	No	No	4

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- i. Forfeits:
 - i. Teams failing to check-in ten minutes prior to the start of the match may, at the discretion of the Tournament Committee, forfeit the match. To be awarded a forfeit win, the opposing team must be present and ready to play.
 - ii. In the event of a forfeit, the match score will be recorded as a 1-0 win in favor of the team not forfeiting.
- j. Home and Away Responsibilities:
 - i. Home Team
 - Must change jerseys in case of a color conflict.
 - Will take the north or east sideline.
 - Will clean up their side of the field.
 - Will furnish a game ball unless provided by the Tournament
 - ii. Visiting Team
 - Has choice of game jersey.
 - Will take the south or west sideline.
 - Will clean up their side of the field.
- k. Player and Spectator Seating:
 - i. No parents, coaches, or spectators may be along the end line or behind the goal.
 - ii. Teams shall be seated on the same side of the half-way mark as the assistant referee (linesman).
 - iii. Spectators shall line up on the opposite side of the half-way mark as the team they are supporting. Spectators will not be allowed behind the assistant referee (linesman).

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- l. Scoring: Final team standings will be determined using the following point criteria:
 - i. A WIN is three (3) points.
 - ii. A TIE is one (1) point.
 - iii. A LOSS is zero (0) points.
 - iv. Minus one (1) point for each red card or two yellow cards issued to the same player/coach in the same match.
 - v. Minus one (1) point for failure to attend mandatory Pre-Tournament team registration check-in without prior permission from the Tournament Director.
 - vi. In the case of a shootout, the winner will receive three (3) points.
- m. Ties (Bracket Play): In the event that two or more teams are tied in points at the end of the preliminary round (bracket games), the following tie-breaker criteria shall apply:
 - i. Head-to-head competition
 - ii. Goals allowed (maximum of 3 per game)
 - iii. Goal differential [goals scored - goals allowed] (maximum of 5 per game)
 - iv. Goals scored (maximum of 3 per game)
 - v. Most shutouts
 - vi. FIFA penalty kicks
- n. Ties (Playoffs/Finals): In the event that a match is tied at the end of regulation in either a semifinal or championship match, teams will go immediately to a shootout (kicks from the mark).
- o. Substitutions: Will be allowed, with the Referee's permission, as follows:
 - i. Prior to either team's goal kicks
 - ii. Prior to a throw-in, in your favor
 - iii. After a goal is scored
 - iv. Half time
 - v. For a seriously injured player, other team may sub in kind
 - vi. For a cautioned player only, other team may sub in kind
- p. Cards: A player receiving a red card or two yellow cards shall be expelled from that game, may not be replaced, and is automatically disqualified from the next game. In the event a player is ejected from the game for fighting, that player will not

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be permitted to play in the remainder of the tournament. Any coach receiving a red card shall be expelled from the game and must leave the field to the satisfaction of the referee. The coach is disqualified from coaching the team in the next game.

Coaches who either refuse to leave or deliberately stay to coach after a red card will forfeit the game.

- q. **Conduct and Sportsmanship:** Coaches will have complete responsibility for the conduct of their players and all spectators that are supporting the team. Referees will have complete authority immediately before games, during games, and immediately after, and will not allow abusive or profane language or threats of any kind. If, in the opinion of the referee, a game must be terminated due to misconduct, the offending team shall be declared to have forfeited the game. A terminated game will result in the opposing team being awarded a win by a score of 1-0, unless the score is greater at the time of the termination. Possible suspension from further play could result.

6. Tournament Play Formats

The following formats will be used to implement Tournament play within brackets based on number of teams in the bracket. Not all formats will be represented. All standings will be determined as described in section 5.1 (Scoring). Championships will be determined by results of finals when scheduled.

Four (4) team bracket: One (1) group of four (4) teams. Each team will play the other teams in their group once. The winner of the group and the second place team of the group shall advance to finals.

Five (5) team bracket: One (1) group of five (5) teams. Each team will play the other teams in their group once, for a total of 4 games. The winner and second place is determined by points.

Six (6) team bracket: Two (2) groups of three (3) Teams. Each team will play the other teams in the other group once. Winner of each group will advance to finals. (Crossover format)

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Seven (7) team bracket: Bracket A (4 teams) has each team playing the other three. Bracket B (3 teams) does the same. In Bracket A, each team will have then played 3 games, Bracket B each team will only have played 2 games. Championship (1st in A vs 1st in B), a 3rd Place (2nd in A vs 2nd in B), and a Consolation (3rd in A vs 3rd in B).

Eight (8) team bracket: Two (2) groups of four (4) teams. Each team will play the other teams in their group once. The winner of each group shall advance to finals.

Nine (9) team bracket: Each team in the bracket will play four (4) games in a randomly selected pattern. Total points determine final placement.

Ten (10) team bracket: Consist of a bracket (A) of four teams and two brackets (B and C) of three teams. Round Robin play for all three brackets. The top two teams from bracket (B and C) play in Semi-Finals, then the winner plays top team in bracket (A) in Final. Consolation games are given to 2nd and 3rd place teams in bracket B and C (B #2 vs. C #2) (C#3 vs. B#3).

Eleven (11) team bracket: Three (3) groups. One (1) group of three (3) teams and two (2) groups of four (4) teams. Each team in their group will play each other once and the winner of each group will advance along with the second place team. From the age bracket wildcard #1 (WC1) and wildcard #2 (WC2) will be the 7th and 8th place teams to advance to quarterfinals. Group A will play the wildcards and group B will play group C. Cross over will occur after semifinals.

Twelve (12) team bracket: Four (4) groups of (3) teams. Each team will play the other teams in their group once. The winner of each group and the second place team of each age group shall advance to quarterfinals. Group A will play group D and group B will play group C and cross over will occur after semi-finals when winners pass on to the finals.

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7. **General Rules - Facility:**

- a. No alcoholic beverages or glass containers allowed on the Tournament Fields.
- b. No smoking allowed in the vicinity of the players.
- c. Heaters: Heaters (gas or electric) are NOT allowed at the fields.
- d. Parking: Park in designated parking areas. Do not park along curbs in the sports complexes. Overnight RV parking is prohibited.
- e. Canopies/Umbrellas: No staking of canopies, umbrellas or other items is allowed at any site. If you use a canopy or large umbrella, please use some sort of weight to hold it down.
- f. Dogs: Dogs are NOT allowed on Reach 11 Sports Complex property.
- g. Skateboards or Rollerblades are prohibited.

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8. Awards:

- a. U9: All participants will receive a participant medal.
- b. U10 and above: players on teams placing 1st and 2nd in their respective flight will receive individual placement awards.
- c. Director's Award: One team will receive the Director's award to be presented to the Team's coach at the awards ceremony. The award will be at the Director's sole discretion to a team that stands out in some manner in representing the values and competitive spirit of the Blackhawks Invitational Tournament.

9. Inclement Weather Policy

In the event of inclement weather or other events which affect our ability to play as planned, the Tournament Committee may modify Tournament Rules in order to safely and fairly complete the tournament successfully. The Tournament Committee will make their decisions on what is best, considering the health and safety of the players. Scottsdale Soccer Club utilizes city-provided fields for all play. During inclement weather, the cities will take into consideration the need to prevent the destruction of the fields and facilities. Scottsdale Soccer Club does not own the fields, nor does it have any authority over their usage. Coaches and team managers are asked to remain flexible to the changes in fields/locations as required and to keep in contact with tournament officials for these changes.

Typically, the inclement weather plan will consider the following, in order:

- a. Play all games as scheduled.
- b. Eliminate pre-game warm-up on fields.
- c. Shorten matches.
- d. In the event the field conditions are unplayable as determined by the Tournament Committee or the city, games in question may be decided by penalty kicks from the mark. (FIFA rules apply).

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- e If matches are unable to continue due to any reason(s), tournament placement will be based upon the last fully completed round of play. Bracket tie-breakers will be used to satisfy any ties that remain. If bracket tie-breakers cannot resolve a tie, the Tournament Committee will utilize a coin toss to resolve the situation.
- f In the unlikely event of game cancellation(s) due to inclement weather, entry fees will be forfeited. Scottsdale Soccer Club will make no guarantees of any refunds. However, Scottsdale Soccer Club recognizes the financial commitments of teams entering the tournament. As such, Scottsdale Soccer Club may, at its discretion, refund a portion of the entry fee(s) after all other expenses have been paid.

PLEASE REMEMBER

AT THE END OF EACH GAME, A TEAM REPRESENTATIVE MUST SIGN/INITIAL THE GAME REPORT.

RETRIEVE YOUR PLAYER CARDS BACK FROM THE CHECK-IN CENTER AT THE END OF EACH GAME.

RED CARDS MUST BE RETRIEVED FROM TOURNAMENT HEADQUARTERS.

ENSURE YOUR TEAM REMOVES ALL TRASH FROM THE SIDELINE AFTER EACH GAME.

COACHES ARE RESPONSIBLE FOR THE BEHAVIOR OF THEIR SPECTATORS.

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