



Spring Shootout

2017 TOURNAMENT RULES

TEAM CHECK-IN

Only the team representative is required for check-in, players do not need to be present. The following documents are required to complete team check-in.

- **Official Team Roster:** Two copies of the official USYSA State Association or US Club Soccer approved roster. The roster must include player jersey numbers.
 - One copy is retained at the tournament headquarters.
 - The other copy is kept with the team representative and must be available at all games.
 - Foreign teams must provide an equivalent roster as approved by their state, provincial, or national association.
- **Player Passes:** Player passes for each participating player issued by the same organization as the official team roster.
 - Passes will be cross-referenced with the official team roster.
 - Passes are kept with the team representative and must be available at all games.
 - No roster may be comprised of players with different passes from different organizations (no "mixed rosters").
- **Medical Releases:** Your club or organization medical releases for each participating player.
 - Forms are kept with the team representative and must be available at all games.
- **Permission to Travel:** A copy of the state (or province) association's permission to travel for teams traveling from outside their home state.
 - Required for USYSA teams. US Club Soccer teams do not need a permission to travel.
 - Travel forms are retained at the tournament headquarters.
 - If you have been denied travel permission from your state association, insurance may be obtained from US Club Soccer to attend the tournament. Under this program, the team still gets travel permission from its state, and uses its USYSA player cards, but is covered by the US Club Soccer insurance policy. Please visit the US Club Soccer website for details.
- **Team Waiver Form:** This form is specific to the Spring Shootout and requires a parent signature for every participating player. This form is found online on the tournament website.
 - The waiver form is cross-referenced with the official team roster.
 - The waiver form is retained at the tournament headquarters.
- **Guest Players:** The same items listed above are required for guest players. Guest players information should be added to the bottom of the official team roster.
 - A maximum of four (4) guest players are permitted per team, as long as the roster does not exceed the maximum number of players.

CHECK-IN TIMES AND LOCATIONS

All teams must check-in prior to your team's first game.

- **Game Day** -- 1 hour prior to your team's first game
 - Tournament Headquarters
Field and Courts Building
 - SPIRE Institute
5201 Spire Circle
Geneva, Ohio 44041

ROSTERS

Participation is open to accepted teams meeting the roster limit and player age limit as defined by US Soccer guidelines and the tournament's permission to host.

Age Groups	Number of Players	Maximum Roster Size
U9 - U10	7 v 7	14 players
U11 - U12	8 v 8	16 players
U13 - U16	11 v 11	18 players

- **Participation on Multiple Teams:** A player is not permitted to be registered for more than one team within the same age group. Players are permitted to "play up" on a second team.
 - **Exception:** Clubs with two teams in the same age group, but participating in different divisions, may have up to two (2) players double rostered.
 - These players must be clearly identified by the team representative upon check-in.
 - Guest players are not permitted to be double rostered.

UNIFORMS AND EQUIPMENT

- **Uniforms:** All players must wear uniforms of similar design and color with permanent numbers on the back that coincide with the official team roster.
 - In case of similar uniform colors, the Home team will change jersey color.
- **Shin Guards:** All players must wear shin guards in accordance with FIFA Laws of the Game.
- **Casts:** Players with protective casts or braces must meet referee approval in order to participate. This is required by the referee of each game.

LAWS OF THE GAME

All games shall be played in accordance with FIFA Laws of the Game, except as specifically modified by these tournament rules.

- **Substitutions:** Unlimited substitutions may be made during any stoppage of play with the permission of the referee.
- **Offside:** The offside rule is in effect for all divisions.

GENERAL TOURNAMENT INFORMATION

- **Sanctioning:** The event is a US Club Soccer sanctioned event.
- **Protests:** There are NO protests. All referee decisions are final and may not be appealed. Should you have an administrative issue (ex. questioning player eligibility), please contact the tournament headquarters immediately.
 - The tournament committee will have the final say on any issues.
- **Parking:** There are specific soccer parking areas outlined on the field map. Please obey all campus parking restrictions. Otherwise your car may be towed at your expense.
- **Campus:** Please obey all campus rules and restrictions. Failure to do so may result in your team being expelled from the tournament.
 - Alcoholic beverages and smoking are not permitted on the tournament campus.
- **Cancellation:** In the event the tournament is cancelled (in part or fully) due to inclement weather or other circumstances, NO REFUNDS WILL BE ISSUED, including housing or travel expenses.
- **Entry Fee:** Once a team has been accepted and payment has been processed, there will be no refunds.
- **Awards:** No awards will be given. The GotSoccer ranking system will be used to award team points for the event.
- **Sidelines:** One sideline will be used as the official team bench areas. Only rostered players and coaches are permitted on this sideline.
 - Spectators and non-rostered players or coaches must remain on the opposite sideline.
 - No one is permitted behind the goals, as not to distract the goalkeepers.
- **Warm-Up Areas:** Please see the tournament staff for specific warm-up areas for the facility.
 - Please be courteous to the teams playing. Do not warm-up directly behind the goals and distract the goalkeepers.
 - The referee will have final discretion on teams warming-up near the current game.

GAME PROCEDURES

Age Groups	Number of Players	Game Length	Ball Size
U9 - U10	7 v 7 (4 minimum)	2 x 25-minutes	4
U11 - U12	8 v 8 (6 minimum)	2 x 25-minutes	4
U13 - U16	11 v 11 (7 minimum)	2 x 25-minutes	5

- **Clock:** The referee will begin the clock after the previous game. Please be prepared to play immediately. Previous playing teams should exit the field quickly.
- **Halftime:** No halftime.
- **Injury Time:** No injury or additional time.
- **Overtime:** No overtime during group play, as games may end in a tie.
- **Game Ball:** The home team is responsible for providing a properly inflated game ball approved by the referee. Should this become unplayable, the away team will provide the next game ball.
- **Game Report:** At the end of each game, the referee will complete the official game report.
 - Both coaches must verify and sign the game report.
 - Tournament officials will collect game reports from the referees.

- **Minimum Number of Players:** A game may not start or finish with fewer than the minimum number of players listed above.
 - There shall be a 5-minute grace period at the start of game time.
 - Failure shall result in a forfeit loss of 1-0.
- **Forfeits:** If a team, through the action of its players, coaches, and/or spectators, is the cause for termination of a game, the game shall result in a forfeit loss of 1-0.

TOURNAMENT STANDINGS

- **Points:** All teams will play three (3) tournament matches within their group. Champions and Finalists will be determined by the group standings.
 - Six (6) points for a win
 - Three (3) point for a tie
 - Zero (0) points for a loss
 - One (1) point for a shutout (including 0-0 game)
 - One (1) point for each goal scored, up to three (3) maximum, regardless of win or loss.
 - In the event of a forfeit, the score shall be recorded as 1-0 and eight (8) points shall be awarded.
- **Tie-Breaker:** In the event that two or more teams tie on points, the tie-breakers will be used in the following order.
 - Head-to-head result (if more than 2 teams are tied, skip this step)
 - Largest goal differential, with a maximum of +5 per game (ex: 6-0, 6-1, and 5-0 all result in a +5 goal differential for that game)
 - Most goals scored, with a maximum of 5 per game
 - Fewest goals against
 - If a tie still exists, the two teams will be declared Co-Champions.

******When the tie-breaker system is used, the criteria are followed until one or more teams is eliminated. Then the criteria start over again at the first tie-breaker with the remaining teams. These are repeated until a winner is determined.

- **Mercy Rule:** If a team outscores an opponent by more than ten (10) goals, the score recorded in the system will not exceed a +10 goal difference (ex: 15-2 is recorded as 12-2). This will not affect the tie-breaker rules as the maximum goal differential is +5.

WEATHER & STOPPED GAME POLICY

If lightning or severe weather cause the stoppage, teams must take cover, but remain at the tournament site. For all other stoppages (ex: severe injury), teams should remain at the field. For all games, the following will be first course of action.

- An alternate field will be used if available.
- The game will be shortened.

Otherwise, the following will be in effect.

Group Games

- A game past the halfway point will be considered complete and the score at the time of the stoppage will be the final result.

- If half has not been complete, play will resume until it is complete, or until the next scheduled game on that field. The game will be considered final at the end of the halfway point.
- If the halfway point cannot be finished, the game will be terminated and the result will be a 1-1 tie.
- Games that have no bearing on selection of division winners may be cancelled.

The tournament committee will coordinate stoppage of play and communicate all decisions and/or changes with the teams involved as quickly as possible.

CONDUCT

- **Behavior:** Coaches and team managers are responsible for overall behavior and conduct of their players, coaches and spectators. Any disruptive behavior during the event, to the facility, staff or officials will result in that person(s) being removed from the tournament and/or facility. Persistent or overall unruly behavior may result in the team being disqualified.
 - Harassment of any tournament staff member, referee, player, coach, or spectator will not be tolerated, and will result in the immediate and permanent removal from the tournament and facility.
- **Ejections - Players:** Any player receiving two (2) yellow cards or one (1) red card in a game will be ejected from the game and not permitted to play in the next game.
 - Suspended players may sit with the team but not be in uniform.
 - However, referees and/or the tournament committee reserve the right to remove the suspended player from the field if necessary.
- **Ejections - Coaches:** Any coach or manager ejected from the game must leave the field area immediately. The "field area" is determined as 100 yards away from the field. That person is also ineligible for participation in the next game.
 - It is the decision of the tournament committee as to whether the ejection warrants complete removal from the tournament and/or facility, even if coaching multiple teams.
- **Report of Disciplinary Action:** For any such incident, a report of disciplinary action will be sent to the appropriate association offices.

These rules are subject to change based on the best interest of the players, teams, officials and fair play. All decisions made by the tournament committee are final.