



## DTS WINTER INVITATIONAL 2017 – TOURNAMENT RULES

### Laws of the Game

*All matches must be played in accordance with FIFA Laws of the Game, except as specifically modified as follows in the tournament rules:*

a. Substitution Time: Unlimited substitutions for all age groups will be allowed with the consent of the Referee;

1. Subs at any throws.
2. Before a goal-kick.
3. After a score by either team.
4. At half time.
5. After an injury, by either team, when the referee stops play.
6. After a caution, one for one by both teams, if the cautioned player is substituted.

b. Games will consist of two halves of equal length (30 minutes each half). The Director reserves the right to adjust game length for conditions beyond their control. See Weather/Reschedule section below.

c. The game clock will not be stopped because of injury to any player, except if deemed necessary by the referee. Due to the time allowed for the completion of all games, the clock should run continuously.

d. A coach may coach more than one team during the tournament. The tournament makes reasonable attempts to avoid scheduling conflicts; however, we cannot guarantee a game conflict will not occur especially in event of multiple teams coached by the same coach making it to the final rounds.

### Player Equipment

Hard casts are not permitted; soft casts will only be allowed upon approval of the game referee. Shin guards are required and socks must be worn to completely cover the shin guards.

No jewelry of any kind will be permitted.

### Team Check-In

Teams shall be at the assigned field at least 60 minutes prior to the start of their game. The field marshal, will conduct the Team Check-In. Player and Coach passes are required.

### Match Schedules

Each team will play a minimum of 4 games. For the DTS Winter Invitational inclement weather / cancellation policy please [CLICK HERE](#).

### Referees

Referees will be USSF certified.

### Match Delays / Weather (ex: Lightning delays game)

Games shall be considered completed if the first half has concluded and play is stopped by either the Field Referee or the Tournament Directors. The score at the stoppage of play will be the final game score. If the first half has not been completed and the game is stopped, every effort will be made to complete the game, or play to complete at least the first half and record the score as final. If the game is cancelled before it starts every effort will be made to reschedule the game.

### Forfeits

The score of a forfeited game shall be recorded as 2-0 in favor of the team not forfeiting, if; 1) the game has not commenced, or 2) the game has commenced and the non-forfeiting team has less than a 2-goal lead at the time of cessation. If the non-forfeiting team has more than a 2-goal lead at the time of cessation, the score shall stand. Forfeiture will be declared for a failure to begin play within fifteen (15) minutes of game time. Failure to complete a match or a team leaving the field during play may result in forfeiture. A minimum of 7 players are required to start an 11v11 match.

### Match and Score Reporting

Before leaving the field, it is the responsibility of both head coaches to verify the final score and game winner as reported by the center referee on the official game card. The Field Marshal will deliver the score to the Tournament Director. The scores and standings will be posted online