

WINDSOR SOCCER CLUB
PAUL R. CODY MEMORIAL COLUMBUS DAY TOURNAMENT
2009
TOURNAMENT RULES - (Modified 10/08/09, section XIX)

All tournament games will play in accordance with FIFA's Laws of the Game unless modified herein. The following rules shall be interpreted as supplemental to the Laws of the Game. These rules may be further interpreted and clarified by tournament officials.

RULE I: PLAYER ROSTERS

A photocopy of a Certified (by CJSA or the appropriate state association) Team Roster must be submitted at registration. Teams shall be limited to those players on the certified roster. Each team may have up to 2 guest players. All guest players must have a players pass from the appropriate state youth soccer association and teams must present a Guest Player Approval form for each guest player at registration.

Player passes must be presented with the roster at registration, and be held at all times by a team coach, except when surrendered according to rule XI below. In the event that an unauthorized player is added to the squad, or that an unrostered and/or ineligible player enters a game, the team will forfeit all games in which that ineligible player is used. **Jersey numbers for each player must be listed on the roster submitted at registration.**

RULE II: ROSTER SIZE

Each team must submit a photocopy of a Certified Roster at registration with a maximum of fifteen (15) players for U-9 and U-11 teams, and a maximum of twenty (20) players for U-12 through U-14 teams. Only players whose names appear on the approved tournament roster may play in tournament games.

RULE III: PLAYER ELIGIBILITY

All players must be born in the year of his or her team's age group, or in a later year. No player may be rostered on more than one team in the tournament, nor may a player transfer from one team to another during the tournament. Proof of birth (player pass) is required to be shown at registration, and must be available for inspection or surrender at any time during the tournament. Authorized medical releases must also be presented at registration.

RULE IV: CONDUCT

Players, coaches, managers and team supporters are expected to conduct themselves in a manner consistent with the spirit and the letter of the Laws of the Game. Displays of temper or dissent by word or action against an opponent, an on-field official, an off-field tournament official, or an opposing team supporter may be cause for ejection from the game and the field.

RULE V: POSITION OF PLAYERS AND SPECTATORS

Both teams must be on the same side of the field, and all spectators must remain on the opposite side during the entire game. Only substitute players, coaches and managers may be on the team side of the field. Spectators must remain behind the spectator lines on fields that are marked.

RULE VI: START OF THE GAME

A game may not be started with fewer than eight (six for U-9, U10 and U-11 teams which play eight aside) eligible and properly uniformed players on each team. After the game has started with eight or more players, it may not continue with fewer than eight players (six for U-9 and U-10 games). In the event that a team cannot field eight players (six for U-9 and U-10) to start a game, or is reduced to less than eight players (six for U-9 and U-10) after play has commenced, that team will forfeit the game. A team shall be permitted five minutes from the scheduled start of the game to field a minimum number of players before the referee shall declare a forfeit. Games forfeited prior to the start of play will be entered on the tournament record as 1-0. In order to avoid the possibility of forfeiture, teams shall arrive at the playing site at least one-half hour prior to the scheduled start time for each game.

RULE VII: FIELD OFFICIALS

Certified referees and linesmen are scheduled for all tournament games. In the event of cancellations, teams may be required to provide linesmen. Once the referee has started a game, he or she will maintain control of that game until completion.

RULE VIII: PLAYERS' UNIFORMS AND EQUIPMENT

Players must wear uniforms with numbers on the back of the shirt. Each player must have a different number, which shall coincide with that player's number as shown on the team roster. If two opposing teams have uniforms that are matching, or nearly matching in color, the team designated as the home team will change colors. The home team is the team listed first on the schedule. Teams must have two sets of jerseys with differing colors.

RULE IX: GAME DURATION AND BALL SIZE

All games will consist of two twenty-five minute halves. There will be a three-minute half time. The tournament committee will supply game balls: size 4 for U-9, U-10, U-11, and U-12 games, and size 5 for U-13 and U-14 games.

RULE X: GAMES AFFECTED BY POOR FIELD/ WEATHER CONDITIONS

Coaches and players must appear on the field of play regardless of weather conditions. Failure to appear will result in a forfeit under rule six above. Only the tournament director, site field marshal or game referees may cancel, shorten or postpone a game. In the case of inclement weather prior to the start of, or during a game, the tournament director or site field marshal may reduce the length of a game or games in an attempt to keep to a day's schedule. Should a game be terminated during play due to weather conditions, it will be considered official if fifteen minutes of play have occurred. The score at the time of stoppage will be posted. All teams accept the risk of weather or other unforeseen events that could make fields unplayable. The Windsor Soccer Club will not issue any refunds of application fees for any team that completes 2 games of their scheduled 5 games for the tournament. Should teams play less than 2 games the Tournament Committee will meet and determine an appropriate amount of partial refund.

RULE XI: PLAYER DISCIPLINE

Any player receiving two yellow (warning) cards or one red (ejection) card in a game will be sent off the field by the referee, without a substitution permitted. That player's team will play short for the remainder of that game. In addition to removal from the game, a player who has been sent off the field will be suspended from the next game. These same rules apply for coaches and managers. Protests of discipline cards will not be accepted.

RULE XII: FORFEITS

A game may be forfeited when a team uses an ineligible player, or when a team is unable to field the minimum number of eligible players. (See rules one and six.) The score of a forfeited game shall be 1-0, or the score at the time of the forfeit if the non-forfeiting team is leading.

RULE XIII: PROTESTS

Player eligibility and forfeits may be appealed through protest. No protest of a referee's decision will be accepted. The protest must be submitted in writing by the team coach or manager to the tournament site field marshal within two hours of the completion of the game, or of the ruling being protested. The tournament rules committee (tournament director, site field marshal, and Windsor Soccer Club President) will rule on the protest.

RULE XIV: REFEREE'S REPORT

The referee will deliver his/her written game report to the site field marshal after the conclusion of each game, but prior to leaving the site each day. The referee's report will include the game score and any disciplinary warnings and removals issued (If a red card or ejection has been issued to a player, coach or spectator).

RULE XV: DIVISIONAL STANDINGS

Each division will consist of six teams unless otherwise directed by tournament staff. To determine a division's standings, three points will be awarded for each victory, one point for each tie, and no points for a loss. The team with the most points will be the division champion. If there should be a tie in the division standings for first or second place, the following tie-breakers will be used in this sequence until the tie is broken:

- a) Head-to-head play between tied teams. (Will not apply if 3 or more teams are tied.)
- b) Greatest number of victories.
- c) Most bonus points, listed below and in order of determination
- d) Goal differential:

A maximum of three bonus points will be awarded to the winning team, one for each goal difference. Examples:

Team A 4 Team B 2 Team A receives 2 bonus points.

Team A 8 Team B 1 Team A receives 3 bonus points.

- e) Fewest goals allowed for all tournament games.
- f) Penalty kicks.

If two teams are still tied after the first four tiebreakers, the teams will adjourn to an available field to proceed with penalty kicks. Each team will take five alternating penalty kicks (unless one team develops an insurmountable lead and five are not needed). Only players who were on the field at the conclusion of each team's last game may participate in the first and second round (if needed) of penalty kicks. If no winner is determined after two rounds of five, alternating rounds of one kick will take place until a winner is determined. All eligible rostered players must kick once before any player kicks twice. The "visitor team" will have the choice of which team kicks first.

RULE XVI: AWARDS and POSTING OF RESULTS

Results for tournament games will be posted for all divisions except U-9 and U-10 (which are not allowed per CJSA regulations). Trophies will be awarded to all player members of first and second place teams in each division, except for U-9 and U-10 in which all players will receive participation awards.

RULE XVII: SUBSTITUTIONS

Either team may substitute only during a goal kick, any throw-in, corner kick, injury (one substitution for the injured player), or following a goal (at kickoff) with the notification and approval of the referee. No substitutions will be allowed for free kicks.

RULE XVIII: RULES INTERPRETATIONS

The Tournament Director is the final interpreter of any rules that require further clarification.

WINDSOR SOCCER CLUB

PAUL R. CODY MEMORIAL COLUMBUS DAY TOURNAMENT 2009 (Modified 10/08/09)

TOURNAMENT RULES - Modified for brackets without 6 teams (5 teams, 7 teams and 8 teams)

RULE XIX: DIVISIONAL STANDINGS (Except for U-9 and U-10) - For divisions that consist of five, seven or eight teams, determining the division's standings, three (3) points will be awarded for each victory, one (1) point for each tie, and no points for a loss.

The team with the most points will be the division champion. If there should be a tie in the division standings for first or second place, the following tie-breakers will be used in this sequence until the tie is broken:

- a) Head-to-head play between tied teams. **If teams have not played each other, refer to "b"**. (Will not apply if 3 or more teams are tied.)
- b) Greatest number of victories.
- c) Most bonus points in order of determination listed below:
- d) Goal differential between head-to-head. **If teams have not played each other, refer to "e"**.

A maximum of three bonus points will be awarded to the winning team, one for each goal difference. Examples:

Team A scores 4 and Team B scores 2 - Team A receives 2 bonus points (difference of 4-2).
Team A scores 8 and Team B scores 1 - Team A receives 3 bonus points (difference of 8-1 = 7 but there is a maximum of 3 bonus points awarded).

- e) Goal differential for the tournament.

Team A scores 1 and Team B scores 0 - Team A receives 1 points
Team A scores 4 and Team C scores 3 - Team A receives 1 points
Team A scores 0 and Team D scores 2 - Team A receives -2 points
Team A scores 5 and Team E scores 1 - Team A receives 3* points

Team A would have a bonus of 3 points added to their overall score.

Team G scores 3 and Team B scores 0 - Team G receives 3* points
Team G scores 2 and Team C scores 2 - Team G receives 0 points
Team G scores 6 and Team D scores 2 - Team G receives 3* points
Team G scores 2 and Team E scores 3 - Team G receives -1points

Team G would have a bonus of 5 points added to their overall score.

If Team A and G both had 10 points going into the final game, Team G would be the winner with 15 points.

(*highest amount of points allowed)

- e) If the teams are still in a tie, next is the Fewest goals allowed for all tournament games.

f) If two teams are still tied after the tiebreakers listed above, the teams will adjourn to an available field to proceed with penalty kicks. Each team will take five alternating penalty kicks (unless one team develops an insurmountable lead and five are not needed). Only players who were on the field at the conclusion of each team's last game may participate in the first and second round (if needed) of penalty kicks.

If no winner is determined after two rounds of five penalty kicks, alternating rounds of one kick will take place until a winner is determined. All eligible rostered players must kick once before any player kicks twice. A flip of the coin will determine the winner of the coin toss. The winner of the coin toss will then determine who kicks first (themselves or the other team).