



# 2011 Just for Girls Fall Invitational Rules & Regulations

## 1. Competition Eligibility

Participation is open to accepted USSF affiliated teams based on rosters from the 2011/2012 season. 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 – (8/1/00-7/31/01)    U14 – (8/1/97-7/31/98)                      U17 – (8/1/94-7/31/95)  
U12 – (8/1/99-7/31/00)    U15 – (8/1/96-7/31/97)                      U19 – (8/1/92-Younger)  
U13 – (8/1/98-7/31/99)    U16 – (8/1/95-7/31/96)

Guest Players:                      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 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
- U17-U19    35 minutes                              Size 5

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 by either team;
- 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 coach that team for any more matches in the tournament, and is not allowed in the vicinity of the field for that 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 two (2) 5-minute periods 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 marshal 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.

- 16 TEAMS: 4 Pools with 4 Teams – Teams will play a round-robin format within the pool to determine the four pool winners that advance to the semifinals.
- 14 TEAMS: 2 Pools with 4 Teams and 2 Pools with 3 Teams – Teams in 4-team pools will play a round-robin format within the pool; Teams in 3-team pools will play the other two teams in their pool, as well as one cross-bracket match. Team with highest points in each pool advances to the semifinals.
- 12 TEAMS: 3 Pools with 4 Teams – Teams will play a round-robin format within each pool to determine a winner. Semi finals will have the three pool winners and a wildcard (the team with the next highest points). In the event that the wildcard team is from the same division as its scheduled semifinal opponent, we will switch home teams for the semis.
- 10 TEAMS: 1 Pool with 4 Teams and 2 Pools with 3 Teams – Teams in the 4-team pool will play a round-robin format within the pool; Teams in 3-team pools will play the other two teams in their pool, as well as one cross-bracket match. Team with highest points in each pool advances to the semifinals, along with a wildcard (the team with the next highest points). In the event that the wildcard team is from the same division as its scheduled semifinal opponent, we will switch home teams for the semis.

- 8 TEAMS: 2 Pools with 4 Teams – Each team will play every opponent in their pool. The top team in each pool, based on points, will play in the final.
- 6 TEAMS: 2 Pools with 3 Teams – Teams will play the other two teams in their pool, as well as one cross-bracket match. Team with highest points in each pool advances to the finals.
- 5 TEAMS: 1 Pool with 5 Teams – Teams will play a round-robin format (4 games per team). First- and second-place will be based on points.
- 4 TEAMS: 1 Bracket with 4 Teams – Teams will play a round-robin format (3 games per team). First- and second-place teams face each other in the final.

Point System will determine the division or bracket winners:

- Three (3) points for a win
- One (1) point for a tie
- 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)
- Record in preliminary matches
- Least goals against
- Most goals for (capped at five goals per match)
- Kicks from the mark

## 12. Inclement Weather

In the event of inclement weather, the Tournament Director 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.

## 13. Refunds

The Tournament Director has final authority concerning the cancellation, delay, change of time, or any other alteration of games, as required due to weather or emergencies.

The following is the tournament's refund policy, in the event that preliminary games are not played due to weather, emergencies as deemed by the Tournament Director, rental of facility, opponent not showing up, or act of god:

- A. No games played = 60 percent of the registration fee is returned.
- B. 1 game played = 40 percent of the registration fee is returned.
- C. 2 games played = No refund.
- D. 3 games played or failure to play semi-final and/or final games = No refund.

If semi-final or final games are cancelled, champion and finalist will be determined on points standing after preliminary games.

## 14. Credentials

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

## 15. 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.**