

2010 Special Forces Coed Tournament Rules

1. DURATION OF GAMES

Games will be played on Saturday, July 24th and Sunday, July 25th. All games will consist of 30-minute halves with a 5-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 1st 10-minute Silver Goal half, then the 2nd 10-minute Silver Goal half shall commence after a 5 min. break. If the teams are still tied at the end of 20 minutes of overtime, then a penalty kick 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 kick shootout. During the shootout, teams must alternate between male and female, or female and male, players when taking the kicks. All PKs in overtime count as 1 goal.

Due to the recent high heat-index temperatures, referees shall give water breaks at the quarters (15 and 45 min. marks) of ALL games to help protect players and referees. These breaks should last approx. 2 minutes and the referee shall stop time. Players on the field at the time of stoppage of play shall return to the field unless allowed a substitution by the referee.

2. TEAM ELIGIBILITY

All entering teams must be 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, July 23rd at the host hotel, the Holiday Inn Baton Rouge South on Airline Hwy just off I-12. Team check-in will be from 7 PM – 10 PM. At least eleven players on the team roster are required for a team to be eligible for the tournament.

3. PLAYERS

Up to 22 players, which may include five guest players and three transfers, can be on the roster. All players must be current 2009 - 2010 USASA (Amateur) registered/insured players and have laminated passes which will be checked at the time of team registration. No exceptions. All O-30 players MUST be 30 yrs of age AS OF July 25, 2010, with the following exception: only TWO women who play with an O-30 Coed team may be under 30 years of age. If need be, an O-30 player 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 a 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.

A minimum of 7 players are required for a game to be played. In the event that a team only fields 7 players total, 2 of the players must be women. For a team fielding a full squad (11 players), the ten field players may consist of more than five women, but no more than five men. The goalkeeper may be male or female.

Players may be dual-registered provided that they are registered on 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

A player who is red carded must sit out the remainder of that game (with no substitution allowed) and the game immediately following. If a male player is red carded, then his team must play a man short; likewise, if a female player is red carded, then her team must play a woman short. 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, the player will be immediately ejected from the tournament. A team that accumulates a total of three red cards or six yellow cards in one game will be forced to forfeit that game.

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

Standings will be determined by a 10 point system as follows:

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| a. Win: | 6 | points |
| b. Tie: | 3 | points |
| c. Loss: | 0 | points |
| d. Forfeit: | 10 | points (3-0 score) |
| e. Goals For: | 1 | point for each goal scored (max. 3 goals per game) |
| f. Shutouts: | 1 | point |

The offensive scoring is as follows:

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| Men's goals | 1 point (maximum 2 goals per male player per game) |
| Women's goals | 2 points (unlimited goals) |

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| Men's penalty kick | 1 point (counts toward the goal limit) |
| Women's penalty kick | 2 points (during regulation time) |
| | 1 point (for finals shootout) |

In case of deflection, the last offensive player to touch the ball will determine the number of points. However, own goals, determined at the referee's discretion, will only count for one point.

Referees will give score sheets to the winning team rep after the game is played. Winning team reps will report to the tournament tent 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 and will report to the tournament tent.

8. FINAL ROUNDS OF PLAY / TIE BREAKING

Specific rules for teams in their respective division qualifying for final rounds of play will be determined once all team entries have been received. In case of a tie in total points when determining the teams who earn the right to advance to the finals (or the teams that place 1st and 2nd after all round-robin bracket games are played), ties will be broken in the following order:.

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

- Results of head to head competition
- Least goals allowed
- Most shutouts
- Best goal differential (no max. of goals scored)
- Most goals scored (no max.)
- Penalty Kicks (kickers must alternate between male and female or female and male)

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 schedule 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.