



## DTS SPRING INVITATIONAL 2014 – 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. Before a throw-in in your favor. The team in possession of the ball for a throw-in may substitute. If the team in possession substitutes players, the opposing team may also substitute any number of players at the same time.
  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 30 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.

### 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 on line within 60 minutes after the game. Posted scores will reflect a maximum goal difference of 5. Bracket standings, leading to championships, will be determined based on the Standings and Tie-Breakers explanation (see section below).



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### ***Standings and Tie-breakers***

It is the responsibility of the team's coach to keep up with their team's standings. Three points will be awarded for a win, one point for a tie and zero points for a loss.

In the event of ties in point standings, the following sequence will be used to determine the championship team. Note: in the event that three or more teams are tied, the tie break sequence below will be followed until two teams remain. At that point the process starts again from the top with the two remaining teams..

- a. Points earned from matches won or tied.
- b. Result of head to head game (2 teams only)
- c. Goal difference: Average of goal differential. A maximum differential of 5 goals per game will account for this purpose.
- d. Fewest goals allowed.
- e. Most goals scored (maximum of 5 goals per game will count for this purpose)
- f. If two teams are still tied, Penalty Kicks will be used to determine a winner. 3 Penalty Kicks per team, if scores are tied after that, it's a shoot-out. Highest score wins.

### ***Protests and Disputes***

Protests by any team must be submitted in writing to the Tournament Director within 30 minutes of completion of the game. The referees' judgment is NOT an acceptable basis for protesting the outcome of a game

### ***Final Rulings***

The final interpreter of the foregoing rules and regulations, and any matters not provided for in these rules will be the Tournament Director, whose decisions shall be final.

### ***Conduct and Discipline***

Disciplinary action taken against a coach will be levied in the next game in which he/she coaches the team playing at the time of the original infraction, or to the next game coached if the violation occurred during the last game for that team. If additional behavior problems occur, the Director reserves the right to levy additional discipline up to and including expulsion from the Tournament.

Not permitted at our tournament includes: pets, alcoholic beverages, smoking, firearms and verbal abuse.

All participants in the DTS Winter Invitational are expected to maintain high standards of conduct during their stay at the Tournament. These standards are expected of players, referees, families and other guests in the hotels and motels; keeping noise in the hallways to a minimum, refraining from kicking soccer balls inside any of the buildings, and being respectful of the property of others. Should it come to the attention of the Tournament Director that a person (or persons) has failed to observe these guidelines; the Director reserves the right to take remedial action. Said action, depending upon the circumstances, may range from a warning, a reduction in points in the standings, or banning that team and/or all teams in its club from future participation in the tournament.

There shall be no dissent between players and/or coaches and the referee. Questioning a referee is considered dissent. All coaches are responsible for the actions of their spectators, specifically verbal abuse of referees. Such abuse will not be tolerated! Violation may result in forfeiture of the game and/or expulsion from further play.

Any player or coach ejected from a game will be ineligible to participate in the next scheduled game. The player/coach pass is to be turned in to the referee headquarters immediately following the initial suspension game. If dismissed in the last game, an incident report will be filed with the appropriate state association and disciplinary action will be assessed by that association. A complete report of disciplinary action(s) taken against a player, coach or team is provided to the sanctioning organization at the conclusion of the tournament.

Any player or coach who receives an accumulation of three (3) yellow cards must sit out the next game.

Spectators may be ejected from the park for improper conduct at the discretion of the tournament officials. Persons ejected due to any of the above situations must leave the site immediately.

Artificial noise makers are not permitted.

No pets are allowed at any of the tournament sites.