

Tournament Rules

1. FIFA Laws

All tournament matches will be played in accord with the Laws of the Game as issued by FIFA. The following rules supplement the Laws of the Game.

2. Team Acceptance

- a) The tournament committee reserves the right to accept or reject any team application
- b) Any incomplete application will be returned to sender and not processed for consideration. Application is not considered complete until entry fee is received. All applications must be completed online- no paper applications accepted!
- c) No team shall be deemed accepted unless written notification has been sent by the Tournament Director.
- d) Once accepted by the Tournament Director, the application fee is non-refundable. All ASC teams are required to have volunteers or the requirements put forth by the tournament committee.
- e) All accepted teams are register Friday night before tournament play begins.
- f) Upon acceptance all teams will be given a time line for paperwork submission. Any team not meeting the appropriate deadlines may be disqualified from tournament play.
- g) Accepted teams are required to have laminated player passes and current official notarized tournament medical release form.

3. Roster and Player Documentation

You must participate with **Fall 2009** roster. You may add up to 8 guest players; however, the maximum roster size is 22. All teams must comply with the **Fall 2009** Tournament rules and Tournament Director decisions are final. Documentation is required to support the age of the player. A current official tournament notarized medical release form. **Laminated, current validated player passes are required for all players.** Roster and player documentation may be inspected at any time during the tournament. Exceptions to these requirements must have written approval of the Tournament Director. Exceptions are subject to review by the tournament committee for a final ruling. Completed and approved Permission to Travel forms are required for all out of state teams.

4. Guest Players

Guest players must be registered as a member of an association. Guest players must have an official tournament guest roster form validated by the appropriate State or Association Register. The official tournament guest player roster form includes but is not limited to the players identification number (player pass #), the age/birthday of the player and must be validated to confirm player is in good standing with current state. We will only accept the OFFICAL TOURNAMENT GUEST ROSTER FORM. Players must play on their own team if their team is playing in the 2009 Tournament and are not eligible to play as a guest player with another team. All teams will comply with the 2009 Tournament rules and the Tournament Director's decisions are final. Guest players must meet all requirements for individual team players. Any guest players with incomplete/incorrect information at registration will not be allowed to participate.

5. Eligibility

All players are born in the year of their age group classification, or in a later group. Teams must be properly registered and in good standing with their state, national and regional association. Each player shall posses a laminated, current, valid player pass or proper pass from their national association and an official tournament and current notarized medical release form.

ALL teams and players must meet the following criteria:

- a) The player must be registered and posses a laminated current valid pass from the same club or league and a current official tournament notarized medical release form.
- b) There can not be more than 8 guest players on any team.

6. Player Equipment

- a) Where the color of the jersey similar or identical, the designated home team (the team listed first in the schedule) will change jerseys.
- b) All players must have uniform with individual numbers on the jersey.
- c) No jewelry may be worn by any player (earrings, watches, necklaces, etc.)
- d) Players wearing cast are allowed to play with the proper approval of the Tournament Director and or Referee Assignor.
- e) Shin guards must be worn at all times by all players.
- f) All referee decisions are final regarding player equipment.

7. Substitutions

- a) Substitutions shall be unlimited.
- b) Substitutions can be made on any stoppage of play.
- c) An injured player may be substituted for at the discretion of the referee. If a substitution is made for the injured player, the opposing team may also make one substitution (with the referee's acknowledgment).

8. Player, Coach, Spectator Ejection

Any player elected from a match will NOT be replaced and will NOT be allowed to participate in his/her team's immediate next match. Ejection for fighting by players and coaches will result in the player or coach NOT being allowed to participate in ANY remaining tournament matches. Any coach ejected from a match will not be allowed to coach his/her team in its immediate next match. Each coach is responsible for the conduct of the players and parents on his/her team. Coaches not taking responsibility for their sideline's conduct may be cautioned and/or ejected.

Rules Cont.

9. Team Field Positions

Each team's players, coaches will be on one sideline and spectators will take a position on the playing field opposite the players and coaches. Coaches and spectators must remain between the 18-yard lines (the penalty areas). Home and visitors sideline is clearly marked on the tournament map.

10. Duration of Play

The duration of each match is indicated below. Two equal halves will be played with five-minute half-time interval. Matches may be shorten or canceled at the discretion of the Tournament Director in the event of inclement weather.

U14/U15/U16/U17/U18

2 X 35 MINUTE HALVES

The tournament does not require the referee to add time for substitutions. The official clock WILL NOT stop for any reason unless in the judgment of the referee:

Removing an injured player from the field would endanger the physical well being of the player or:

Other conditions so warrant in the judgment of the referee. Any game shorten due to injury will be continued/made up at the discretion of the Tournament Director.

11. Protests None allowed.

12. Forfeits

A forfeit shall be awarded if a team is not present and prepared to play within five minutes of the scheduled commencement time. Ten-minute allowance shall be made for semi-final and championship matches. Any team forfeiting a match will not be allowed to play in a semi-final or championship game. It is requested that teams be present 30 minutes in advance of the scheduled commencement of a match to aid in the timely start of play. Seven players constitute a team.

13. Inclement Weather

Regardless of weather conditions, coaches and their teams must appear at the respective field site, ready to play as scheduled. Failure to appear will result in forfeiture of the match. Only the Tournament Director may cancel or postpone a match. Referees may suspend a match only. In the case of severe weather, in his/her discretion, Tournament Directors may cancel and all games. In case of severe weather that occurs after the beginning of play, the Tournament Director may reduce the length of the match and may discontinue or cancel the game. Should a match be terminated due to weather conditions after 20 minutes of play, the match will be considered official and the score at the time will stand. If a match is terminated prior to 20 minutes of play every attempt will be made to complete the match. However, if necessary other means, determined by the tournament committee, may be used to determine a winner. Referees and field managers will not consider beginning or continuing matches when a lightning storm exists. No refunds will be given in the event of cancellation.

14. Disclaimer

Neither the Tournament Committee, NEWSS, or the Tournament Sponsors are responsible for any expenses incurred by any team in the event the tournament is cancelled in whole or part or in the event games are discontinued or cancelled due to inclement weather or adverse field conditions, nor will any refunds be made. The Tournament Committee reserves the right to decide all matters pertaining to the tournament. The judgment of the Tournament Committee is final. The Tournament Director has authority to make all decisions and these decisions will be final. All referee decisions and final and binding.

15. Contact for Your Team

Each team, upon checking in at registration, must sign a ledger sheet giving the hotel where the team is staying, the room number of a team contact, the team's coach or the team's assistant coach so that these individuals may be contacted in the event that circumstances require it. Be sure your team contact is someone who can be reached at any hour.

16. Special Note

Be sure to have in your possession at each game:

- A. Laminated current/validated player passes
- B. Tournament approved/validated roster 2009/2010 season
- C. All validated required guest player documentation.
- D. Permission to travel (Out-of state) teams only. All US Club Soccer Teams MUST present proof of insurance.

These are subject to inspection at any time by referees or Tournament Officials. All rosters and permission to travel forms will be checked prior to the tournament. Please remember that the Shootout is dedicated to the development of all of the athletes participating in the tournament, to good sportsmanship and to the "good of soccer." The Tournament Director may suspend, without recourse or appeal, any players, coaches, parents or other persons who demonstrate anything less.

17. Hotel Requirements

All teams participating in the 2009 NEWSS Showcase are REQUIRED to make housing reservations through our official tournament housing agent. Any team who refuses to follow this rule will be disqualified from the event and will not receive a refund.

18. Tie Breakers for U14,U15,U16,U17,U18

Winner will be determined by the team with the most points (3 win, 1 tie, 0 lose).

Tie Breakers: 1. Head to Head 2. Goal Differential(max 5 per game) 3. Goals For 4. Goals against 5. Penalty kicks

Any forfeit will be a 2-0 win.

1st place finals for cup bracket, premier bracket and elite bracket will play two 5 minute overtimes 7vs7, and then go to penalty kicks if still tied after overtime.