

## **TOURNAMENT RULES for Tonka Splash**

### **LAWS OF PLAY**

Play will be governed by the Laws of the Game, except where amended by USYSA (or US Club if applicable) Rules of Play, The State Soccer Association Rules of Play and/or the tournament Rules. These rules may be modified before the beginning of tournament play. The final Tournament Rules will be published on the tournament website.

### **TEAM, PLAYERS AND COACHES CREDENTIALS**

Players must be registered to the team making application. Teams must be registered and in good standing with their US Youth Soccer/Canadian affiliated state/provincial association. Teams may have up to **6 guest players**; guest player forms may be required. Player picture identification cards are to be present and available at all matches. Teams must comply with US Youth Soccer travel procedures. A player can only play on one team during the tournament. Any ineligible player discovered may cause the team on which he/she played for to forfeit any game. A roster certified by your state association/US Club must be submitted before or at tournament check in.

Any Team participating must carry valid 2020-21 player passes. All player and coach passes must be laminated. All teams must follow the applicable procedures of the US Youth Soccer Travel Policy. Out of state teams must have US Youth Soccer Permission to Travel Papers on file at your state association office (if applicable). All teams are also required to carry written medical releases from parents/guardians in case emergency medical care is necessary.

### **US Youth Soccer Concussion Protocol**

The US Youth Soccer follows a concussion protocol. Please be advised that after a player receives a completed US Youth Soccer Concussion Form due to displaying signs and symptoms of a concussion, that player may not return to play until a signed clearance form from a medical doctor or doctor of osteopath who specializes in concussion treatment and management has been received.

### **HOME TEAM**

The home team will be responsible for wearing an alternate color jersey, if necessary, change their uniform color as determined by the referee. The team is listed first in all rounds shall be the home team. Teams use the side of the field with team benches and spectators shall use the opposite side of the field.

### **EQUIPMENT/UNIFORMS – SHINGUARDS ARE MANDATORY**

Teams must have matching uniforms and should have numbers on the jersey back. Goalkeeper must have a different color, preferably not black. If team colors conflict the "Home" team is responsible for changing colors. All player equipment is subject to Referee approval. **All players must wear shin guards and the referee has the right to request players to put on shin guards that are sized properly.**

### **PLAYING CONDITIONS**

Teams will be expected to play according to the schedule of games regardless of weather. Only the Tournament Director(s) may reschedule games or alter the competitive format because of inclement weather or other just cause. Games shall be considered complete if one half has been completed and play is stopped by the Field Representative or Referee, Commissioner of Referees or the Tournament Director(s). When necessitated by playing conditions or just cause, the game format may be altered to include shortening of games, penalty kicks or coin tosses.

### **POINT SYSTEM AND BRACKET WINNERS**

Bracket winners will be determined by the following point system:

Win ----- 3 (three) points

Loss ----- 0 (zero) points

Tie ----- 1 (one) points

Shutout-----1 point

A team that forfeits a game will give up 3 (three) points to the declared winner of the game and shall not advance to a final match. The match will be scored as a 4-0 win for the declared winner.

**0-0 tie is not awarded a shutout point**

If a team is not scheduled for three bracket games, that team's point total will be prorated based on the number of scheduled games played. Point total thus determined will not be rounded off.

### **AWARDS**

U11 – U19 (if applicable) team player awards will be given to the players on the teams finishing first and second. U9-10 Teams will play 3 games only.

### **DIVISION STRUCTURE**

**3 teams** – Each team will play the other two teams in the group. On Sunday, #2 will play #3 in the SemiFinals. The winner of the Semi-Final will play #1 in the Final.

**4 teams** – Each team will play the other three teams in the group. #1 will play #2 in the Final.

**5 teams** – On Saturday, each team will play two group games (opponents determined at random). On Sunday, #4 will play #5 in the Consolation. #2 will play #3 in the Semi-Finals. The winner of the Semi-Final will play #1 in the Final.

**6 teams** – Two groups of three. Each team will play the other two teams in their group and one team from the other group (opponent in other group determined at random). Wildcard #1 will play Wildcard #2 in the Final (this could be two teams from the same group). Out of the 6 teams the top 2 teams will play in the final, regardless of which group they are in.

**7 teams** – Bracket A will have three teams. Bracket B will have four teams. On Saturday, each team will play two group games. On Sunday, Bracket A#3 will play Bracket B#4 in the Silver Semi-Finals. The winner of the Silver Semi-Finals will play Bracket B#3 in the Silver Final (5th place game). There will be no awards given to teams in the Silver Final (5th place game). Bracket A#1 will play Bracket B#2 and Bracket A#2 will play Bracket B#1 in the Semi-Finals. The winner of the Semi-Finals will play in the Final.

**8 teams** – Two groups of four. Each team will play the other three teams in their group. Bracket A#1 will play Bracket B#1 in the final.

### **TIEBREAKERS**

If at the conclusion of bracket play, two or more teams have the same point total, advancement to the semifinals will be determined using the following tiebreakers in the order listed until a team is eliminated. If more than 2 teams are tied proceed to step 2.

1. Head to Head (disregard if more than 2 teams are tied)
2. Goal Differential (max of 4)
3. Goals For (max of 4)
4. Goals Against
5. Most Wins
6. Most Shutouts
7. Penalty Shootout

### **SUBSTITUTIONS**

U9 - U19 (if applicable) – with the consent of the Field Referee substitutions may be made according to the laws of the game with the exception that you can sub when the opponent subs (aka piggy-backing). A cautioned player may be substituted for before restart of play with the Referee's permission, this is not mandatory.

### **BUILD OUT LINE FOR U9 AND U10 (if applicable)**

We will use build out lines at U9 and U10.

### **NO HEADING (if applicable)**

No heading at U9-11.

### **MIN #s NEEDED TO START A GAME**

7V7 5 PLAYERS  
9V9 7 PLAYERS  
11V11 7 PLAYERS

### **MAX ROSTER**

**7v7** 14 Players  
**9v9** 16 Players  
**11v11** 22 Players

### **PREGAME CHECK IN PROCEDURE**

Managers/Coaches need to provide a copy of approved stamped roster to referee prior to each game. Only the approved stamped roster can be accepted (electronic copies may be deemed valid by the tournament director in certain situations). Referee is not to collect player passes. Referee will keep approved stamped roster and turn it in with yellow game card.

### **GAME LENGTH (if applicable)**

#### **Age Game length Overtime**

9U & 10U (7v7) Two 25 minute halves

11U & 12U (9v9) Two 30 min. halves. (Directly to PK's if tied - only semi-final and finals)

13U - 19U (11v11) Two 35 minute halves (Directly to PK's if tied - only semi-final and finals)

### **Kicks From The Penalty Mark**

Kicks from the Penalty Mark used in semi-final and final matches will be run in accordance with the FIFA Laws of the Game. The referee chooses the goal at which the kicks will be taken. The referee tosses a coin and the team whose captain wins the toss will take the first kick. Both teams take five kicks; kicks are taken alternately by the teams.

If before both teams have taken five kicks, one has scored more goals than the other could score, even if it were to complete its five kicks, no more kicks are taken. If after five kicks the score is tied, kicks continue until one team has scored a goal more than the other (sudden death) from the same number of kicks.

Only the players on the field at the end of the match are allowed to take kicks. A different player must take each kick and all eligible players must take a kick before any player can take a second kick. If the player is under suspension they may NOT participate in the kicks.

### **RED CARDS**

The player(s) receiving the Red Card and the Coach must report to Tournament Headquarters following the game. Player will be suspended for a minimum of 1 game. The suspension may be increased depending on the severity of the incident. If a Red Card is received in Final Match, the player will have to serve suspension in the following year's event.

### **REFEREE ABUSE**

Referee abuse will not be tolerated during the tournament. Referee abuse by the player, coach or fan will be reported to their Home State Association within 48 hours of the end of games. The player, coach or fan will be removed from the soccer complex and will not be allowed to return.

### **REFUND**

Shall be determined by the tournament staff. There will be NO REFUNDS after your team has been accepted.

### **TEAMS, PLAYERS AND COACHES**

All teams and players must be affiliated with the USYSA or a sanctioned affiliate. Players may be registered to only one team playing in the tournament. Player passes and roster may be checked prior to each match.

### **GAME ROSTER**

After check-in/registration, teams may not alter their rosters or make additions/subtractions at any time unless deemed okay by the tournament director.

**TEAM DISCIPLINE**

A coach is responsible for the words and actions of his players and their fans. Verbal abuse of the opponents or referees by players, coaches or spectators will not be tolerated. Violations may result in forfeiture of the game and/or expulsion from the tournament.

**PROTESTS**

No Protests.