

2009 BLUEGRASS INVITATIONAL TOURNAMENT

Tournament Rules and Regulations

Laws of the Game: Matches shall be played according to "Laws of the Game and Universal Guide for Referees" published by FIFA. USYSA Rules affecting game play shall apply unless amended below.

Team/Player Eligibility: Full-sided teams may carry a roster of 22 players or less. U9-10 teams may roster 16; U11 and 12 teams may have 18 players. All teams must be currently registered with their State Association. No specially formed all-star teams will be permitted. Teams may have up to 3 guest players (total roster size less than or equal to 18 players;). Valid USSF Player Passes with player photo and authorized signature must be presented at Registration and prior to each match. Team coaches must also appear on the roster and have cards. No player shall be allowed to register with more than one team, or switch from one team to another during the tournament. There will be no stoppage of the clock except for a five-minute half-time. Time permitting, the referee may do an "add-on." Preliminary games ending in a tie remain a tie.

Age Group	Length of Game	Ball Size
U-19 - U-16	Two 40 minute halves*	#5
U-15 - U-13	Two 35 minute halves*	#5
U-12 - U-11	Two 30 minute halves	#4
U-10 - U-9	Two 25 minute halves	#4

*Times may be altered to accommodate schedule

Mixed age Groups: In mixed age groups the game time will be based on the oldest age in the division.

General: Each participating team is responsible for any and all expenses for the team. Good sportsmanship and conduct by the players, families and coaches is expected at all times, and is the responsibility of the head coach. *No protests will be entertained.* The decision of the referee is final.

Substitutions: Substitutions shall be unlimited. Substitutions shall be made from the mid-field line with the consent of the referee at the following times: 1) **Prior to a throw in your favor (note if a team in possession chooses to substitute, the opposing team may also substitute at that time);** 2) Prior to a goal kick for either team; 3) After a goal for either team; 4) After an injury to either team, when the referee stops play; 5) Between periods; and 6) When play is stopped to administer a caution.

Ejections: Any player or coach ejected from a match will be ineligible to participate in the team's next scheduled tournament match. No substitutions will be permitted for the ejected player(s). **Passes will be retained by the Tournament Director and returned to the State Association for any ejection occurring in a team's last match.** In the case where a coach who coaches two or more teams is ejected, the suspension shall be served with the team he/she was coaching at the time of the ejection. In addition, he/she shall not be allowed to coach any of his/her other teams until the suspension is served.

Forfeited Games: The score of the forfeited match shall be recorded as 4-0.

Uniforms and Equipment: Shin guards are required and socks must be worn to completely cover shin guards. All players must wear the same team uniform, each with a different number. If a uniform color conflict occurs, the home team will be responsible for changing uniforms. As a guideline, home teams should wear white/light colors; visitors wear dark. Home teams shall also provide a game ball if a tournament ball is unavailable.

Team Check-In/Game Cards: Teams shall be at the assigned fields at least 20 minutes prior to the start of their game. The field marshal, identifiable by a yellow vest, will conduct the Team Check-In. Player Passes required. 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.

Inclement Weather: Only the Tournament Directors or referees have the authority to postpone, shorten, or cancel a game due to inclement weather. **The safety of players and spectators is the top priority.** Every attempt will be made to maintain the original game start/stop times and game lengths, and to reschedule canceled games. However, this cannot be guaranteed. In the event a match is canceled due to inclement

weather, the score at the time of cancellation will be recorded if one half has been completed. Matches in progress but not with one half completed will be recorded as a 0-0 tie if cancellation is necessary. The Tournament Committee reserves the right to make whatever adjustments may be necessary in game length to proceed with the schedule following a delay(s) due to inclement weather. **If a portion of the tournament is canceled due to weather, the TOURNAMENT COMMITTEE will determine refunds and/or vouchers. Information will provided to all teams within 7 days.**

Division Standings: It is the responsibility of the team's contact person to keep up with their team's standings. In preliminary games, teams earn points as follows:

1. Three (3) points for a win (including forfeits).
2. One (1) point for a tie.
3. Zero (0) for a loss.
4. A team that forfeits any game shall continue to participate in the tournament but may not advance. All games will be counted as losses for that team regardless of score.
5. **A forfeit win shall count as a game. The score awarded to the winning team shall be 4-0.** Furthermore, all other games played by the forfeiting team shall be counted as losses (regardless of the actual outcome) and the opposing team(s) shall be awarded a win with a score of 4-0.
6. Teams playing in groups of 6 will advance from their division based on a team's total points, including the crossover game.

Tie Breakers: In the event teams are tied on the basis of points earned at the end of the regularly scheduled matches, the team's placement will be determined in accordance with the following sequential criteria:

1. Winner of head-to-head competition (this criteria not used if more than two teams tied).
2. Winner of most games.
3. **Team with fewest red cards (includes coaches)***
4. Total Net Score (goals scored less goals against per game) with a maximum differential of 4 goals per game. Example: team wins first game 3-2, loses second game 2-4, wins third game 6-0. Net scores: first game = +1, second game = -2, third game = +4(max). Total Net Score = +3.
5. Fewest goals allowed.
6. Kicks from the penalty mark as described below.

* For example if teams are tied after the first two Tie Breakers, the total number of red cards a team has received is used to determine advancement. If one team has had a player or coach receive a red card and the other team has had no players or coaches receive a red card, the team with no red cards advances. If one team has had two red cards and the other team one red card, then the team with one red card advances.

Offside: Offside will be called in all age divisions.

Overtime: There will be no overtime periods. Games that require a winner shall go straight to Penalty Kicks

Penalty Kicks: If taking kicks from the penalty mark (as defined in the FIFA Laws of the Game) must be used to determine a winner in the Division Standings, or the winner of a Final game, the format shall be as set forth in the FIFA "Laws of the Game" under "Instructions Regarding the Taking of Kicks from the Penalty Mark (in Knock-Out Competitions to Decide the Winner)". **Any team that leaves the premises or cannot be located for the penalty kick tiebreaker will not be considered.**

Schedules are subject to change. The BIT will make every effort to keep the schedule you have received but cannot be held responsible for schedule changes beyond our control. These changes may result in a game time earlier or later than your original schedule.

Zero Tolerance for Language

Foul language will not be tolerated. Referees are instructed to deal with foul language by ejecting or cautioning players.

No Pets are allowed at any of our venues.