

# 2010 COLUMBUS DAY OHIO CHALLENGE Tournament Rules

1. All players on the roster submitted by the team, having player passes, are eligible to play. Proof of age emergency med forms, etc., must be available at the site if any player is challenged.

A copy of the team roster must be filed at tournament headquarters. Teams outside Ohio North must file a copy of their Permission To Travel with the team roster attached. You are allowed up to 4 guest players per team. Younger players may play up on older teams. Teams from Ohio North should cross out players not playing and write in all the information for the guest players above the cross-out. Teams from outside Ohio North MUST obtain Guest Player Rosters from their own State Associations and attach approved guest player rosters to their travel permits. We do not supply guest player rosters. Every player must have a player pass or proof of registration with your State Association. We do not issue player passes. They must be issued by your league or State Association.

\*\* Guest players must be from the same affiliated organization as the team to which they choose to guest with.

A copy of the team roster must be filed at tournament headquarters. Teams outside Ohio North must file a copy of their Permission To Travel with the team roster attached. Younger players may play up on older teams.
2. All FIFA rules of play and laws of the game shall apply in the tournament, except:

The game times shall be 2 x 25-minute halves for all U8-U12 games.  
The game times shall be 2 x 30 minute halves for all U13-U14 games.

The referee MUST keep fields on schedule, and will be the SOLE judge of how long each half is played. His decision on this matter may not be challenged or appealed. You can help by getting your team on the field quickly, no warm-ups on the field, and by getting off the field immediately after each game has ended.

Tie scores stand in all first round pool games.

Semi-final or final games that are ties after regulation shall be settled by FIFA kicks from the penalty spot (There is NO OVERTIME). The teams may be moved to an open field or goal for the taking of FIFA penalty kicks.

Unlimited substitution is allowed with the permission of the referee after goals, on any goal kick, on a throw-in by the team making the substitution, after an injury (one for one by either team), and after a yellow card for the carded player only;

Use #4 balls for U8-U12, #5 balls for all others. No short corners for any age group.

Home team is first listed or highest standing team and changes color in case of conflict.

All players, coaches and spectators from a team should be on the SAME SIDE of the field with home team having choice of sides.
3. **Advancement and Awards: Placing** is determined by points according to the following formula:  
3 points for each win, 1 point for each tie, 0 points for each loss. To discourage teams from running up scores, the tournament uses the 5-goal margin rule. This means that the official score cannot show a winning margin of more than 5 goals. Coaches should give some thought to how this can affect the tiebreakers shown below, particularly goals scored and goals allowed.

**Group standings** are determined by:

  - 1--Total Points
  - 2--Head to head result (see below)
  - 3--Goal Differential (goals scored minus goals allowed)
  - 4--Most Total goals scored (see below)
  - 5--Least Total goals allowed
  - 6--Sportsmanship points awarded by referees
  - 7--If still tied, by a coin flip by tournament director.

About Goal Differential and Total Goals: The tournament uses a maximum plus-5 goal differential in every game to discourage running up scores. The actual official score will be the score using this 5-goal rule, so it does no good at all to win a game 6-0 or more. However, because we want to encourage goal scoring by all teams, we use Total Goals Scored as the 4<sup>th</sup> tie-breaker, ahead of Total Goals Allowed. There are no bonus points for shutouts, and there is no incentive to shut out a team. In fact, it CAN be to your advantage to keep playing normally and allow opponents to score if you are winning easily.

About "head to head": Means if two teams met, the winner of the game between them advances. However, this tie-breaker cannot be used if the two teams tie in pool play, and WILL NOT be used if three or more teams tie, whether any two or more of those teams met in pool games or not. Further, after other tiebreakers are used to determine placement of a team, or teams (leaving two) the head to head result still will not be used between those two teams.

About Sportsmanship: Each team is assumed to start with average sportsmanship, or a 3 on the scoring system. Referees may give more points for excellent sportsmanship, or less points for poor sportsmanship including, but not limited to, yelling criticism at the officials. Any card not marked by the referee will be assumed to be average, or a 3. If coaches believe they are entitled to better marks, it is in their interest to make sure the referee fills out the sportsmanship box.

## **Advancement:**

**SPECIAL U9 FESTIVAL FORMAT:** Every U8-U9 player receives an award. There are no standings kept in the U8-U9 Divisions. U10s do play competitively for awards, and standings are recorded. When U9 and U10 are combined, U9 teams are considered to be U10 teams for standings, but all U9 players will receive awards regardless of where the U9 team finishes in the standings.

**4-Team Division Groups** will play a round robin format versus the all other teams in the group. 1<sup>st</sup> and 2<sup>nd</sup> will meet in a Championship game with awards for Champion and runner-up.

**5-Team Division Groups** will be placed in ONE pool of 5 teams and play a complete round-robin with each of the other four teams. Standings will be determined based on points and tie-breakers, and there will NOT be a championship or playoff game. There will be awards for one champion and runner-up.

**6-Team Division Groups** will be placed in two pools of 3 teams each. Each team will play the other teams in their pool and one cross-over game. After three pool games, the winner of each bracket will meet in a championship game. There will be 1<sup>st</sup> and 2<sup>nd</sup> place awards to the winner and loser of the championship game.

**10-Team Division Groups** will be placed in 2 pools of 5 teams each and format for the 5 team division will be followed.

4. **No protests or appeals of any nature will be heard.**
5. Yellow cards do not accumulate from one game to the next. Two yellows in one game = red.
6. Spectators and coaches may be issued yellow and red cards, but referees do not need to show the cards to enforce the sanctions.
7. Every red card is a serious offense and the person receiving it must miss a MINIMUM of the next game. The tournament director, upon review of the incident, may impose more penalties, including exclusion from the remainder of the tournament.
8. All disciplinary actions will be reported to home leagues and/or National State Associations.
9. If any or all of the tournament is canceled for any reason, including weather or unforeseen circumstances, any refunds made will be based on the number of games not played at \$25.00/game. No team forfeiting a game will be eligible for any refund under any circumstances. Opponents of teams which forfeit receive credit for a game won by a 5-0 score instead of a refund.
10. Failure to field seven players (11v11), six players (8v8), or 5 players (6v6) at game time constitutes a forfeit. Any action that causes a referee to abandon a match will also constitute a forfeit recorded score shall be 5-0.

## **SPECIAL BAD WEATHER PROVISIONS**

Any game started and interrupted by bad weather will be considered to be a complete game at the time play is suspended. No game suspended for more than 10 minutes may be resumed. If in the first half, the game result will be recorded as a tie. If in the second half, the score at the time play is suspended will be official.

The tournament director is the sole judge of field playability; referees may suspend any game for weather related safety concerns. Any game which cannot be started because of bad weather or deteriorating field conditions (including semi-finals and championship games) may be decided by a FIFA rules penalty kick shootout. The tournament director has the sole discretion to determine how unplayed games will be decided, if at all. The tournament director will also determine the time and place for these contests, if necessary. The tournament director may also rule that such games are simply ties for standings purposes. Such games will be deemed to be games actually played against the 3-game guarantee and there will be no refunds given to any team that refuses to accept this option. Any team that forfeits this option or that does not appear at the rescheduled time and place will be declared the loser of that particular game. It is the responsibility of each team, not the tournament organizers, to make sure they know when and where they are to play a game or participate in a rescheduled match or penalty kicks contest.

The tournament will make every possible effort to achieve an outcome for each scheduled game. **Bad weather is beyond the control of the tournament, and there will be no refunds given because games are cancelled, shortened and/or changed into penalty kick contests due to field conditions.**