

# RULES OF PLAY

## Midwest College Showcase

With the exception of rules listed here, the rules of US Youth Soccer and FIFA “Laws of the Game” shall govern this tournament.

### ELIGIBILITY

#### Age

The age groups for this tournament shall be in accordance with the US Youth Soccer age groups for the current seasonal year. Divisions for single age years will be implemented provided that there are sufficient registrations to do so.

#### Registration

All players must be currently registered with their respective US Youth Soccer State Association or other approved association. All US Youth Soccer Affiliated member teams from outside the State of Kansas must have an approved “Application for Travel” form.

#### Team Rosters

All teams may present rosters of up to 22 players. 18 players will be eligible to play in each game.

1. A player may play for only one team in the tournament.
2. Any team with more than 18 players will be required to submit a game roster identifying the eligible players for each game.
3. A maximum of five (5) guest players will be allowed.
4. A certified state roster must be submitted to the Tournament prior to the opening game of the tournament.
5. Approved Guest Player Forms must accompany the roster for all guest players.
6. No changes to the roster will be permitted once play has been initiated in the first game.

## **Proof of Age**

All players and coaches must have current ID cards. The card must be laminated. Teams are allowed a maximum of five coaches. If teams fail to present their passes prior to the game, the game will be started. However, if the team cannot present their passes by half time, the game will be declared a forfeit and terminated at that time. All teams must have a carded representative present throughout all games. Coaches who are carded through that club are eligible to coach but must present their coaches pass to match officials. Failure to have a carded coach or administrator present throughout the duration of the game will result in a forfeit against the team.

## **CREDENTIALS / TEAM CHECK-IN**

All teams must provide official certified rosters, along with travel permits and guest player forms if applicable. ID cards issued by an organizational member of the US Soccer Federation (e.g. State Association, US Club, AYSO, USSSA, etc.) will be submitted to the match officials before each game. Medical release forms for all players should be available if requested by staff during the tournament.

All teams must complete the online tournament check-in procedures before the start of the tournament. A team representative is responsible for ensuring that the team cards are reclaimed at the end of each game.

## **DURATION OF THE GAME**

The length of games for each age group shall be as follows:

U13 – 14          Two 30-minute halves

U15 – 16          Two 35-minute halves

U17 – 19          Two 40-minute halves

Halftime periods shall be a maximum of five (5) minutes.

**Finals:** As listed above.

**IMPORTANT:** The game clock will not be stopped because of injury to any player unless, at the discretion of the referee, the injured player must be removed from the field by medical personnel. In case of extremely hot, humid conditions, water breaks may be designated by the referee. Due to the time allowed for the completion of all games, the clock will run continuously.

## **INCLEMENT WEATHER/UNPLAYABLE FIELD CONDITIONS**

In the event unusual conditions necessitate rescheduling, curtailment, or cancellation of games, the Tournament Director shall have absolute authority to make these changes to best serve the interest of the tournament.

It is possible that weather conditions may lead to stoppages in play. In the event that weather or other events outside the control of the tournament officials causes delays, the following procedures will be used to ensure the least amount of disruption to the teams and tournament schedule:

1. If the delay occurs while the game is in progress, and the game cannot be restarted before the start of the next scheduled game, then the score of that game will be considered final. This is regardless of the length of time that the game had been played.
2. If conditions prevent a game from being played at all, the game will be listed as a 1-1 tie, and both teams will be awarded one point.
3. If a game can be started during its scheduled time, referees will be instructed to ensure that the following game starts on time. The game will be shortened accordingly even if this means that the two halves may be of different lengths.
4. If a game can be restarted during its scheduled period, it will also be shortened to ensure that the next game starts on time.

In the event that final games are canceled, the division winner will be determined in accordance with the tiebreaker rule, points 1-5. If still tied, co-champions will be declared.

## **REFEREES**

All divisions will use a three-person referee system. The Tournament Committee shall have the right to allow a club linesperson from a team if necessary.

## **EQUIPMENT/UNIFORMS**

1. Each team's jersey must be all the same color, and they must be numbered (no duplicate numbers).
2. The home team is responsible for changing jerseys in case of color duplication. The home team is the first team listed in the schedule.
3. Shin-guards are required for all players.
4. Players are allowed to wear approved headgear as long as the referee does not have reason to believe it is dangerous to any other player.
5. Casts must be completely covered with at least two (2) inches of foam padding and totally wrapped with an elastic bandage. The referee will be responsible for determining that the cast is not a danger to any other players.

In the interest of safety, any player sustaining an open wound **MUST** be removed from the field of play immediately. The player may be substituted at this time. Such players are not allowed to return to the field until any wounds are treated, bandaged, and all blood is removed from their uniforms.

## **SUBSTITUTIONS**

Except as noted, substitutions shall be "unlimited". The team in possession may substitute at any time after any dead ball situation (corner kicks, free-kicks, throw-ins etc.). However, teams not in possession of the ball can only substitute after these situations provided that the team in possession is also substituting. Free substituting is allowed for both teams after goals, goal kicks and at half time.

All substitutes must be at the centerline ready to enter before the referee will allow the substitution to take place.

The referee has the authority not to allow the substitution if he/she believes that the procedure will stop the flow of the game or is being used as tactical time-wasting ploy.

## **SCORING**

In the preliminary rounds, points will be awarded as follows:

3 points for a win

1 point for a tie

0 points for a loss

## **FORFEITS**

1. A forfeit will be declared if a team fails to report at game time with at least the minimum number of rostered players. For 11 v 11 games at least seven (7) players shall be required to start the game.
2. The Tournament Committee reserves the right to delay the start of a game in extenuating circumstances. Any team that leaves the field of play before the conclusion of the game will forfeit the game and is subject to disqualification in the tournament at the discretion of the Tournament Committee.
3. A team that forfeits a game will be assessed a 0-4 loss to the other team with full points awarded.

## **PROTESTS**

1. Protests will be accepted only in the case of a suspected violation regarding illegal teams or players. Judgment calls, including player or team official cautions and/or ejections, may not be protested. Only those teams involved are permitted to protest a game result, and the protests must be filed by one of the involved team officials (coach or listed team contact).
2. All protests must be filed with the Tournament Director in writing within thirty (30) minutes of the completion of the game.
3. The Tournament Director shall appoint a three (3) person Tournament rules and protest committee who will be authorized to act on the behalf of the full committee in the interpretation of the rules and regulations of the tournament, and their decision will be final. The decision of the Tournament rules and protest committee may not be appealed to a higher authority.

## **PLAYER AND/OR TEAM OFFICIAL SUSPENSIONS**

1. A player or team official who is ejected from a game will be suspended for the next tournament game for that team. An individual may receive more than a one-game suspension. Two game suspensions may be handed down in cases involving violent conduct or racial abuse. Multiple game suspensions may be given at the discretion of the tournament committee. No substitution will be permitted for an ejected player.
2. If a coach or team official is ejected from a game, from the point of ejection until the period of suspension is satisfied, the suspended individual must remain out of sight or sound of the playing field. The "sight and sound" rule may be invoked in the case of an ejected player, at the discretion of the referee or the Tournament Committee. At minimum, an ejected player must leave the player/bench area of the field and must remain silent for the duration of the game.
3. The referees may suspend play when necessary due to spectator interference until the individual(s) creating the disturbance leaves the playing area (minimum of 100 yards from the field). Said individual(s) shall remain silent for the duration of the game. Failure to observe this rule may result in forfeiture of the game as well as further disciplinary action.

## **REFUND POLICY**

In the event that the tournament is cancelled with no games played, all teams will receive a refund of the registration fee. In the event that any team does not play three games, they will receive one third of the registration fee for each game lost.

## **MATTERS NOT PROVIDED FOR**

The Tournament rules and protest committee shall determine any matter not provided for in the tournament rules. In addition, the Tournament rules and protest committee may amend the tournament rules when, in its judgment, the amendment will be beneficial to the conduct of the tournament. The decision of the Tournament rules and protest committee shall be final.