



2022 UNITED SOCCER ALLIANCE SHOWCASE RULES OF PLAY

TOURNAMENT HQ:

Clay County Soccer Club
4387 Lakeshore Drive
Fleming Island, FL 32003
(904) 278-1182

GENERAL:

Teams must be duly registered with and in good standing with an appropriate governing body. Players must be instructed to compete in the spirit of the game and according to the laws of the game. United Soccer Showcase Tournaments shall use only USSF Referees, in a (3) referee system at U11 and older to the fullest extent possible. Field Marshals will be assigned to fields to assist in the safe and orderly completion of events and should expect cooperation from all tournament participants.

The USA Showcase, the Tournament Committee, Florida Youth Soccer Association and/or the host affiliate will not be responsible for any expense incurred by any team due to the cancellation in part or whole of this tournament.

INJURIES:

In the event of an injury contact your field marshal or the tournament control center. An EMT will be dispatched to assist you.

ABUSIVE BEHAVIOR:

While at the fields, any coach, parent, team official, player or spectator threatening violence or engaging in verbal abuse will be subject to ejection from the tournament and the team may be ejected from the tournament as well if appropriate. This type of behavior is not acceptable at this event and will not be tolerated. Reference LAW 11 - Discipline.

SMOKING AND ALCOHOLIC BEVERAGES ARE NOT PERMITTED ON OR NEAR ANY PLAYING FIELD, ANY FOOD SERVICES OR ANY AREA WHERE THE PUBLIC CONGREGATES.

PETS ARE NOT ALLOWED ON OR NEAR ANY PLAYING FIELD OR EXTENDED AREAS DECREED BY TOURNAMENT OFFICIALS. **SERVICE ANIMALS MUST BE CLEARLY MARKED AS SUCH.** IT IS THE RESPONSIBILITY OF EACH COACH / MANAGER TO INFORM THEIR PLAYERS AND PARENTS OF THESE GUIDELINES.

PLAYER AGE and ELIGIBILITY:

Age Determination: the player's playing age is determined by the following USYS guidelines for 2020/2021

<u>Age Division</u>	<u>Birth Year Range</u>	<u>Max Roster</u>	<u>Guest Player Limit **</u>
Under 09 Girls and Boys Division	Born in 2013	12	3
Under 10 Girls and Boys Division	Born in 2012	12	3
Under 11 Girls and Boys Division	Born in 2011	16	3
Under 12 Girls and Boys Division	Born in 2010	16	3
Under 13 Girls and Boys Division	Born in 2009	22	3
Under 14 Girls and Boys Division	Born in 2008	22	3
Under 15 Girls and Boys Division	Born in 2007	22	3
Under 16 Girls and Boys Division	Born in 2006	22	3
Under 17 Girls and Boys Division	Born in 2005	22	3
Under 18 Girls and Boys Division	Born in 2004	22	3
Under 19 Girls and Boys Division	Born in 2003	22	3

Each team will be allowed to have guest players, who are properly registered through their National and State Association, Federation, or any other USSF affiliated organization.

FYSA teams and players must follow FYSA Rule 208 "Guest Playing" and will not be allowed to guest play with or have guest players from a non-USYS affiliate organization.

Crossover between USSF affiliates and FIFA Federations will be allowed except as stated in FYSA Rule 208.

Guest players must have permission to participate/travel from their National and State Association, Federation, School or any other USSF affiliated organization.

Players may **not** play for more than one team in the tournament.

CONCUSSION Policy, Per Florida Statute FS 9430438 (enacted 2012)

Pursuant to Florida Statutes (FS 943.0438) Florida in 2012 enacted a very stringent Head Injury and Concussion Law. If the referee (or Assistant Referee) believes that, in his/her opinion, a player has suffered a head injury or possible concussion, the match must be topped IMMEDIATELY.

The injured player if able to leave the field on their own must be escorted to their coach and the coach must be told that player cannot return for the duration of the match.

If a trainer is brought onto the field because a player is incapacitated, the referee must still notify the coach that the player can not return to the game. It is the responsibility of the coach and the player's parent(s) or legal guardians to seek medical attention.

The player may not resume participation until he/she has been cleared by a medical doctor. The Referee HAS NO FURTHER responsibility beyond removing the player from the match in which the payer was injured. The referee crew must ensure, that **UNDER NO CIRCUMSTANCES** or due to the appeal from any coaching staff that the player is permitted to return to the game.

HEADING GUIDELINES:

In accordance with the recent U.S. Soccer recommendations on concussion risk management: FYSA has eliminated heading in matches for player's age 10-years-old and younger.

- Deliberate heading is not allowed in age groups U11 and younger.
- If a U11 or younger player deliberately heads the ball in a game, an indirect free-kick will be awarded to the opposing team from the spot of the infraction.
- If a deliberate header of a U11 or younger player occurs within the goal area, the indirect free-kick should be taken on the goal line parallel to the goal line at the nearest point to where the infraction occurred.

LAWS OF THE GAME

- a. All games shall be played under the laws set forth by F.I.F.A., except as modified by these rules.
- b. US Soccer rules requiring the exclusive use of US Soccer registered referees shall be strictly enforced.

1. Field of Play

U13-U19:	No change per FIFA "Laws of the Game"
U9/U10 (7v7):	Must play in accordance with the USSF new player development initiatives.
U11/U12 (9v9)	Must play in accordance with the USSF new player development initiatives.

2. Registration and Eligibility

- a. Tournament headquarters for the direction of all administrative matters is 4387 Lakeshore Drive, Fleming Island, FL 32003 (904) 278-1182. The contact person is Al Cruz.
- b. All teams must "Check-In" at least one full hour before their first game at the Field Headquarters at the site of their first game if they have not completed on the On-line Check-In method.
- c. At initial registration each team shall provide a photocopy of the official team roster. The roster must include a uniform number for each rostered player and each guest / loan player, which must remain constant for the entire event. If circumstances require a change in uniform number for any game, that change must be reported in advance to the officials on-site.
- d. At Check-in, one hour prior to game time, a team representative must present and leave a copy of the properly certified roster for the team for the event (specifically indicating which players will be participating each day of the event), player passes with photo IDs for each participating player and an Authorization for Medical Treatment form (commonly referred to as a Medical Release) executed for each player. The Authorization must be current and preferably should be notarized. Information will be presented to the site HQ registration desk designated as such at each venue at the event.
- e. All players must be registered in good standing with an appropriate governing body. Players must either be on a team's official roster or be an approved loan player or a guest player duly registered with a separate team.
- f. Rosters submitted at registration for full-sided teams may contain up to twenty-two (22) players who will be deemed eligible to play for the team during the event, including any combination of both rostered players and up to five (5) guest / loan players from outside teams. Secondary passes are permitted and count toward the guest player limit.

- g. Up to eighteen (18) players may be in uniform and present on the team's sideline technical area for any single full-sided game at the event. The players eligible to participate in any given game can vary from game to game at the event, provided all the players used are listed on the roster submitted at registration. Any player ineligible for a given game may not be in the vicinity of the team's technical area if wearing a game jersey or team warm-up.
- h. Players may only play with a single team during the course of an event. Should a player appear on more than one roster, the first team with which the player participates on the field shall be deemed the player's primary team for the event. Should a player participate with more than one team, the player can be barred from further participation at the event with any team. Teams that allowed such player to participate can also be sanctioned with a forfeit in any game where such ineligible player was used, and the Tournament Committee may fashion such other remedies as are deemed appropriate under the circumstances.
- i. All players on the same team, rostered or guest, must use Player Passes from the same governing body.
- j. Teams must present picture identification cards issued by the team's Federation Organization member (USYS, AYSO, US Club, etc.). Teams from outside the State Association where the tournament is located must provide proof of permission to travel, if their governing body so requires.
- k. Foreign teams must present a passport at registration or, if from a nation from which the United States does not require a passport, proof of entry into the United States in a form that is accepted by the United States. Teams must present player picture identification cards. Teams must have a completed form from its Provincial or National Federation approving the team's participation in the tournament.

3. Number of Players

U13 and Older	Maximum (11) – Minimum (7) per side per FIFA
U11 and U12	Maximum (9) – Minimum (6) per side
U09 and U10	Maximum (7) – Minimum (5) per side

4. Technical Area/Box, Laws of the Game, FIFA Rules

The technical area relates to matches played in game fields with a designated seated area for team officials, substitutes, and substituted players as outlined below:

The technical area shall only extend 1m (1-yd) on either side of the designated seated area and up to a distance of 1m (1-yd) from the touchline.

- Markings shall be used to define the area ... temporary or permanent.
- Number of persons permitted to occupy the technical area is defined by the competition rules.
- Occupants of the technical area
 - are identified prior to match in accordance with the competition rules.
 - must behave in a responsible manner.
 - must remain in confines except in special circumstances; e.g. ATC or Doctor.
- Only one person at a time is authorized to convey tactical instructions from technical area.

5. Player's Equipment and Field Regulations

- a. All soccer equipment must adhere to F.I.F.A. laws. A player must not use equipment or wear anything that is dangerous to himself or another player (including any kind of jewelry).
- b. Shin guards are mandatory.

- c. Game Referee shall inspect all casts, braces and their protective coverings, and determine whether a player's participation presents an unreasonable risk to the player and/or the player's opponents.
Such determination is specific to the game for which the inspection is being conducted, and is independent of inspection and participation in other games at the tournament.
- d. Players' numbers must coincide with numbers listed on the roster.
- e. All teams must have two sets of jerseys in contrasting colors. All players must wear matching color team shorts and team socks; one set of each will be acceptable for the team.
- f. Game Day - Uniform Jerseys (HOME Team – Light Jersey, AWAY Team – Dark Jersey)
In the event that team colors are similar, the designated home team will change colors.
The "home" team is the team listed first on the schedule, unless clearly designated otherwise.
- g. Each team's players and coaches shall take one side of the field, and all spectators shall take the opposite sideline. On the team's sideline, the home team has the choice of side with respect to the centerline, and coaches and players must stay within the technical area on their side.
- h. On the spectators' sideline, spectators are to remain behind the designated line.
No one will be allowed behind either goal (end line).
- i. Player picture identification cards are required to be checked by the referee prior to each match.
- j. **Orthopedic Policy 402.2**
Orthopedic casts can be worn at any sanctioned FYSA tournament with written permission from a doctor and written approval from a Tournament Official; however, final judgement as to its safety is at the discretion of the Referee.
Soft braces can be worn with written approval from a doctor, and judgement as to its safety is the discretion of the referee.
- k. **Jewelry Policy 402.3**
It is the policy of the FYSA that no player be allowed to wear ANY jewelry while participating in any FYSA sanctioned match. The only exception that may be allowed is a medical alert bracelet or necklace when taped to the body. The referee shall make the decision as to the safety of the player and referee's decision is final.
The taping of any earring shall not be permitted under any circumstances.
If the referee notices a player wearing jewelry while the match is in progress, the referee will instruct the player to remove the item at the next stoppage of play.
If the referee deems the jewelry to be dangerous to any player, then the match must be stopped to correct the situation.

6. Substitutions

- a. Unlimited substitutions are allowed, with the referee's permission, at every stoppage.
(Example, throw-ins, goal kicks, corner kicks, after goals, upon stoppages for fouls, etc.).
Free substitution is allowed for all age groups unless teams are advised in advance otherwise.
- b. Players must be clearly standing and waiting AT THE MID-FIELD LINE to be substituted (and not merely waiting "in the vicinity of mid-field"), and the referee's assistant should be alerted, to the extent possible, of the request to substitute at the next stoppage of play.

- c. Players standing at midfield should be substituted into the game at the next stoppage of play, unless they remove themselves from the mid-field position prior to the stoppage of play.

7. Game Duration & Ball Size

- a. Game durations are as follows:
 - U17 – U19: are two (2) halves of forty (40) minutes each;
 - U15 – U16: are two (2) halves of thirty-five (35) minutes each;
 - U13 – U14: are two (2) halves of thirty (30) minutes each;
 - U11 – U12: are two (2) halves of twenty-five (25) minutes each;
 - U09 – U10: are two (2) halves of twenty-five (25) minutes each.
- b. FIFA Inspected/Approved size 5 balls shall be used at ages U13 through U19 and FIFA Inspected/Approved size 4 balls shall be used at ages U09 through U12.

8. Forfeit

- a. A fifteen (15) minute grace period will be allowed from scheduled kickoff time. Teams must be present and ready to play at the scheduled time or potentially forfeit the game. Nonetheless, Tournament officials are mindful that unforeseen circumstances may occur, and will have the option to shorten, reschedule or otherwise create such circumstances as will allow a game to be played on the field rather than be won by forfeit.
- b. A minimum of seven (7) players for 11v11 constitutes a team. Refer to Law 3 - Number of Payers ... regarding minimum number of players.
- c. A forfeit will be recorded as a 4 - 0 result.
- d. The Tournament Committee will review abandoned games on a case-by-case basis.
- e. No team that forfeits a game will be eligible to win any championship awards at the event.
- f. The determination of the Tournament Committee is final.
- g. In the event that a forfeit is anticipated, teams will NOT release their players until the team manager has conferred with the Tournament Director / Committee. Teams must recognize that the cancellation of a competitive game may create a lost opportunity for an expected showcase evaluation for one or more players and is disrespectful to teams that travel significant distances to attend the Tournament. (The Tournament Committee will consider numerous possibilities to permitting game action, including the possible availability of guest players, mutual agreements to play 10v10, 9v9 or 8v8, or declaring a forfeit but then scrimmaging with guest players supplied by the opponent or otherwise.)

9. Mercy Rule

- a. Mercy Rule is implemented when the score has reached an 8-goal difference and one-half of tournament game duration for respective age group has been completed.

10. Inclement Weather

- a. All teams and coaches must show up at the scheduled field and time regardless of weather conditions, unless otherwise notified by a League Official. Failure to appear may result in a forfeit, which is scored as a 4-0 loss, and may result in the rescheduling or loss of a team's future games at the Tournament.

- b. In the event of stoppage of play due to severe weather conditions, teams should retreat to a safe location; teams should ensure in advance that there is a means to communicate with team members in the event of stoppage. One team representative is required to report to the venue HQ fifteen minutes after stoppage has occurred, at which time notice will be provided whether the remaining schedule will be resumed, cancelled, modified or further postponed for another defined length of time, pending receipt of information allowing formulation of a definitive resolution. Do NOT assume comments by anyone other than Tournament personnel at HQ are authoritative on issues regarding the resumption or cancellation of the schedule in the event of stoppage.
- c. In the case of inclement weather, the Tournament Committee has the authority to change, cancel or reschedule any game and / or its format.
- d. The determination of the Committee is final. The Tournament Committee is comprised of the Tournament Director, Executive Director, Director of Coaching (Boys and Girls) and Tournament Registrar.

11. Discipline

- a. Coaches, players and spectators are required to conduct themselves within the Laws of the Game. It shall be solely the team's responsibility to determine the status of its' Players and Coaches. Any suspension from a tournament, local league, etc ., is the responsibility of the team to notify the Tournament Director of this suspension at the time of the player's check-in.
- b. All disciplinary measures imposed by the Tournament Committee shall be limited to participation in the Showcase. The Tournament Committee is comprised of the Tournament Director, Executive Director and Tournament Registrar.
- c. Notwithstanding section 8.b. above, cautions and ejections beyond the normal course of play (such as violent behavior, referee assault, outrageous conduct, racial, ethnic or sexual abuse) may be referred to, and in some cases are required to be referred to the appropriate league or governing body, which may pursue their own sanctions. This includes referral to the host league sponsoring the event.
- d. A player, manager or coach receiving a red card in a game will not complete the game in which the ejection occurred. In addition, they will be ineligible to participate in the next scheduled tournament game regardless of cause.
- e. A player, manager or coach accumulating 2 yellow cards in one game will normally be suspended for one game. Violent behavior may subject a player or coach to multiple game suspensions or ejection from the tournament. A player or coach receiving a single yellow card in multiple games will not be subject to a yellow card accumulation penalty. Suspended players and coaches will not be with the team during the next match(s). They can be on the opposite side of the field and watch the game as spectators, unless notified otherwise.
- f. Spectators ejected from the field must leave promptly, and failure to do so may result in forfeiture of the game in which their team is participating and / or resort to civil authorities.
- g. Additional penalties may be imposed, as deemed fit and necessary by the Tournament Committee.

- h. Appeals and protests may be filed with the Tournament Committee immediately after the incident in question, and in all events before the next game involving the team in question is played. Such notices shall be lodged at the HQ station designated at each venue. The determination of the Tournament Committee, should a review be granted, is final.

Per FYSA Tournament Rule 504.1-Red Card suspension or send off suspensions can only be served with the team with which the suspension was earned in games played by their team. Players may not serve suspensions as “guest players.”

All Players and Coaches/Managers shall be subject to FYSA Section 502 – Discipline and Sanctions.

A player, manager or coach ejected will have an automatic minimum of (1) game suspension regardless of cause for ejection.

Depending on the severity of the unacceptable conduct, the Tournament Committee may recommend the suspension for the duration of the tournament in accordance with FYSA requirements; with further disciplinary by the appropriate National and State Association, Federation or any USSF affiliated organization. The committee’s recommendations must be available to the affected parties no later than the following next scheduled match.

At the conclusion of the Tournament, Player and/or Coaches Passes will be returned to the coach, even if the suspension has not been completed. A complete Discipline Report will be filed with the FYSA Office within 72-hours of the tournament’s conclusion for possible further discipline.

12. Standings and Championships

- a. All game scores are recorded and will be posted on the website after the Tournament. During the event, manual scoreboards at HQ will be controlling, and any concerns about posted scores should be brought to the attention of the scorekeepers at HQ as soon as possible, and certainly before the start of any subsequent game.
- b. Game cards will be used by the referee to record game results and disciplinary actions. A team coach or team manager should approach the game referee following the game, verify the score and initial the gamecard. Referees are not required to search for team officials, as there may be limited recovery time between matches. Field marshals will collect the gamecards and deliver them to the HQ scorekeeper desk.
- c. U15 through U19 teams will play a Showcase format. Seeding results based on W-L-T record.
- d. Brackets created for Championship play, the following rules apply to Playoff Rounds:
 - 1. All U9 through U12 age groups will have Champion determined by format detailed in Rules: 12-d-2 through 12-d-5.
All U13 through U19 age groups will have Champion determined by Group Play results.
(No Final Matches)
 - 2. In a 8-team bracket, Group A – 1st Seed will play Group B – 1st Seed in a Final.
 - 3. In a 6-team bracket, Wildcard #1 will play Wildcard #2 in a Final.
 - 4. In a 5-team bracket, teams play a 4-game round robin schedule without playoff rounds. First, Second and Third places, etc. are determined solely by standings after Group Play.
 - 5. In a 4-team bracket, Group A – 1st Seed will play Group A – 2nd Seed in a Final.

Brackets created for Championship play, the following rules apply to Group Play:

- 1. In Group Play, team standings are based on Win-Loss-Tie record.
- 2. Wins count for three (3) points, Ties count for one (1) point and zero (0) point for a Loss.

3. Forfeits are recorded as a 4-0 score.
4. In the event of tie between two teams, "Head-to-Head" results determine placement.
5. In the further event of a tie, "Goal Differential" determines placement, with up to plus-4 or minus-4 units awarded per game.
6. In the further event of a tie, accumulated "Goals For" with a limit of 4 per game determines placement.
7. In the further event of a tie, accumulated "Goals Against" determines placement, favoring the teams that allowed the fewest goals.
8. Finally, teams will conduct a Penalty Spot Shootout.
Should a team fail to show up for the scheduled shootout, the tiebreaker will be awarded to the team prepared to participate.
 - a. Each team will designate eleven players to take shots including one goalkeeper.
 - b. 5 initial shots per team, in an ABABABABAB pattern, until a decisive result is reached.
 - c. If still tied, single alternating penalty kicks, in an AB/AB pattern, until a decisive result is achieved.
 - d. Shootouts may be assigned to a designated goal, separate from the field the game was played on, if necessary for tournament schedule purposes.

13. Tournament Entry Fee Returns/Refunds:

- a. within 5-days after notification that the team's application has not been accepted.
- b. within 5-days of cancellation of the tournament prior to first date of tournament play. Reference Rule 15. General Information (d)
- c. within 10-days of withdrawal request of the application by a team **prior to acceptance** of that application by the tournament.
- d. after a team is "**Accepted**", the following time restrictions apply regarding withdrawal requests.
 - 50% Refund after a team has been "Accepted".
 - No Refunds after February 1, 2022.

FYSA Rules 902.10 Any team that will not be permitted to play in the contracted age group shall have the option to withdraw and receive a full refund of all entry fees.

All tournaments shall notify any participant not less than 15-days prior to the beginning of the tournament if any age group advertised will not be offered.

14. Communications

- a. The official Tournament website is found at "www.unitedsoccershowcase.org".
- b. Teams are responsible for accessing the website for schedules and other relevant information. Note that upon accessing a frequently updated webpage, individuals should click Refresh on their web Browsers to ensure that the information being accessed is the most current.
- c. Teams must provide a valid cell phone number on their registration application for sole-purpose of communications in the event of weather-related issues or schedule conflicts. The Team Contact's cell phone must be in operation over the course of the event.

- d. Event officials will attempt to post messages on the Schedule Homepage, email and text team contacts and members, and call contact cell phone numbers to provide necessary information, but are not responsible for any failure to reach any given team or its members, during the course of an event. Alerts may also be sent through Twitter at: [@untdsoccer_ccsc](https://twitter.com/untdsoccer_ccsc)

15. General Information

- a. Only USSF registered Referees will be utilized, assigned by a USSF certified Ref Assignor.
- b. Coaches, players and their fans are expected to conduct themselves within the Spirit of the game. In this regard the Tournament Committee reserves the right to take disciplinary action as necessary.
- c. Only individuals with a valid Driver's License may operate a golf cart or other motorized vehicle at the event. No unauthorized use is permitted.
- d. In the event, that the tournament is cancelled prior to the start of play (**Feb. 25, 2022**), teams will receive no less than a 70% refund of their entry fee, or a credit toward a future event, at their option. In the event, that the tournament is shortened after play has commenced, any refunds or credits will be solely at the discretion of the Tournament Committee.
- e. Under no circumstances will the Tournament Committee or staff be responsible for any part of any other expenses, incurred by any team due to, but not limited to, part or whole cancellation of the Showcase due to circumstances beyond the Committee's control. (e.g., weather, facility operations, road closings, etc.)
- f. The Tournament Committee reserves the right to decide on any/all matters and its interpretation of these rules shall be final. No protests will be entertained upon final decision. No team or team official shall claim that the Tournament Committee approved a divergence from the posted Rules and Regulations unless they can provide documentation of such approval in writing.
- g. All teams shall shake hands at the end of each game as a gesture of friendship and sportsmanship.
- h. Referee decisions may not be protested or disputed.
- i. The Tournament Committee may photograph and / or video participants and spectators at the event, on the playing fields, in areas adjacent to the fields, at the medal stand and in food and event courts adjoining the event. Such images may be posted on websites and in social media, and used in connection with providing information about, and coverage of the event. No individuals will be identified by name in connection with such images, without their consent.
- j. Teams, players, coaches and team officials acknowledge, by their participation in the event, that they have reviewed these rules and regulations as instructed in several communications and postings prior to the event, and that they will abide by said rules and regulations.

UNITED SOCCER SHOWCASE - KEY PROCEDURES SHEET

CHAMPIONSHIP PLAY (when applicable)

- Team standings based on Win-Loss record.
- Three points for Win, One point for Draw, Zero points for Loss.
- Forfeits are recorded as a 4-0 score.
- In the event of a 2-way tie only, determination is as follows:
 - Head-to-Head
 - Goal Differential
 - Goals FOR
 - Goals AGAINST
 - Penalty Kicks
- “Goal Differential” is determined with up to plus-4 or minus-4 units awarded per game.
- “Goals For” (max 4/per game) followed by “Goals Against” will be used to determine the winner.
- Finally, Penalty Spot Shootout shall be used.
- Playoff Games ending in a tie score at the end of regulation time shall proceed directly to a Penalty Spot Shootout.

PENALTY SPOT SHOOTOUT PROCEDURE

- 5 initial shots per team, in an ABABABABAB pattern, until a decisive result is reached.
- If still tied, single alternating penalty kicks, in an AB/AB pattern, until a decisive result is achieved.
- Only players on the field at the end of the game can kick.
- All players must kick before any can kick a second time.
- Shootouts may be moved to a designated area.

WEATHER ISSUES; GAME STOPPAGE / RESUMPTION

- If weather concerns exist just prior to the event, the online Schedule Homepage will provide updates the evening before the first day, and updates as warranted.
- TWITTER will also be used to send updates. Follow [@untsoccer_ccsc](https://twitter.com/untsoccer_ccsc)
- Teams should have a pre-determined communications procedure as their Team Contact is informed of determinations about weather delays, playoffs, etc.
- During play, games may be interrupted by the referee or field marshal for lightning or severe downpour.
- Twenty minutes after game interruption, the Team Contact must report to HQ, for announcement of game resumption, game cancellation or postponement of final decision until a subsequent check-in time. Decisions as to new time slots and game lengths may also be announced.
- Generally, games that have reached halftime will not be resumed, and their result will be final.

CONDUCT FOR PLAYERS, STAFF AND FANS

- Obey all traffic directives and speed limits. Parking Lot Speed Limit: **10 MPH**
- Park in designated spaces only. No parking on grass.
- No smoking on or near playing fields.
- No alcoholic beverages on premises.
- Use only designated sanitary facilities.
- No pets or animals on grounds.
- Use trash receptacles & clean up after your team.
- HQ has a printout of the mobile numbers entered for the Team Contact on the online Registration. Each team should ensure that its Contact’s mobile phone number has been correctly provided and that it is in operation during the event.
- If possible, the Committee will attempt to contact that number in the event of schedule or field changes, shootouts needed to determine group winners, inquiries about game results, etc.

APPEALS; SIGNING GAMECARDS

- Coaches should ensure that they sign off on Gamecards in the possession of the game Referee upon the conclusion of each game. Scores should be checked to ensure they were recorded and totaled correctly, and teams identified properly.
- In the event of a dispute, signed Gamecards will be referenced accordingly.
- In certain cases, appropriate appeals will be considered only upon the concurrence of both team's coaches.
- Appeals and scoring concerns should be reported to the field HQ as soon as possible.
- Timely appeals will be considered by the Tournament Committee, and its decision will be final. At that point, no further protest will be tolerated.
- Untimely appeals (such as after the start of a playoff game or after an event has concluded) will not be heard.

SUBSTITUTIONS

- Unlimited substitution with the referee's permission, at every stoppage in play (e.g., throw-ins by either team, free kicks, corners, etc.). Free substitution is allowed for all age groups, unless notice is provided in advance.
- Players must be clearly standing and waiting AT THE MID-FIELD LINE to be substituted (and not merely waiting "in the vicinity of mid-field").
- The referee's assistant should be alerted, to the extent possible, of the request to substitute at the next stoppage of play.
- Players standing at midfield should be substituted into the game at the next stoppage of play, unless they step away from the mid-field position prior to stoppage of play.

IN ANTICIPATION OF A FORFEIT

- In the event that a forfeit is anticipated, teams will NOT release their players until the team manager has conferred with the Tournament Director / Committee. Teams must recognize that the cancellation of a competitive game is disrespectful to teams that travel significant distances to attend the Tournament.
- The Tournament Committee will consider numerous possibilities for allowing game play, including the availability of guest players, mutual agreements to play 10v10, 9v9 or 8v8, or declaring a forfeit but then scrimmaging with guest players supplied by the opponent.

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