

Menace Midwest Invitational 2008 Tournament Rules & Regulations

1. Competition Eligibility

Participation is open to accepted USSF affiliated teams based on rosters from the 2007/2008. A player may compete for only one team per age bracket.

Roster Limitations: U11/U12 (8 v 8) Maximum 14 Players
U13 – U19 Maximum 18 Players

Age Groups: U11 – (8/1/96-7/31/97) U14 – (8/1/93-7/31/94) U17 – (8/1/90-7/31/91)
U12 – (8/1/95-7/31/96) U15 – (8/1/92-7/31/93) U19 – (8/1/88-Younger)
U13 – (8/1/94-7/31/95) U16 – (8/1/91-7/31/92)

Guest Players: U11 – U19 Each team will be allowed up to five (5) guest players.

Required Forms: State approved rosters signed or stamped by an appropriate USSF affiliate official along with their current (2007/2008) player passes, guest player forms, medical liability forms and permission to travel forms must be presented at tournament check-in.

2. Laws of the Game

All games will be played in accordance with FIFA laws, except where modified by these rules.

3. Duration of the Games and Ball Size

All games will consist of two halves and a continuous running clock.

- U11/U12 25 minutes Size 4
- U13/U14 30 minutes Size 5
- U15-U16 35 minutes Size 5 Semi Finals/Finals 30 min halves
- U17-U19 40 minutes Size 5 Semi Finals/Finals 35 min halves

Interval between halves shall be 5 minutes. The referee is the official timekeeper of the match.

4. Player Equipment

- A. No necklaces, bracelets, earrings, or rings of any kind will be allowed.
- B. All players on a team must wear similar uniforms with each jersey being numbered distinctly with no numbers being repeated.
- C. Shin guards must be worn at all times.
- D. If a uniform conflict occurs, the home team (listed first on schedule) is responsible for making the appropriate changes.

5. Substitutions

Substitutions for all age groups will be unlimited. Substitutions may be made with the consent of the referee at any of the following times:

- A. Prior to a throw-in in your favor;
- B. Prior to a goal-kick by either team;
- C. After a goal by either team;
- D. After an injury by either team where the referee stops the play and can substitute one for one;
- E. At the half-time;
- F. If a player is issued a yellow card, a coach may substitute for that player only during that stoppage in play.

6. Conduct

- A. Any player dismissed/sent off (red carded by the referee) must sit out the remainder of that match plus his/her team's next tournament match. A point will be deducted from team's point total for every red card received. No substitution may be made for the player sent off during the match in which the red card was issued.
- B. A coach who is sent off will not be allowed to participate further in the tournament, and will not be allowed in the vicinity of the field for his/her team's remaining matches.
- C. Two yellow cards issued to the same player in the same match equal a red card and are subject to the same penalties as outlined above from that point
- D. A report will be sent to the state association and league/club of teams whose players or coaches receive red cards or where other serious matters involving the conduct of a team are concerned.

7. General Rules

- A. Both teams will bench themselves on the same side of the field, and the spectators should be on the opposite side of the field.
- B. Under no circumstances will the tournament committee or the Des Moines Menace be responsible for any expenses (including tournament fee) incurred by any team. This includes any situation where the tournament or any of its games are cancelled in part or in whole.
- C. The tournament committee's interpretation of the rules shall be final.
- D. The visiting team will supply the game ball for each match; referee will inspect the game ball prior to each match.
- E. There will be no protests

8. Failure to Show and Forfeits

- A. A team will be allowed a 5-minute grace period after match was scheduled to kick-off. After this 5-minutes period has expired the match is awarded to the opponent. You must have a minimum of 7 players to begin a match. 8 v 8 matches must have at least 6 players to begin a match.
- B. In no case will a team, which forfeits a game, be declared a bracket winner. If an apparent bracket winner forfeits a game, the team with the next best point total in that bracket will be declared the bracket winner.
- C. In the event of a forfeit in the preliminary round, the opposing team will be awarded the win. The score of a forfeited match will be recorded at 3-0.
- D. Forfeited matches do count towards the 3 games guaranteed to each team. The tournament committee is not responsible for teams who do not show up for their matches.

9. Determination of Game Winner

Preliminary games may end in a tie. Semi-final and Final matches ending in a tie will go into a golden goal overtime period. Overtime will consist of one (1) 10 -minute period followed by kicks from the mark.

10. Game and Score Reporting

The center referee will be given the official score card for each match. The winning team's coach must initial the card following the conclusion of every match. In case of a tie, both coaches must initial the card. The referee will also indicate any cautions or sendoffs that were given and the reason. The field marshall will collect score card and report it to the tournament headquarters.

11. Determination of Bracket Winners

The following format will be used to determine bracket winners and advancement to semi-final and final matches.

- 2 Brackets of 3 Teams – each team will play three crossover games. Bracket winners, based on total points, will play in the final.
- 1 Bracket with 4 Teams – each team will play every opponent in their bracket. The top two teams, based on points, will play in the final.
- 2 Brackets with 4 Teams – each team will play every opponent in their bracket. The top team in each bracket, based on points, will play in the final.
- 1 Bracket with 5 Teams – teams will play a round robin format and the top two teams, based on points, will play in the final.
- 3 Bracket with 4 Teams – teams will play a round robin format within the bracket to determine a winner. Semi finals will have the three bracket winners and a wildcard (team with the next highest points.)

Point System will determine the division or bracket winners:

- Three (3) points for a win
- One (1) point for a tie
- One (1) point for a shutout
- One (1) point deducted for every red card received by player and or if a coach is sent off

Tie Breakers

- Head to head competition (not used in 3 team tie)
- Least goals against
- Most goals for
- Kicks from the mark

12. Inclement Weather

In the event of inclement weather, the tournament committee will have the authority to change games as follows:

- A. Relocation or rescheduling of games.
- B. Reduce the duration of any game.
- C. Cancel any preliminary round games, which have no bearing on the selection of bracket winners.
- D. Preliminary games terminated after one half of play due to weather will be considered final.
- E. Partial refunds will be issued in the event that the tournament is cancelled due to the weather. Tournament expenses will be paid first.

13. Credentials

- A. State-approved roster
- B. Permission to travel form if team is from out-of-state
- C. Guest player form
- D. Passes for all players including guests and coaches
- E. Medical release forms for each player (including guest players)

14. Acceptances

- A. Teams will be notified on the acceptance date
- B. No refunds after teams have been accepted
- C. If not accepted you will be refunded the full amount of the tournament

The tournament reserves the right to change rules up until the start of the tournament if they deem necessary. No protests are allowed the referee's decision is final. The tournament director will have the final say in all matters.