

NE OHIO SPRING KICKOFF Tournament Rules 2010

1. All players on the roster submitted by the team are eligible to play. Proof of age, notarized emergency medical forms, etc., must be presented at registration and available at the site if any player is challenged. Rosters will be kept; make and submit a copy. All players registered with US Club Soccer or other USSF affiliates, including guest players, must provide proof of insurance either on the roster submitted or by individual letter. Players or teams that do not have passes due to late registration will be approved to play by the tournament committee so long as they furnish proof of age and registration in process from their league or USSF affiliate.

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. Teams registered with US Club Soccer are treated as if they are coming from another State Association outside Ohio North, and must provide US Club Soccer passes, rosters, and proof of insurance. We do not supply guest player rosters. Every player must have a player pass or proof of registration with your State Association, and alternate proof of age. 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.

Players may only be rostered and play for on 1 team within the same age bracket during the tournament. Violation of this rule will result in a forfeit of any game in which the illegal player participated (score 5-0).

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 game times shall be 2 x 30-minute halves for all U15-U19 games.

Tie scores stand in all first round pool games.

Semi-final or final games shall be settled by FIFA kicks from the penalty spot.

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 U10 and 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.

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--Least Total goals allowed
- 5--Most Total goals scored using official 5-goal margin score
- 6--Sportsmanship points awarded by referees
- 7--If still tied, by a coin flip by tournament director.

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:

4-Team Age Groups will play the other teams in the pool. After three pool games, teams will be ranked, using the standing tiebreakers above, 1-2-3-4. The 1-2 teams will meet in a championship game. There will be 1st and 2nd place awards to the winner and loser of each of the championship game.

5-Team Age Groups will play a complete round robin against the other four teams in their pool. There will be 1st and 2nd place awards to the winner and runner-up in each pool. In some age groups, there may be two or more pools of 5 teams each. The winners of these pools will not meet; each pool is a separate championship of its own.

6-Team Age 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, teams will be ranked in each pool, using the standing tiebreakers above, 1-2-3. The first place teams in each pool will meet in a championship game. There will be 1st and 2nd place awards to the winner and loser of the championship game.

8-Team Age Groups will be placed in two pools of 4 teams each. Each team will play the other teams in their pool. After three pool games, teams will be ranked in each pool, using the standing tiebreakers above, 1-2-3-4. The first place team in A pool will meet the first place team in B pool in a championship game. There will be 1st and 2nd place awards to the winner and loser of the championship game.

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.**

