



A Total Manufacturing Company

## ***CORNHUSKER STATE GAMES SOCCER TOURNAMENT RULES***

### **LAWS OF PLAY**

The LAWS OF THE GAME as published by FIFA will govern play, except where amended by the information below. Failure to abide by tournament rules may result in forfeiture of a game and/or expulsion from the tournament. **NOTE:** The offside sanction will not be applied in the U10 and younger, Mixed Coed and Men's Open Divisions.

### **HOME TEAM:**

The home team will be responsible for wearing an alternate color jersey, if necessary, as determined by the referee. The Home team is also responsible for the game ball. The team listed first on the schedule shall be the Home team. Teams will use the side of the field with team benches, and spectators will use the opposite side of the field during games.

### **PLAYING CONDITIONS/GAME COMPLETION:**

Teams will be expected to play according to the schedule of games regardless of weather. Only the Tournament Director may reschedule games or alter the competitive format because of inclement weather or other just cause. In this event, games shall be considered complete if one half of the game has elapsed and the Referee or Tournament Director terminates the game. Games may also be shortened or be determined by penalty kicks or coin toss if needed.

<b>GAME LENGTH:</b>	U 8 – 10 = 25-minute halves	7 v 7	<b>Soccer ball:</b>	U 8 – 12 = size 4 ball
	U 11 – 12 = 25-minute halves	9 v 9		U13+ = size 5 ball
	U 13 – 19 = 35-minute halves	11 v 11		
	U 15 & up Competitive = 40-minutes halves	11 v 11		
	Men's Open = 25-minute halves	8 v 8		

### **DIVISIONS:**

- Where there were not enough teams entered to form a separate bracket for competitive and recreational teams, these teams were combined into one division.
- Where there were not enough teams to form a separate A and B division in an age group, all teams were combined into one division.
- Where there were not enough teams entered to form a separate bracket for an age group, these teams were combined with the next age group.

### **TEAM ROSTER:**

The TEAM ROSTER/WAIVER form must be fully completed and signed by each team member, including the team manager, coach or captain (or by parent/guardian, if a minor). No player is allowed to play on more than one team unless second team is Mixed or Over 30. There will be no Team check-in and roster verification prior to play. However, teams must be prepared to show proof of age and identity if questioned. NO Protests Allowed

### **COACHES:**

- Responsible for the behavior of the players and spectators of their teams.
- Verbal abuse towards an opponent, a teammate, spectators, and/or a referee will not be tolerated.

### **RED/YELLOW CARDS & EJECTIONS:**

- If a red card is issued or if a person is ejected from a game, that person plus the coach of the team must report to tournament headquarters immediately following the game. Tournament Directors will determine further participation in the tournament. If a Coach or Player is ejected from a game, he/she is not eligible to participate in the team's next game. The suspension may be increased and could result in ineligibility for more than one game or expulsion from the tournament.

### **UNIFORM:**

Each player shall wear an official uniform. The goalkeeper is not required to number on his/her jersey. Each number should be different.

**SUBSTITUTIONS:**

With the consent of the Field Referee, substitutions may be made from the center of the field during any stoppage of play.

**DANGEROUS EQUIPMENT:**

A player must not use equipment or wear anything which is dangerous to himself or another player. The referee has the final determination if the equipment is safe to the player or another player on the field of play.

**PROTESTS:**

No protests will be allowed.

**TOURNAMENT DIRECTORS:**

- Tournament Directors have final decisions in all matters. The Tournament Director shall determine all disputes, including disputes of fact and interpretation of the laws and rules of soccer, or such person(s) designated by the Director.
- Tournament Directors reserve the right to change tournament format in case of inclement weather (i.e. length of games, game times, and fields).

**SCORING SYSTEM****POINT SCORING:**

WIN	= 3 points
TIE	= 1 points
LOSS	= 0 points

**RESULTS UPDATES:**

- Results will be updated online throughout the tournament using Tourney Machine software. Please check these if your team has a chance to advance to medal games.

**FORFEIT:**

- If a team forfeits, the forfeiting team will not be allowed to advance to the Championship round.
- The team that wins the game due to the forfeit will receive points equivalent to a win with a score of 7-0 (3 points).
- If a team does not report for play within ten (10) minutes after the scheduled start of the game, that team shall forfeit the game.

**GAME COMPLETION:**

- Games will be considered complete if one half of the game has elapsed and the referee or the Tournament Director terminates the game. (See Rules under Tournament Directors or Playing Conditions)

**POINTS:**

- Points will be counted for all pool games played. Points will be used for seeding purposes in medal rounds.
- Men's competitive medal places will be determined by points.

**OVERTIMES:**

- Overtimes will only be played if it is necessary to determine a winner in a Semifinal or Championship game.
- In the case of overtime, teams will play two 5-minute time periods. If still tied, FIFA penalty kick rules will apply. Only the players who are on the field when the overtimes end are allowed to participate in the shoot-out. Both teams take five shots from five different players. If still a tie, sudden death will result. Must continue using different players on the field -- no bench players may be used.

**TIES:**

In the event of a tie in points prior to the Semifinal or Championship game, the following criteria will be used to determine the winner:

1. Winner of head-to-head competition (not used if more than 2 teams are involved)
2. Goal Differential -- goals scored by a team per game MINUS goals allowed by a team per game
3. Fewest goals allowed
4. Goals Scored
5. Kicks from the penalty mark.