

GATEWAY MEMORIAL DAY TOURNAMENT

Rules and Regulations

All Tournament games will be played in accordance with the laws of the game issued by FIFA, unless modified herein.

The following competitive rules apply to U-11, U-12, U-13, and U-14 divisions only. U-9 and U-10 will abide by the same general rules in addition to differences as indicated.

Rule I – Eligibility

All players must play in the year of their age group classification or in an older group. Proof of birth date will be by USYSA or certified state, provincial, or national association player passes or registration card. No player may be registered with more than one (1) team or may transfer from one team to another during the Tournament.

Rule II – Rosters & Player Passes

Rosters and passes shall be submitted prior to the Tournament at the time of registration. The Tournament Officials will hold rosters. Rosters must properly identify team coaches and/or managers. There will be no changes once a team has played its first game. If an ineligible player is used, that team shall automatically forfeit all games in which the player was used and be subject to disqualification from the Tournament. Teams may also be requested to show players passes before a game.

Rule III – Number of Players

Each U-11, U-12, U-13, and U-14 team is limited to a maximum of eighteen (18) players on its roster, no more than three (3) of which may be *guest players*. A game may not commence with fewer than seven (7) properly uniformed players on each team. In the event that a team cannot produce seven (7) players or it is reduced to fewer than that number after the start of the game, it will forfeit that game. (U-9 and U-10 is no fewer than 6 players and a maximum of 14 players on the roster no more than two (2) of which may be *guest players*.)

Rule IV – Substitutions

Substitutions will be unlimited, but may only be made at the following times (provided the referee has given permission):

1. Prior to a throw-in your team favors (the other team may NOT substitute in this situation.)
2. Prior to a goal kick by either team.
3. After a goal has been scored.
4. When play has been stopped by the referee because of an injury. Both teams are allowed one substitution.
5. At Half Time.

Rule V – Discipline, Player Ejection & Caution

The highest quality of sportsmanship is expected from players, coaches and spectators. Referees may take action against conduct that they feel is not in the best interest of the game. Field marshals will assist referees, when so requested, to ensure spectator cooperation and sportsmanship.

Should a player be ejected from a game by a referee, the player will be suspended for the remainder of the game and **CANNOT** be substituted. The team will play short for the remainder of that game. The ejected player will not be allowed to play the next game his/her team is scheduled to play. Any player ejected for a second time shall be suspended for the remainder of the Tournament. Said suspensions will only apply to Tournament play.

Should a player be cautioned (yellow Card) in two (2) games during the Tournament, that player will be suspended for the next Tournament game. Said suspension will only apply to Tournament play.

The issuance of red and yellow cards and other matters involving the conduct of a team, its players, coaches or supports will be recorded by the Tournament Director and its information will be reported immediately to the home State Association and the Home Club/League of the players, coaches, team or supporters involved.

Rule VI – Position of Player, Spectators & Coaches

Each team's players and spectators will take a position on opposite sides of the field. Coaches must position themselves on their half of the field and may NOT extend past ten (10) yards of their team bench area.

Rule VII – Player Uniforms & Equipment

Players must wear numbers on the backs of their shirts. Each player shall have a different number. Shirts must be tucked into shorts at all times. Referees will remind players if shirts become too loose. In the event of team colors clashing, the home team will change colors; the home team being that team listed second on the schedule.

Rule VIII – Protests

NO protests will be allowed.

Rule IX – Weather

In the event of inclement weather, the Tournament Director shall have the absolute authority to change the format of the Tournament in anyway as follows:

1. Relocate or reschedule any game.

2. Change the duration of the game.
3. Cancel any round robin game having no bearing on the outcome of a preliminary round.
4. Should a game in progress be terminated due to weather or other conditions after 20 minutes have been played, the game will be considered official and the score at the termination will stand.

No refund of fees will take place due to changes in Tournament format due to inclement weather.

Rule X – Ball Size & Game Duration

Ball Size will be #4 for the U-9, U-10, U-11 and U-12 boys and girls and a size #5 for the U-13 and U-14 boys and girls. All U-9, U-10, U-11, U-12, U-13 and U-14 divisions will play games with two (2) 25-minute halves. Half times shall be 5 minutes in length. Games will start at the designated times.

Rule XI – Determination of Division Winner & Runner-up* (U-11, U-12, U-13, and U-14 Divisions Only)

In the preliminary round, teams will play in a round robin format. In the preliminary rounds three (3) points will be awarded for a win and one (1) point for a tie.

At the end of the preliminary round, division winners will be those teams with the most win/tie points in their divisions. Division runner-up will be those teams with the second highest number of win/tie points in their division. If two teams have the same number of win/tie points, the following priority will be used to determine selection of a winner/runner-up:

1. The result of head to head competition.
2. Teams with fewest goals scored against.
3. Teams with most goals scored up to five (5) goals, per game.
4. Penalty kicks shall be taken to determine the winner 5 vs. 5 then 1 vs. 1 according to FIFA rules.

**Format is subject to change based on number of teams entered per division.*

Rule XII – Ties (U-11, U-12, U-13, and U-14 Divisions Only)

Ties will not be broken during preliminary rounds.

In the championship games when a winner must be determined due to a tie occurring, two (2) full 5-minute overtime periods shall be played to determine a winner. If the game remains tied at the conclusion of the 5-minute overtime periods, then a shoot-out consisting of 5 shots per team, 1v1 from the from the penalty spot.

Only players that were on the field at the conclusion of the last 5 minute overtime are eligible to take the penalty kicks. The first 5 players to kick must be 5 different players. In the event the game remains tied after the first 5 players from both teams kick, a golden goal shoot-out will decide the winner. Teams may select the order in which players take the kicks, to include the 5 that can re-take a kick in the same or new order. However, in this round no player kicks twice before each teammate has taken a turn, including the keeper.

Note that the 5-minute overtime periods are played with full teams. Please note that overtime periods are NOT ended by “golden goals”.

Rule XIII – General Procedures

At the conclusion of each game, each coach must sign and verify an official game report. **BOTH** must report to the Field Coordinator and report the score immediately following the game played.