

SE College Showcase Rules

I. REGISTRATION

Friday night team check-in is Feb. 2nd at SoccerCentral at Mike Rose Soccer Complex's stadium offices. Friday night check-in will be held from 4:30 – 9pm. The physical address of the Mike Rose Soccer Complex is: 9000 E. Shelby Drive Memphis, TN 38125.

From downtown Memphis, take Bill Morris Pkwy (Hwy 385) to Forrest Hill-Irene Road. Exit south onto Forrest Hill-Irene Rd. and take a right into Mike Rose. The Registration location is within the offices of the stadium immediately on the right upon entering the complex (see www.colsoc.com for details).

On Saturday and Sunday, "Soccer Central " will still be located at the Mike Rose Stadium office. Teams that have received prior approval for a Saturday check-in must do so 1 hour before first game at Mike Rose Soccer Complex. A manager, coach or parent may attend check in. Late check-in & Saturday check-ins must be approved by the CSA Office for staffing purposes. The Tournament Director (Mike Knowles) can be reached at (901) 854-8724 ext. #4.

A. USYSA Teams

USYS affiliated teams must provide 2017 – 2018 player cards, five (5) copies of your approved tournament roster (with player uniform numbers) signed by their state as well as medical releases (out of state medical releases are acceptable) for each player. Out of state USYSA teams must submit an approved USYSA travel permit. Guest Players must have a state approved player card and approved guest player form.

B. US Club, USSS & AYSO Teams

US Club, USSS & AYSO affiliated teams must provide 2017 – 2018 player cards, five (5) copies of your approved roster (with player uniform numbers) signed by their registrar and medical releases (out of state medical releases are acceptable) for each player. Guest Players must have an approved player card.

C. International Teams

For a team coming from a CONCACAF nation, they must provide five (5) copies of a tournament roster (with player uniform numbers) approved by their Provincial or National Association as well as medical releases for each player. Furthermore:

1. Players must present passports at registration or, if from a nation that the United States does not require a passport, proof of entry into the United States that is required by the United States.
2. Teams are required to have and present player picture identification cards.
3. Tournament rules require that the team have a completed form from its Provincial or National Association approving the team's participation in the tournament.

D. All teams

Up to five (5) guest players are allowed. No player will be allowed to register with more than one team or switch from one team to another during the tournament. Teams or players will not be allowed to participate without approved paperwork. Validated rosters will be required prior to participating in any match. You must have a representative present to have your roster validated and stamped. You will need five (5) copies of your roster at check in.

II. UNIFORMS AND EQUIPMENT

All players on a team will wear identical uniforms (Shirts, shorts and socks), with the exception of the goalkeeper who must wear colors which distinguish them from the other players on the field of play. Player numbers must be affixed to the backs of the uniform shirts and no duplicate numbers are allowed on a team. Shirts will be tucked in at the start of play. The Home and Away team will be posted on the game schedule. The Home team will be required to wear light colored jerseys. The Away (or Visiting) team must wear dark colored jerseys. In case of a conflict of uniform colors, the team not complying will be responsible for changing to a different color acceptable to the Center Referee. Each team must be able to present a game ball to the referee prior to the start of each game. Hard cast, when allowed by the Center Referee, must be padded. **Shin guards are mandatory for all matches.**

III. GAMES

Division	Roster	Ball Size	Half Time	Game Time	Semis & Finals
U 13-14	22	5	5	2 x 35 min	None
U 15-16	22	5	5	2 x 40 min	None
U 17-19	22	5	5	2 x 45 min	None

THERE IS NO OVERTIME

Kickoff will be the scheduled time unless games are delayed. Each team must be ready to play at the scheduled time or **immediately** after the conclusion of the previous match as determined by the referee. Any team not ready to play with a minimum of seven (7) players for 11v11 play is subject to forfeiture of the match (no grace period).

IV. TEN POINT SCORING SYSTEM (based on the following 10 point scoring system):

- Win = 6 points
- Tie = 3 point
- Loss = 0 points
- One point for a shut-out (this point is awarded for 0-0 ties)
- One point for each goal scored (max of three allowed per game)

Forfeit is scored as a 0-4 loss and a total of ten (10) points will be awarded to the opponent.

V. TIE-BREAKERS & PLAYOFFS

The "Standings" webpage will be maintained through **GotSoccer** and points will be awarded based on **GotSoccer** round robin criteria.

- A. To determine Standings (in order):
1. Total Points. If two teams are tied then...
 2. Winner of head to head competition.
 3. Highest goal differential – goals for minus goals against [maximum four (4) goals per game after subtraction].
Ex. – A 10-6 win for team A would result in four (4) goals counted as "Goal Differential" for team A.
 4. Least total goals allowed [maximum four (4) goals per game]
Ex. – A 9-8 loss for team B would result in four (4) goals" counted against team B
 5. Most shut-outs (includes 0-0 ties for this tiebreaker)
 6. Most goals scored (no maximum)
 7. Least goals allowed (no maximum)
- B. When multiple teams are tied in points after bracket play concludes, the following method shall apply to resolve standings:
1. Tie breaker number one (head to head) will only be used to advance a team if that team has played and beaten all other remaining tied teams. If not, head to head will be disregarded for ALL subsequent passes.

VI. PLAYER SUBSTITUTIONS

Players may be substituted with the consent of the referee at the following times:

- Prior to a throw-in by team in possession OR both teams, if team in possession first requests a substitution.
- Prior to a goal kick by either team
- After a goal by either team
- In the event of an injury, by either team
- When the referee stops to caution a player only that player may be substituted prior to restart
- **An ejected player may not be substituted. The team must play short for the remainder of the game.**

No player will leave the field of play without the consent of the referee and players will enter and leave the field at the mid-line (unless otherwise directed by the Center Referee).

VII. TEAM DISCIPLINE

Any player receiving a red card will be removed from the immediate game and will be suspended for the next game. Players that are sent off will serve their suspension away from the bench. A second red card on the same player will result in the player being removed from any further participation in the tournament. Any coach guilty of a sending off offense will be removed from the immediate game and will be suspended for the next game. Coaches that are sent off will serve their suspension away from the bench and will not attempt to coach the team, thereafter, by any means, directly or indirectly. A second red card on the same coach will result in the coach being removed from any further participation in the tournament. All Red Cards will be reported to the appropriate State Association. The team coach is responsible for all actions of physical and verbal abuse toward referees by their teams and spectators. Such abuse will not be tolerated. Violation may result in forfeiture of the game and/or expulsion from the tournament.

VIII. PLAYING CONDITIONS

In case of inclement weather, the staff of **Mike Rose Soccer Complex** is responsible for determining if games will be played. In the absence of Soccer Complex staff, the Tournament Director will determine if games will be played. Once the game is started the decision to continue play rests with the referee. Games shall be considered complete if one half of the game has been played. The score at the time of stoppage of play will be the final score. If one half has not elapsed and the game is stopped the game **may** be rescheduled if it affects the outcome of the tournament and if weather permits. **IN THE EVENT OF INCLEMENT WEATHER THE TOURNAMENT DIRECTOR HAS THE AUTHORITY TO RESTRUCTURE OR CANCEL THE TOURNAMENT. THE TOURNAMENT MAY NOT BE RESCHEDULED AND NO REFUNDS WILL BE ISSUED.** The **CSA** Tournament Committee, Tournament Directors, *Mike Rose Complex* and Staff are not responsible for any expenses incurred by any team if the tournament is canceled in whole or in part.

IX. COMPLEX RULES

All participants and spectators must abide by the **MRSC** Complex rules. Visit the complex web site at www.gomrsc.com for details. Consumption of alcohol is not allowed and smoking is only allowed at the lake area.

X. PROTESTS & MATTERS NOT PROVIDED FOR

The **2017 SEC** is hosted by Collierville Soccer Association (CSA), 475 E. South St., Suite 112, Collierville, TN 38017. CSA is a Class A member of Tennessee Soccer, 100 Country Club Drive, Hendersonville, TN 37075 the National State Association (NSA) of Tennessee for the US Youth Soccer Association (USYSA) an affiliate of the US Soccer Federation (USSF). No Protests are allowed. Any situation or questions on rules of competition not covered herein will be governed by TN Soccer, USYSA, USSF and FIFA Administrative rules, in that order. Any matters not provided for in Tournament Rules or TN Soccer, USYSA, USSF or FIFA rules shall be determined by the Tournament Director, whose decisions will be final.