



## Tournament Rules



### 1. DURATION OF GAMES

Games will be played on Saturday, Nov. 14<sup>th</sup>, and Sunday, Nov. 15<sup>th</sup>.

All Men's Open and Women's Open games will consist of 45-minute halves with a 10-minute break between halves. All Men's O-30 games will consist of 35-minute halves with a 10-minute break between halves. Only games considered as finals will have overtime in the event of a tie at the end of regulation. Overtime shall consist of two 10-minute Silver Goal halves. If the score is still tied at the end of the 1<sup>st</sup> 10-minute Silver Goal half, then the 2<sup>nd</sup> 10-minute Silver Goal half shall commence after a 5-minute break. If the teams are still tied at the end of 20 minutes of overtime, then a PK shootout will follow immediately to determine the Champion. Only players who are on the field of play at the end of the game will be allowed to participate in the penalty shootout.

### 2. TEAM ELIGIBILITY

All entering teams must be composed of players who are currently registered with their state associations. Teams outside of Louisiana Soccer Association **MUST** provide proof of permission to travel. Coaches **MUST** provide current state association issued player passes that match the official tournament roster. Please be sure and remove any unnecessary stickers from the front of the player passes. Final roster changes may be made during the tournament check-in meeting on Friday, Nov. 13<sup>th</sup> at the host hotel, the Holiday Inn South on Airline Hwy just off of I-12. Team check-in will be from 7 PM – 10 PM.

### 3. PLAYERS

Up to 22 players, which may include any amount of guest players, can be on the roster. All players must have current 2009 – 2010 USSF (Adult) player passes that were verified at the time of team registration. At least eleven players are required on the final roster for a team to be eligible for the tournament. At game time, at least seven players are required for a team to be eligible to play the scheduled game.

All O-30 players must be 30 yrs of age as of November 15, 2009. If need be, O-30 players may be asked to show proof of age (i.e. driver's license). If a team is found to have used an ineligible player, all games in which the illegal player has played will be recorded as a 0-3 forfeited loss for the team in violation of tournament rules. If a team forfeits more than one game, all of its results will be erased from the standings.

Players may be dual-registered provided that they play for only one Open team and one O-30 team. Team reps should be sure to indicate on their roster those players who will be playing on two teams in the tournament.

### 4. SUBSTITUTIONS

Unlimited substitutions are allowed in both regulation and overtime play. Substitutions may be allowed at any stoppage in the game by either team, at the discretion of the referee.

## **5. WARNINGS/EJECTIONS**

Players who are red carded must sit out the remainder of that game (with no substitution allowed) and the game immediately following. Player passes may be picked up at the tournament tent after the player sits out the necessary number of games. If a red card is issued to a player for fighting/assault or for referee abuse, a fine of \$50.00 will be assessed and the player will be immediately ejected from the tournament. The player's pass will be held by BRSA until the \$50 fine is paid.

## **6. SLIDE TACKLES**

Slide tackles are prohibited in O-30 divisions and will result in an indirect free kick being awarded to the opposing team. Goalkeepers are allowed to slide within their penalty area; however, they are treated the same as field players outside of their penalty area. It is up to the teams to keep the games safe and enjoyable. In Open divisions, referees will not consider slide tackles as fouls unless they are dangerous and/or result in a trip.

## **7. SCORING/STANDINGS**

The 10-point system for games is as follows:

Win:	6	points
Tie:	3	points
Loss:	0	points
Forfeit:	10	points (3-0 score)
Shutouts:	1	point
Goals Scored:	1	point each (max. of 3 per game)

Referees will give score sheets to the winning team rep after the game is played. Winning team reps will report to the tournament HQs under the back pavilion with the score sheets so that the scores may be recorded. In case of a tie, the home team shall be given the score sheet.

## **8. FINAL ROUNDS OF PLAY / TIE BREAKING**

The Men's Open division will play a 4-game round-robin. There will be no final. The two teams with the most points after 4 games will receive 1<sup>st</sup> and 2<sup>nd</sup> place.

For determining teams who earn the right to advance to the finals in all other divisions, ties will be broken in the following order:

- a. Results of head to head competition
- b. Least goals allowed
- c. Most shutouts
- d. Best goal differential (no max. of goals scored)
- e. Most goals scored (no max.)
- f. Penalty Kicks

## **9. PLAYERS' UNIFORMS/EQUIPMENT**

All players, except for goalkeepers, must wear numbered jerseys of the same team color.

Each player must have a unique number.

The Goalkeeper must be distinguishable from the other players.

In the event of color conflict, the home team will change uniforms.

The home team is listed first on the schedule and shall supply game balls.

## 10. RESCHEDULES/CANCELLATIONS

The following changes may be made to any game because of inclement weather:

- a. Relocate/reschedule game
- b. Reduce the scheduled playing time as much as 50%
- c. Cancel any bracket game

Or misconduct:

- d. A team shall forfeit a game if its conduct causes a game to be prematurely terminated or abandoned.

## 11. STOPPAGE OF PLAY

- a. If one half of the game has been completed prior to the stoppage, the result of the match at the time of stoppage will stand. The match WILL NOT be replayed.
- b. If less than one half of a bracket match has been completed at the time of the stoppage, the match will be continued from time of stoppage when play resumes. Due to traveling teams, if a finals match is unable to be continued after a 1-hour delay, the result will go down as the score stands. If the score is tied at the time of stoppage and play cannot resume within an hour, then both teams will be “co-champions.” The team that traveled the greatest distance (based on their association’s location) will receive the Champions t-shirts, Runner’s-Up ball, and a 50% discount into next year’s event. The other “co-champion” will receive free entry into next year’s event and the Champions ball. If the teams are from the same association, then a coin toss will decide which team will be considered as having “traveled the furthest.”

## 12. FORFEITURE OF GAMES

No grace period is allowed. In the event that a referee is late, the referee coordinator shall decide on the referee. If the referee coordinator cannot produce a substitute, the two coaches/representatives will decide on a substitute.

If a team forfeits more than one game, all of its results will be erased from the standings.

## 13. PROTESTS

No protests will be allowed. All referee decisions are final.

