



GPS NASA Fall Kick-Off Tournament Rules 2018

Match Laws

All games will be played in accordance with the FIFA laws of the game, except as specifically superseded by tournament rules.

Team Acceptance

The tournament committee reserves the right to accept or reject any team application. Once accepted by the tournament committee, the application fee is non-refundable. All accepted teams are required to have current roster, medical waivers and laminated player and coach passes. The Tournament Director and Committee reserves the right to decide all matters pertaining to the tournament and their judgment is final.

Eligibility

Age groups accepted are boys and girls U8-U19. All teams and players must be registered with a member association of USSF: state association, AYSO or US Club Soccer for the current year and possess 2018-19 player passes and rosters.

Roster and Player Documentation

- All teams must participate with player passes and team rosters. No pass- no play. Laminated players passes are required. Temporary or photo copy of non-official rosters or player passes will not be accepted. Players who wish to participate in the tournament must be listed on the official roster.
- All players must have a current medical release form- (if your state requires notarization, then the med releases must be notarized).
- Completed tournament parent/player liability waiver.
- Out-of-state teams must have an approved Permission to Travel form (not required for US Club).

Any team that does not have the items listed above will not be allowed to play in any matches. Bring your roster and player documentation to each game. They may be inspected at any time during the tournament by referees or tournament officials.

Summary Age Bracket and Details

Age Groups	U8-U10	U11-U12	U13-U14	U15-U19
Players on Field	7v7	9v9	11v11	11v11
Halves Min.	25	25	30	35
Halftime Min.	5	5	5	5
Overtime*	2x5	2x5	2x5	2x5
Min. Forfeit	5	5	5	5
Max. Roster	12	14	19	19
Min Players to Start	5	7	8	8
Ball Size	4	4	5	5

Division Standings and Advancement

For the purpose of determining bracket standings and semifinal match participants, the following point system will be used: Win=3 points, Tie=1 point, Loss=0 points, Shutout= 1 point **Any Forfeit will be recorded as 4-0 and awarded 4 points for a win.**

Ties

Ties will stand at the end of regulation play for preliminary round and consolation matches. In the event of a tie in the standings after the preliminary group round matches, bracket winners and/or runner-ups will be determined as follows:

1. Head-to-Head competition.
2. Goal Differential (max 4 in any game)
3. Most goals scored (max of 4 per game)
4. Least goals allowed
5. Most clean sheets (shutouts)
6. Penalty kicks from the penalty mark (will be played prior to the semi or final match)
7. In the event of a bye or forfeit, tie breaking rules 2, 3, and 4 will be based on the matches played among common opponents.

Any team that forfeits a match cannot advance to semi-final and final match, nor be champions on points.

*Ties after regulation play for semifinals and championship matches.

Teams will be given a five (5) minute rest and immediately proceed to penalty kicks. Only the players on the field at the end of the second period will be allowed to participate in the penalty kicks. The process for penalty kicks will be as follows:

- All participating players will immediately meet at the centre of the field.
- A coin toss will determine who kicks first.
- The referee will decide which goal will be used.
- Five players will be selected from each team to participate in the first round.
- With teams alternating, each team will take 5 kicks. The team scoring the most goals will be declared the winner.

- If the teams remain tied after the first round, the remaining participating players from each team will take their kicks. Teams will alternate and the first team to score with the opposing team not scoring will be declared the winner.
- No player may kick a second time until all eligible teammates, including the goal keeper have kicked once. Exception: if one team is playing short and uses all eligible players on the field, then both teams may start over.
- Each team may select any of their participating players on the field to serve as the goalkeeper. The keeper may be changed at any time by one of the participating players. In the event that the goalkeeper becomes injured, a player not currently on the field may replace him.

All decisions by the referee are final and binding. No protests will be allowed.

Awards for first and second place will only be given in championship divisions; none will be awarded in consolation games.

Special Gameplay Rules and notes

- Per the new USYS Guidelines, heading is not allowed in U12 and younger games. The referees will treat a deliberate header as they would a dangerous play - indirect free kick for the opposing team
- SCYSA allows slide tackling at all ages.
- Head Injuries: The referee will stop play if there is a suspicion of a head injury. If play is stopped because of the suspicion, **the coach MUST remove the player**. If there is a suspicion of a concussion a **medical trainer** must deem the player fit to re-enter the game NOT a coach or parent.

Substitutions

Substitutions may be made with the permission of the referee based upon FIFA rules. All age groups will have unlimited substitutions and players may re-enter the game. The substitute must wait until the player is off the field before entering the field (unless the referee waves him/her on). Players must exit or enter at midfield. No substitutions will be allowed for players sent off.

Substitutions will be allowed as follows:

- Throw-ins for the attacking team. Defending team can also introduce substitute at this point.
- Before a goal kick by either team.
- After a goal by either team.
- For an injured player.
- At halftime.
- Before either overtime period.
- At the time of an infraction, a yellow card a player **MUST** be substituted by the coach. The cautioned player may return at a later time. Red card infraction, player must leave the playing field and the team must play short.

Forfeit

A maximum grace period of five (5) minutes will be allowed after the scheduled kick-off time. A team must have the minimum players required present to begin a match. A match forfeited will be scored 3-0 and the winning team will be awarded 10 point. It is requested the teams be present thirty (30) minutes prior to the scheduled start time to aid in the timely start of play.

Inclement Weather/Game Delays

Coaches and players must appear at the field ready to play as scheduled, regardless of the weather. Failure to appear will result in a forfeit of the match. Only the Tournament Director may cancel or postpone games. At the sight of

lightning all games will cease and play shall not resume until the Tournament Director determines that a minimum of thirty (30) minutes has passed with no visible lightning.

Additionally, the Tournament Director may reduce the length of a match due to weather or field conditions. Should a preliminary match in progress be terminated due to weather or field conditions, the match will be considered official if, at least the first half has been played and the score at that time shall stand, even if the score is a tie. For other matches, rescheduling attempts will be made as fairly as possible, considering referee and field availability and normal progress of the competition. As a last resort, PK's may be used to decide winning teams in semi-final or final matches. There will be no refunds given if all or a portion of the tournament is cancelled or cannot be rescheduled by the Tournament Director for any reason.

Player Equipment

- Shin Guards must be worn by all players.
- Game balls will be provided by the home team.
- With the exception of medical ID, no rings, watches, earrings or other jewelry of any kind may be worn. All medical ID medals must be taped to the body. The referee, prior to the match must approve any protective device or cast worn by a player. Cast must be padded and wrapped. No equipment changes may be made after referee's equipment check without his/her permission.
- When the color of the jersey is similar or identical, the designated home team will change jerseys. The team listed first on the schedule is the home team. Each player must have a different jersey number.
- Goalkeepers must wear a different colored jersey to distinguish them from all other players and the referees.

Player, Coach and Spectator Conduct

All coaches, players and spectators are expected to conduct themselves in a sportsmanlike manner. Any player, coach, or team supporter sent off during this tournament will be reported to the team's home state association. Matters involving referee assault or abuse will be reported immediately to the team's home state association as required by USSF Policy 531-9. Any player sent off (red card) from a match will not be replaced and not allowed to play in the remainder of the match and the team's next match. Two (2) yellow cards in one match are equivalent to a red card and the above rule applies. Any coach or team supporter sent off during a match must immediately leave the vicinity of the field and not be visibly present for the next match. A send off for serious verbal or physical altercation will result in the player, coach or team supporter being expelled and subject to be banned from the tournament facilities. If a Coach or team supporter refuses to leave the facility as directed, the Referee has the right to declare a forfeit and the other team will be granted a 3-0 win.

Spectators must sit on the opposite side of the field as their team and remain at least 2 yards behind the touchline. All spectators must remain between the 18-yard line on their team side of the field. No coach or player may stand on the sideline between the 18-yard line and the goal line. Coaches are responsible for the conduct of their players and sideline team supporters on his/her team. Coaches not taking responsibility for their sideline's misconduct may be cautioned and/or ejected. In accordance with FIFA rules, only players will be shown a card (yellow or red) when being cautioned or sent off.

Protests

The Tournament Director and Committee reserves the right to decide all matters pertaining to the tournament and their judgment is final. No protests are allowed.

General Rules

- No tents allowed within 15 feet of the playing field. No tent stakes, ropes or string may be used. The tournament may require that tents or other items or spectators be moved at their discretion.
- No pets, No firearms, No alcoholic beverages allowed around field areas or stadium area.
- Weather Updates will be online and on Facebook
- The Tournament Director, Tournament Committee, GPS Carolina and their volunteers will not be responsible for any expenses (including team entry fees) by any team or club if the tournament is cancelled in -whole or in-part for ANY reason. The Tournament Director and tournament committee cannot be responsible for indement weather and there will be no refunds given.