

RULES AND REGULATIONS

LAWS OF THE GAME

All games will be played under International rules (FIFA), with the exception that the goalie may not be fair charged.

TEAM ELIGIBILITY

Teams may carry roster of 14 players or less (U10), 18 players or less (U11-U12-U13). No roster changes will be permitted after a team has played its first game. All teams must be currently registered with their State, National or Provincial Association. No specially formed all-star teams will be permitted. Up to three players may be added to a team's roster as guest players.

DURATION OF GAMES

12 and under (preliminary) will be two 25-min. halves- (final) two 30-min. halves size 4 ball.

14 and under (preliminary) will be two 30-min. halves- (final) two 35-min. halves size 5 ball.

SUBSTITUTION (UNLIMITED)

- (a) After a goal by either team
- (b) Before a goal kick in either favor
- (c) Before a throw-in in your favor
- (d) At half-time or before start of any overtime period.
- (e) In case of injury or any stoppage of play- with referees permission.

EJECTION'S

Any player or coach ejected from game will be ineligible to participate in the team's next game. No substitution will be permitted for an ejected player. Anyone fighting can be subject to ejection from further tournament participation. Passes will be retained by Tournament and returned to State Association for any ejection's that occur in team's last game.

FAILURE TO SHOW - forfeits

A minimum of seven players constitutes a team. A ten (10) minute grace period will be extended beyond the kickoff time before a forfeit will be declared. The winning team will also be awarded the average number of goals they scored in their other games. A team must begin with seven players or more.

PROTESTS

Any protest must be presented in writing to the tournament headquarters within one hour of the completion of the game and must be accompanied with a \$100.00 bond, which will be returned only if the protest is upheld. Referees judgment will not be a basis for protests.

UNIFORMS AND EQUIPMENT

All players will be required to wear shin guards. Socks must be worn in a manner which completely covers the shin guards. All players will be required to wear the same team uniforms, each with a different number. The game referees, whose decision is final, will enforce the above tournament regulations.

TIE BREAK - PRELIMINARY ROUND

In the preliminary round, each victory will be worth three (3) points, each tie one (1) point, and a shutout is worth one (1) point. In the event of a tie in preliminary round standings, the following procedure will be used to determine the group winner:

- (a) Winner of the game played between tied teams (these criteria will not be used if more than Two teams tie.)
- (b) Team with most wins
- (c) Goal spread (goals scored minus goals against) - with maximum of four (4) spread per game
- (d) Fewest goals allowed
- (e) Most shutouts
- (f) Penalty Kicks - if conditions do not permit, then coin flip

TIE BREAK - SEMI-FINALS AND FINALS

In the event of a tie in the game, the winner will be determined as follows:

- (a) Two (2) 10-min. periods will be played to conclusion
- (b) Penalty kicks
- (c) If a semifinal match or a championship match cannot be commenced or played to conclusion, the following rules shall apply:
 - (aa) if the match is played until at least half-time and one team is ahead, the team ahead shall be declared the winner and if not applicable then:

(bb) if the team's have previously played each other in this tournament the winner of the previously played game shall be declared the champion and if they have not played or had previously tied then:

(cc) coin flip

TIE BREAKERS - PENALTY KICKS

In the event that penalty kicks must be used to determine a winner in the final round the format will be as follows:

- (a) Each team will select five (5) players to kick - only players on the field at the end of the second overtime may be selected
- (b) Teams will alternate kicks - first team to kick will be determined by referee's coin flip
- (c) If the score remains tied after five kicks teams will alternate kicks one at a time until a winner is determined
- (d) Goalies may be charged after any shot
 1. The referee shall choose the goal at which all of the kicks will be taken.
 2. He shall toss a coin and the team whose captain wins the toss shall take the first kick.
 3. The referee shall note each player as he takes a kick from the penalty marker.
 4. (a) subject to the terms of the following paragraphs (c) and (d) both teams shall take 5 kicks
 - (b) The kicks shall be taken alternately
 - (c) If before both teams have taken 5 kicks one has scored more goals than the other could even if it were to complete its 5 kicks the taking of kicks shall cease
 - (d) If after both teams have taken 5 kicks both have scored the same number of goals or have not scored any goals the taking of kicks shall continue in the same order until such time as both have taken an equal number of kicks (not necessarily 5 more kicks) and one has scored a goal more than the other
 5. The team, which scores the greater number of goals or the number of kicks taken, is in accordance with the foregoing paragraph 4 (a), 4 (c), or 4 (d) shall be declared the winner of the competition.
 6. (a) with the exception referred to in the following paragraph (b) only the players who are on the field of play at the end of the match which shall mean the end of the extra time shall take part in the taking of the kicks.
 - (b) a goalkeeper who sustains an injury in the taking of the kicks and who because of the injury is unable to continue as goalkeeper may be replaced by a substitute
 7. Each kick shall be taken by a different player and not until all eligible players of any team (those players on the field of play) including the goalkeeper or the named substitute by whom he was replaced under the terms of paragraph 6 as the case may be have each taken a kick may a player of the same team take a second kick.
 8. Subject to the terms in paragraph 6 any player who is eligible may change places with his key goalkeeper at any time during the taking of the kicks.
 9. (a) other than the players taking a kick in the penalty mark and the 2 goalkeepers all players shall remain within the center circle while the taking of the kicks is in progress
 - (b) the goalkeeper who is a colleague of the kicker shall take a position within the field of play outside the penalty area at which the kick is being taken behind the line which runs parallel with the goal line at least ten yards from the penalty mark
 - (c) the goalkeeper must remain on the goal line between the posts until the ball is kicked into play

PLAYER PASSES AND MEDICAL RELEASE FORMS

Coaches are required to bring player passes and medical release forms to every game

FIELD RESTRICTIONS

1. The playing fields for the Central Park have legally based restrictions against the presence and use of alcoholic beverages.
2. Teams and coaches will be stationed on the same side of the field opposite the spectators.

GAME BALL

A game ball for preliminary games shall be provided to the referee by each team. The referee may choose

one or both for use in the game. Balls for the finals shall be provided by the Tournament.

INTERRUPTED GAMES

Because the fields are scheduled to capacity if there is a prolonged interruption due to weather, lightning or other causes beyond control of the tournament and the game may not be able to be completed and still maintain the schedule. If this occurs the tournament director will have the sole discretion and judgment according to the following rules:

(a) games interrupted after completion of the first half:

1. if time allows play to completion
2. If time is not permitted game will be called complete and scored at the time of the interruption recorded

(b) Games interrupted in the first half:

1. If time permits play to completion
2. If time permits play to completion at least the first half and record the game as complete.
3. If the first half cannot be completed the game will be called a scoreless tie and each team will be awarded 1 point, no point for a shutout

(c) In any event games shall not be played past the scheduled start time of the next game due to any delays

(d) The referee's decision to stop play is judgment and is not subject to protest. Stoppage at one field will result in the stoppage of other play on adjacent fields.

GENERAL

The tournament director's interpretation of the foregoing rules and regulations shall be final. The tournament directors reserve the right to decide on all matters pertaining to the tournament. Any questions should be directed to the tournament directors.