

Bob Walters Memorial Invitational

TOURNAMENT RULES

LAWS OF PLAY

The FIFA Laws of the Game will govern play, except where amended by US Youth Soccer Rules of Play, and/or the Bob Walters Memorial Fall Invitational Tournament Rules. These rules may be modified before the beginning of tournament play. The final Tournament Rules will be published at the Tournament Headquarters and available upon request.

ELIGIBLE TEAMS/PLAYERS

1. This tournament is intended for recreational teams ages U7 - U14 only. This includes in-house teams and teams who participate in a sanctioned recreational leagues (NYSL Level 2/3, CYSL).
2. All rostered players will be eligible to play in the tournament, including secondary players who are primary on a select/premier team.
3. Secondary players (who are primary for a select/premier team) are eligible to play for their recreational team as long as they have been registered with that team from the beginning of the season.
4. Up to two (2) guest players are allowed per team. All guest players must be from a recreational team. No primary players on a Level 1/Premier team can be play as a guest in this tournament.
5. Players can only play on one team in the tournament. If they are primary and secondary on two teams playing in the tournament, they must play on their primary team.
6. Teams within the same age group from the same club can be combined to form one team for this tournament. Each player must have an approved player pass.
7. Teams will be allowed to roster one (1) opposite gendered player to meet team roster size requirements. Any additional opposite gendered player needed will require approval by the Tournament Director.

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 of the game is completed and the Field Representative or Referee, Referee Assignor, Game Director or the Tournament Director (s) stops play. When necessitated by playing conditions or just cause, the game format may be altered to include shortening of games, penalty kicks or coin tosses.

COMBINED AGE DIVISIONS

Teams will be placed in combined age divisions.

AGE GROUP	Max Roster
U7 / U8	8
U9 / U10	12
U11 / U12	16
U13 / U14	18

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UNIFORM & EQUIPMENT

1. Players must have matching uniforms with numbers on the backs of the shirt. Each player shall have a different number. The goalkeeper need not have a numbered jersey.
2. Shin guards are mandatory equipment.
3. "Slide Shorts" can be worn if they match the color of the shorts.
4. Knee braces and orthopedic appliances can be worn if hard surfaces, hinges, and edges are appropriately padded.
5. Hard Casts, Splints and Braces of any type: Players may play with suitably padded hard cast or other medical equipment at the sole discretion of the referee. Referee decisions on the safety of any padded equipment are final and may vary from game to game.
6. Head Gear: Padded head gear (such as, but not limited to, the equipment sold by Full 90 and Storelli) is allowed for any player at the discretion of the Referee.
7. Tournament will provide all field goals, nets and flags.

TEAM CHECK IN AND CREDENTIALS

All teams should check in at least one (1) hour prior to the scheduled start of their first game at the Tournament Headquarters. Friday night early check-in will be available for teams not scheduled to play until Saturday. Rosters cannot be modified after registration occurs.

At check-in coaches must provide:

1. A copy(ies) of their official state roster (to be kept by the tournament).
2. Current player passes complete with signature and pictures. Digital passes are accepted; paper passes must be laminated. (verified and returned)
3. Guest player form(s) (copy to be kept by tournament).

Referees will check player passes throughout the tournament.

Teams may not use the goal areas at for warm-up or practice. Violations may result in the forfeiture of that match.

GAME LENGTH

AGE GROUP	BALL SIZE	GAME LENGTH	PLAYERS
U7 / U8	3	Four (4) 10 minute periods	4v4
U9 / U10	4	Two (2) 25 minute halves	7v7
U11 / U12	4	Two (2) 30 minute halves	9v9
U13 / U14	5	Two (2) 35 minutes halves	11v11

1. Half time of all games shall last no longer than 5 minutes.
2. There will be no Overtime periods in any games.

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3. Tie scores at the end of regulation time will stand as is in all preliminary games.
4. Any Semi-Finals or Finals games that end in a tie in regulation will go directly to a “kicks from the mark” shoot out. The shootout will be done in accordance with USSF Rules.

HOME TEAM

The team listed first in all rounds shall be the 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 providing the game ball.

GRACE PERIOD

A minimum of five players for U9-U10, seven players for U11-12, and eight for U13-14 age groups constitutes a team. A (10) ten-minute grace period shall be extended beyond the scheduled kick off time if the minimum number of players are not available at the scheduled kick off time. A team must start the game as soon as the minimum number of players is at the field after the originally scheduled start time.

If at the end of the 10-minute grace period the team does not have the minimum number of players, the referee shall suspend the game and report the failure of the team to appear to the Tournament Director. The Director may declare a forfeit.

Any team that forfeits a game will not be allowed to advance out of their group to the finals.

SUBSTITUTIONS

For all age groups, unlimited substitutions may be made at any stoppage with the consent of the Referee except during a Penalty Kick. Substitutions should be made from the center of the field. Substitutes should not enter the field of play until directed to do so by the Referee.

A cautioned player may be substituted for before restart of play with the Referee's permission. If a cautioned player is substituted, the opposing team may also substitute one player.

OFFSIDES

Offsides will be in effect for U9 – U14 age groups. Offside will be enforced for U9/10 games from the Play Out Line, not the center line. Offside for the U11-U14 age groups will be per FIFA and USSF.

HEADING

Heading the ball is not allowed in U7-U12 age groups.

PLAY OUT LINE / BUILD OUT LINE (Under-9/10 only)

1. The play out line is midway between the halfway line and the penalty area line.
2. All opposing players must move behind the play out line when the goalkeeper takes possession of the ball, or whenever a goal kick is awarded. Play will not restart until all opposing players have moved out.
3. Punting the ball by the goalkeeper is not allowed. Quick restarts by the goalkeeper are not allowed after the goalkeeper takes possession of the ball, or by any player preparing to take a goal kick. Play may not be restarted until all opposing players have moved behind the play out line and the referee signals for play to begin.

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4. After the ball has been put into play by the goalkeeper, the opposing players can cross the play out line and play resumes as normal.
5. On a goal kick, the ball is in play once it leaves the penalty area. Opposing players may cross the play out line once the ball is in play.

SHOOT-OUTS (PENALTY KICKS)

Penalty kicks used to determine a winner of tie breakers, semi-final or final matches will be run in accordance with the FIFA Laws of the Game.

The referee will choose the goal at which the kicks will be taken. The referee tosses a coin and the team who wins the toss will take the first kick. The home team will call the coin toss. 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. On tiebreakers the coach from each shall declare the players from their roster that they will use to take their kicks. If a player is under suspension they may not participate in the kicks.

RED CARDS AND EJECTIONS

Any player, coach or fan dismissed from a game shall be ineligible to participate in the team's next game. At the discretion of the Tournament Director(s), the suspension may be increased and could result in ineligibility for more than one game. No substitution shall be permitted for a player who has been sent off during a particular game. An ejected player or dismissed coach/fan must immediately leave the area of all playing fields and shall not return to the area of the playing fields until the game from which he/she was ejected has been completed. The player's or coach's pass will be retained by the referee and turned over to the Tournament Director after the game has been completed. The player or coach must report to the Tournament Director after the completion of the match from which he/she was ejected to determine the player's status for future games. Ejected players must be accompanied by their coach when he/she reports to the Tournament Director. Decisions will be based upon the rules of the Nebraska State Soccer Association, the sanctioning organization for the Bob Walters Memorial Cup.

NOTE: the referee assignor and / or the tournament director will report all red cards from the tournament to the appropriate state soccer association. Dismissals that occur in a team's last game of the tournament may carry over to their next sanctioned event.

Physical assault of a referee will result in criminal charges being filed, and possible civil action against the offender.

TEAM DISCIPLINE

The 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.

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Abusive language and/or actions by players, coaches, and/or spectators will not be tolerated. The referee has the authority to warn, caution, or dismiss the team coach for the conduct of the spectators.

BRACKETING

Under 7 - 8 Age Group: Each Team will play four games on a random basis against teams from their bracket and/or crossover games. No scores or points will be kept and there are no finals.

Under 9 - 10 Age Group: Each team will play round robin games with each of the other teams in their bracket. First place teams of each bracket will play for the championship. High point team will be the home team for the Championship. The remaining teams will play a fourth game according to their final bracket position (i.e. 2nd v. 2nd, 3rd v. 3rd, 4th v. 4th).

Under 11 - 14 Age Group: Each team will play round robin games with each of the other teams in the bracket. First place teams of each bracket will play for the championship. High point team will be the home team for the Championship. Teams are guaranteed at least three (3) games.

Bracket Exceptions: If more than eight (8) teams are accepted into the tournament for any bracket, teams will be placed into a larger brackets and/or up to three brackets.

Larger Team Brackets: Brackets with more than four (4) teams will play round robin games with three (3) other teams in the bracket and possibly one crossover game. The two high point teams advance to the Championship match.

Three Bracket Play: Bracket play is round robin games with each of the other teams in the bracket. First place teams of each bracket, and one wild-card team (highest points of non-bracket winners) will advance to semi-final games. The semi-final winners will play for the championship. Home teams for semi-finals and championship games will be determined based on highest points and posted on the schedule.

SCORING METHOD AND BRACKET WINNERS

Bracket winners and position games will be determined by the following point system:

Win -----3 (THREE) points

Tie -----1 (ONE) points

Loss -----0 (ZERO) points

Red Card (for a player) or a Coach ejection will be minus one (-1) point per infraction.

In case of forfeiture, the game will be recorded as a 3-0 for the winner and the loser will be recorded as 0-3. Any team that forfeits a game will NOT be eligible to advance to a semi-finals or finals game.

TIEBREAKERS

If at the conclusion of bracket play, two or more teams have the same point total, advancement to the semifinals or finals will be determined using the following tiebreakers in the order listed until a team is eliminated. Once a team is eliminated, advancement among the remaining teams shall again be determined by the tiebreakers in the order listed starting with head to head competition.

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1. Winner of Head to Head (this criteria not used if more than two teams tied)
2. Winner of Most Games in bracket
3. Goal Spread (goals scored minus goals against) with a maximum of four goals per game.
 - a. *Example: Game score of 7-1 would be scored as 5-1 for Goal Spread*
4. Fewest goals allowed
5. Most Shutouts
6. Fewest Red Cards
7. Kicks from the penalty mark.

AWARDS

U7/8 Age Groups: Participation Medals to all players.

U9/14 Age Groups: Champion teams will receive a trophy and Player Awards will be given to the players on the teams finishing first and second.

REFUND

Should all or a portion of the Bob Walters Memorial Spring Invitational be canceled due to just cause or teams do not play three games refunds shall be issued as follows:

If the event is canceled with no games being played, teams will receive 100% refund of the entry fee

If a portion of the event is canceled, teams will be refunded \$50.00 per game not completed for U7/8 age groups, \$70/game for U9/10 and \$100.00/game for U11-U14 age groups.

Games shall be considered played when the stoppage occurs after the completion of the first half of play.

No refund shall be issued to any accepted team that withdraws less than two weeks before the first game of the tournament. No refund will be issued to any team that forfeits one or more games. The tournament shall make every effort to ensure a full referee crew is assigned to all games. However, lack of a full referee crew will not be grounds for any refund.

PROTESTS

No protest of game outcomes will be considered. All referee decisions are final.