

BOOTS & BONES FALL TOURNAMENT

RULES & POLICIES



1. Each team must have unique numbered jerseys. No two players may have the same jersey number. Alternate jerseys or numbered T-Shirts must be available with a unique and permanent number for each player. (If you choose to tape a number onto a jersey/shirt and the tape peels during the game, the player will be removed by the referee. Pennies (mesh vests) may be used over the jersey to resolve color conflicts, but the numbers must be visible through the pennies. Goalkeepers are not required to have a number on their jersey but should be identified by number on the GotSoccer roster and game report. Violators will be removed from the field by the referee and not allowed back on the field of play until player equipment is corrected. Home Team is team listed first (left or top) on schedule. Home Team will wear white or light-colored jerseys. AWAY TEAM ARE **NOT** TO WEAR WHITE JERSEYS.
2. Most complexes are setup for both sets of coaches and players to be on the opposite side of the field from all spectators. This is the preferred seating arrangement for games. Under this seating arrangement, we ask that spectators sit/stand on the side of the field directly across from their team's bench area. If the spectator is on the wrong end of the spectator side AND being rude/obnoxious, please alert a field supervisor or other tournament staff.
3. Game time is forfeit time, unless specifically directed by the tournament staff
4. No protests will be allowed
5. Game Lengths

<i>Division</i>	<i>Field Dimensions</i>	<i>Game Length</i>	<i>Roster Max</i>	<i>Guest Players Max</i>	<i>Ball Size</i>	<i>Overtime in playoffs</i>
7U-8U (4v4)	35 x 25 (yards)	4 x 8 = 32	8	0	3	Directly to PKs
8U-10U (7v7)	60 x 40 (yards)	2 x 25 = 50	12	5	4	Directly to PKs
10U-12U (9v9)	80 x 50 (yards)	2 x 30 = 60	16	5	4	Directly to PKs
12U-14U (11v11)	120 x 75 (yards)	2 x 35 = 70	18	5	5	Directly to PKs
15U-19U (11v11)	120 x 75 (yards)	2 x 35 = 70	22	5	5	Directly to PKs

Field Dimensions and Goals may vary depending on the complex.

Pool Play games may end in a tie. Overtime only applies to Semi-Finals and Finals. If Semi-Final and Final game is tied after regulation, the game will go directly to PKs.

Scoring system for preliminary (pool) games will be as follows:

- a. 6 points for a win
- b. 3 points for a tie
- c. 0 points for a loss
- d. 1 point per goal scored in the game with a maximum of 3
- e. 1 point for a shutout (not allowing opponent to score)
- f. A forfeit game will be scored at a 3-0 win in calculating preliminary (pool) game points for tiebreaker determination.

TIEBREAKER SYSTEM

If two or more teams are tied in points after their preliminary (pool) games are completed, the following tiebreaker procedures will be used to determine the team advancing:

- a. Head to Head (disregard if more than 2 teams are tied)
 - b. Most number of shutouts
 - c. Goal differential (max of 5)
 - d. Most goals scored (max of 5)
 - e. Least goals allowed (no max)
 - f. PKs
6. For 9v9 and 11v11, each team must have a minimum of seven (7) players on the field to start or continue a game. For 7v7, five (5) players are required. For 4v4, three (3) players are required.
7. There will be free substitutions, with the referee's consent at the following times:
- a. A player receiving a yellow card (the player carded only)
 - b. Prior to a throw-in for the team in possession (the opposing team may substitute when the team in possession subs)
 - c. Prior to a goal kick
 - d. After a goal by either team
 - e. After an injury by either team when the referee stops play
 - f. At the referee's discretion
8. Any send-offs should be reported to the Tournament Staff immediately following the game. Any player or coach sent off (other than on account of receiving two cautions in the same game) shall automatically sit out the next played tournament game with their team (unless the send-off occurred in the last game of the tournament for that player or coach, in which case such player or coach would be required to sit out their next scheduled game played.) If the send-off was for fighting (or if it is the player's second tournament send-off) the player, coach, or spectator will be suspended from the remainder of the tournament. Any player receiving three (3) cautions (yellow cards) in the tournament must sit out the next played tournament game with their team (unless the third caution occurred during the last game of the tournament for that player or coach. In which case, such player or coach will be allowed to finish the game, but

would be required to sit out their next scheduled game played). Tournament staff has the right to increase the suspension at its discretion based on the severity of the incident. Any player sent off must immediately report to the tournament headquarters with a manager or parent. Any coaches or spectators sent off must report immediately to the tournament headquarters.

Inappropriate behavior, serious foul play, and violent conduct will not be tolerated. Coaches are responsible for the conduct of his/her players and spectators, on and off of the field, and must promote sportsmanship – win or lose. Tournament staff may remove a player, coach, and/or spectator from a game or the tournament for unacceptable conduct and/or actions that endanger the safety of others. Tournament staff may also remove an entire team for accumulating an unacceptable number of yellow and red cards.

9. All referee decisions are final. You may not protest “Judgement Calls”
10. The Tournament Director, or their tournament staff, is empowered to make all decisions regarding the competition during the tournament. The Tournament Director’s decision is final in all matters. No appeals will be allowed.
11. In the event the referee or linesman are missing from the field, report immediately to tournament staff. In the event the linesman are not available, each team may be required to provide a “club linesman”
12. If a game has played one full half, but is stopped short of full time, other than by acts on the part of one of the teams, the game shall be considered complete.
13. In the event of inclement weather, format for tournament play and/or completion of the tournament will be determined by the Tournament Director.
14. All scores shall be turned in to the tournament staff by REFEREES in each match.
15. Net and Flags: Provide by the Tournament
16. All teams not accepted by the tournament will be refunded in full within ten (10) days of the notification of rejection, or notification to the teams accepted, whichever comes first. (Posting on websites can be considered notification of teams accepted.)
17. In case of rain – HARD RAIN, NOT A SPRINKLE – we will update via emails and texts to managers through GotSoccer and via our tournament website. In the event that inclement weather forces the cancellation of all or part of the tournament, teams will have the option to receive a credit or cash refund of a percentage of their entry fee. This credit is to be used in future soccer tournaments (within one year), and will be given in the following increments:
 - a. No games played = 75% credit or 50% cash refund
 - b. One game played = 50% credit or 25% cash refund
 - c. Two games played = 25% credit

18. If inclement weather cancels the tournament prior to the completion of a team's first scheduled game of the tournament, a maximum of 50% of the team's entry fee may be retained by the tournament to cover start-up cost of the tournament.

PLAYER ELIGIBILITY RULES

USYSA and USSF eligibility requirements will be strictly adhered to. We accept teams registered through US Club or a US Youth Soccer (USYSA) home association, such as NTSSA, STYSA, OSA, etc. If you are playing under a US Club roster, your guest players must also be registered through US Club Soccer and you must submit a signed US Club Soccer Player Loan Form for guest players. If you are playing under a USYSA roster, your guest players must also be registered through a USYSA member home association. Again, a team and its guest players must be registered through the SAME national organization.

For NTSSA-registered teams (11U-19U), we must receive a properly signed NTSSA Guest Player Release Form for each guest player. For 7U-10U NTSSA academy teams, we must receive an NTSSA Academy Tournament Roster signed by any NTSSA home association.

Players and teams are allowed to “Play-up”, which means participate in an older age group, but may NOT play in a younger age group where they exceed the age eligibility. 9U-10U Players are not allowed to play up to 11U. If even as few as one player is too old for a specific age group, the entire team is too old for the same group. Girls may play on boys teams in boys divisions. If there is at least one boy on a team, the team is classified as a boys team and may NOT play in a girls division. 6U players are not eligible to participate in this tournament as 6U players may not play up to 7U-10U academy divisions. For USYSA-registered teams and players, 10U and younger players may not play up to 11U and older divisions.

Signed, official team rosters and guest player releases must be submitted via ONLINE CHECK-IN by 5:00pm on the Friday prior to the tournament.

Entry Withdrawal – A team withdrawing an entry on or before the entry deadline for a tournament will receive a full cash refund of the Entry Fee, provided that the withdrawal must be made by email to steve@smcsoccer.com

Late Withdrawal – Any withdrawal after the entry deadline for a tournament will be considered to be a Late Withdrawal. If a fully paid entry is not found to replace the withdrawing team, no amount of the Entry Fee will be refunded or credited. The tournament assumes no duty or responsibility to find a replacement entry for a Late Withdrawal.

FORFEIT POLICY

Teams participating in a tournament expect their opponent to be as diligent and conscientious as their own team in being on-time and prepared to participate in ALL scheduled games. To minimize the occurrence of forfeited games, the tournament has adopted these Game Forfeiture Rules.

When a team forfeits a game in a tournament, the following rules apply:

- a. The team receives a loss for the scheduled game, 0-3
- b. The forfeiting team is still expected to play any and all subsequently scheduled games
- c. The team forfeits any team or individual awards given for participation in the forfeited game.
- d. A game ended prematurely by a game official or tournament staff due to the misconduct of a player, coach, or spectator shall be deemed a forfeit by that team for purposes of this policy.

- e. When a team forfeits a game, the team will be required to pay a Forfeit Penalty for each forfeited game. The amount of the Forfeit Penalty is \$25 in the 7U-10U age groups and \$50 in all other age groups.
- f. Tournament staff reserves the right to make a team ineligible for the playoff rounds for intentionally forfeiting a preliminary (pool game)
- g. Teams who forfeit a game(s) will be reported to their governing home association and are subject to any forfeit penalties, if any.

The forfeit policies may be modified or waived by the Tournament Director in the event of extenuating circumstances. Factors considered will include advance communications from the teams as to their unavailability to play the scheduled game, the timing of such communications, the circumstances causing the forfeiture and such other considerations deemed relevant by the Tournament Director. The Tournament Director's decision as to the application of the forfeit policies shall be binding upon all parties.

Because of our commitment to competitive excellence, the tournament gives the team who won by forfeit a credit for each forfeited game, which can be applied toward the entry fee of any future soccer tournaments. This credit must be used within one year and is available for paid entrees only. The amount of the credit is \$25 in the 7U-10U age groups and \$50 in all other age groups. In the case of a double-forfeit, both teams will be required to pay the forfeit fee and neither team will receive a credit.