

FC WESTCHESTER

2010 ADDIDAS COLUMBUS DAY TOURNAMENT

RULES AND REGULATIONS

RULES OF PLAY

All tournament games will be played in accordance with the Laws of the Game as issued by F.I.F.A. unless modified herein. The following statement of the Rules and Regulations supplement the Laws of the Game.

TOURNAMENT DIRECTOR

The Tournament Director reserves the right to decide on all matters relative to the Tournament and his decisions are final.

RULE 1 – ELIGIBILITY

- A. All players must be born in the year of their age group classification or later.

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| U12 - Born on or after August 1, 1998 | 11 v. 11 |
| U11 - Born on or after August 1, 1999 | 9 v. 9 |
| U10 - Born on or after August 1, 2000 | 8 v. 8 |
| U9 - Born on or after August 1, 2001 | 8 v. 8 |

- B. Competition is open to teams composed of not more than: 18 players for U12; 16 players for U-11; 14 players for U-10 and U-9. A team roster may include up to three guest players (a player not registered in that particular team or in another team of the same age class and from the same club) provided these players have identification passes and meet all guest player requirements of their league, state and/or provincial association.
- C. No player is allowed to be registered with more than one team or transfer to another during the tournament.
- D. Teams must be properly registered and in good standing with their State or National Association.
- E. All players must have a pass authorized by their respective State; Provincial; or National Association. Passes are to be presented at team registration and are to be carried by the team manager/coach throughout tournament competition. Tournament officials or referees may check passes at any time.
- F. Failure to have a player pass will make a player ineligible to participate.
- G. Medical release forms must be presented for each player at team registration (notarized, if required by your state association).**

RULE 2 – ROSTER

- A. Each team must submit a roster (the Team Tournament Roster Form or an official league roster) prior to or at team registration.

RULE 3 – PLAYER EQUIPMENT

- A. The tournament will comply with Law Four of the Game (F.I.F.A.) as stated but with the following exceptions:
- All players must wear individually numbered jerseys. The individual number must be different for each player.
 - Players wearing an orthopedic cast shall not be eligible to participate in any Tournament Games.
 - No jewelry is to be worn.
 - Where the colors of jerseys are similar, the home team will change.

RULE 11 – FORFEITS

- A. A game will be declared a 3-0 forfeit should a team fail to appear on the field of play within five minutes of the scheduled game time.
- B. A team shall forfeit the game if it refuses to play after being instructed to do so by the referee. If the team to which the game is forfeited is ahead, the score at the time of forfeiture shall stand; otherwise, the score shall be recorded at 3-0 in favor of the offended team.
- C. Should the referee terminate the game for gross misconduct or unsportsmanlike conduct, etc., by a player, coach or team's supporters, the Tournament Director will render a decision as to the status of the game. The Tournament Director, at his discretion, will also administer disciplinary action and his decision shall be final.
- D. A game will be considered a forfeit should one or both teams scheduled to play fail to have at least seven players ready to play within ten minutes of the schedule game time.
- E. Forfeited games will be scored as three points in favor of the offended team.
- F. A team that forfeits a game is not eligible to participate in the playoffs.

RULE 12 – PROTESTS

- A. All games will be played without protest.

RULE 13 – CONDUCT

- A. The coaches shall be responsible for the conduct of the players and team's spectators.
- B. Players, coaches and spectators are expected to conduct themselves within the spirit of the laws as well as the letter of the law. Displays of temper and dissent against an opponent or referee are causes for ejection from the game.
- C. This tournament has been designated as a referee mentoring event and everyone is expected to exhibit the outmost respect for the officials at all times.

RULE 14 – PLAYER EJECTION

- A. Should a player be ejected from a match by a referee, the player's team may not replace the ejected player for the remainder of the match in which the offense occurred.
- B. A player receiving a red card will be suspended from the player's next game. However, the Tournament Director has the option to suspend the player for additional games, if warranted.
- C. Any players receiving a red card in his/her last match shall have a report sent to their league association for further discipline.

RULE 15 – TIE BREAKER PROCEDURES – (Preliminary Rounds)

- A. Total Points
 - a. 3 points for a win
 - b. 1 point for a tie
 - c. 0 points for a loss
- B. Should a tie exist in the standing among teams with the same amount of points, placement will be decided by the following rules in the following order:
 - a. head to head competition (if three way tie, go to next)
 - b. most wins
 - c. goal differential (maximum of three per game)
 - d. least goals against
 - e. process b to d without consideration of results against the last placed team in the group
 - f. shoot out (time to be determined by Tournament Director).

RULE 16 – TIE BREAKING RULE – PLAYOFF GAMES

- A. One sudden death overtime period will be played. First team to score wins. The overtime period is 10 minutes.
- B. Shoot out with 3 penalty kicks followed by single penalty kicks.

AWARDS

Individual awards presented to champions and finalists in each age class.

REFUND

In case of inclement weather – If the tournament is canceled before any games are played, 75% of the registration fee paid will be refunded to each accepted team.