

2010 LIT TOURNAMENT RULES

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. **OFFSIDE IS CALLED IN ALL AGE GROUPS EXCEPT U9 ACADEMY**

Team/Player Eligibility: Teams may carry a roster of 18 players or less. 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	Overtime Period*	Ball Size
U-14 - U-13	Two 35 minute halves	PK's	#5
U-12 - U-11	Two 30 minute halves	PK's	#4
U-10	Two 25 minute halves	PK's	#4
U-9	Two 25-minute halves		#3

***NO OVERTIMES, STRAIGHT TO PK'S**

U9 Academy will play 3-50 minute games. Scores will not be kept and trophies will not be awarded. Every player will receive a participation medal.

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.

Minimum Number of Players: A team failing to field the minimum number of players required to start a game for that age group within 10 minutes following the designated starting time shall forfeit the match. 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.

Team Check-In/Game Cards: Teams shall be at the assigned fields at least 30 minutes prior to the start of their game. The field marshal, identifiable by a yellow vest, will collect Player Cards. Be sure to retrieve them at the end of the game. 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 as the final score. 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.

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.
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 have a pre-scheduled crossover game. Teams advance from their division based on a team's total points, including the crossover game.
7. Divisions containing 5 teams will play a round-robin format with each team playing a total of four matches. The winning team will be determined by total points.
8. Some age groups may consist of 10 teams which will be divided into one four-team and two three-team divisions. The divisions consisting of three teams will play pre-scheduled crossover games and these games will count towards a team's total points.
9. U9 and 10 will field 6 players for all matches. U11-12 teams will field 8 players, while U13-14 will field 11 players.
10. If age groups are combined, we may choose to schedule finals for each individual age group within a division based on points. The same format will be used if we mix Premier and Classic teams. If a younger team should win it's bracket, however, no separate final will be scheduled.

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 criterion 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.

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.**

Referees: A one or three man referee system may be used. Depending on referee availability some younger age groups may have only one referee to officiate their match.

No pets allowed at any of the venues.

Schedules are subject to change. The LIT 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.

The Tournament Committee reserves the right to make any adjustments deemed necessary during the course of the Lexington Invitational Tournament.