



FM Revolution Soccer Club:

May 18- May 19 - Invitational 2019

Tournament Rules:

Level	Age	Format	Prelim Game Length	Playoff Game Length	Ball Size	Roster Size	Tournament Fee	Guest Players Allowed
Academy	9U	7v7	20 Min Halves	25 Min Halves	4	12	495	3
Academy	10U	9v9	25 Min Halves	25 Min Halves	4	16	545	3
Comp	11U	9v9	25 Min Halves	30 Min Halves	4	16	545	3
Comp	12U	9v9	25 Min Halves	30 Min Halves	5	18	595	3
Comp	13U	11v11	30 Min Halves	35 Min Halves	5	18	595	3

1. Home Team is listed first on the schedules and wears their white or lighter colored jerseys. All jerseys must have numbers PERMANENTLY affixed to the back. TAPED NUMBERS WILL NOT BE ACCEPTABLE. Each team must have either numbered alternate jerseys or mesh vests that cover the jersey but allow the permanent number to show through. Violators will be removed from the field and not allowed back on the field of play until player's equipment is corrected. If you are the home team, and there is a color conflict the home team will change their jerseys.

2. A game shall be declared a forfeit if a team is not ready to play at the published time within five (5) minutes of the mini games and within ten (10) minutes of the full-length games. At half time the teams must be ready to resume play within five (5) minutes of the referee's designation. Start time can be delayed at the discretion of the tournament staff to allow for team travel delays.

3. A game shall be declared a forfeit by the tournament director if an ineligible player participates in game. Any protest of ineligible player must be reported in writing, with either a one hundred dollar (\$100.00) cashier's check, money order or cash deposit, before the end of the game to the tournament field headquarters.

4. All games will be "mini games. Overtime (FIFA kicks) will only be used if a Quarter Final, Semi-Final or Final game ends in a tie. If Quarter Final/Semi/Final, 3rd Place, or Consolation games end in a tie, FIFA "kicks" from the penalty spot will be taken to determine the winner. No overtime for Quarter Final, 3rd Place, or Consolation games.

* For divisions that are combined differently from the above chart, the regulations for the older age group will be followed.



5A. Brackets with 3 or 4 teams that play each other within the bracket, the team with the highest total points will advance from the bracket.

- For a 6-team division, where there are two (2) three-team brackets. Teams will play the 2 teams in their bracket and one crossover game. The team with the highest points in each bracket will advance to finals.
- For a 5 team division, the top two teams after 4 games will be awarded 1st and 2nd place.
- Preliminary games may end in a tie. Tiebreaker rules will apply for teams tied to determine which team advances to playoffs. If teams are still tied, FIFA "kicks" from Penalty spot will be taken to determine winner.
- If semi-final or final or quarter final, or 3rd place/consolation games end in a tie, FIFA "kicks" from the penalty spot will be taken to determine the winner.
- 6 points for a win.
- 3 point for a tie
- 0 points for a loss
- 1 point per scored in the game with a maximum of 3
- 1 point for a shut out (not allowing opponent to score)
- A forfeit game will be scored at a 3-0 win in calculating mini-games points for tiebreaker determination.

5B. If two or more teams are tied in points after their mini games are completed, the following tie breaker procedures will be used to determine the team advancing:

- Head to Head game results - winner will advance.
- Goal differential - team with highest goal differential against opponents will advance (maximum of 5) goals scored - goals against.
- *****Only the first 5 goals scored by any team in any game will be counted in calculating winning points for advancement. (Example: A 4-1 game = 4-1 in calculating advancement; a 10-4 game = 5-4 in calculating advancement).***
- Fewest Goals allowed – team with fewest goals allowed will advance.
- Most number of "shut-outs" – team with most shut-outs will advance
- IFAB kicks from the mark.

These tiebreakers procedures will be applied, in order, to the teams tied in points until one team is selected for advancement. **Please NOTE:** It will be responsibility of both teams to turn in games sheets/score care to the tournament director after your game is played, unless otherwise instructed.

5C. U9 Game (7v7) Games will have a build out line. Games will conform to USSF rules.

6. The "Wild Card" team is the 2nd place team with the highest number of points. The "Wild Card" team will be determined by the following procedure in age divisions with an unequal number of teams (4-4-4; 4-3-3; etc.) in brackets. ****In the event of a tie between teams for the "Wild Card", the tiebreaker procedure will determine the "Wild Card".**



7. Each team (U11-U13 - 9v9 & 11v11) must have a minimum of seven (7) players on the field to start the game. There must be a minimum of seven (7) to continue the game. U9/10 must have a minimum of five (5) players to start the game and a minimum of five (5) to continue.

8. In all age groups, there will be free substitution, with the referee's consent, at the following times:

- A. Player receiving a yellow card (the player carded only)
- B. Prior to a throw-in.
- C. Prior to a goal kick.
- D. After a goal is scored by either team.
- E. After an injury, when the referee stops the play.
- F. At half time by either of the teams.
- G. In case of extreme heat, at the referee's discretion
- H. Both teams may substitute at the above stoppages as long as the team in possession calls for the substitution.

9. Any send-offs should be reported to the Tournament Director immediately following the game. Any player or coach sent-off shall automatically sit out the next played tournament game. If the send-off was for fighting, or if it is the player's second tournament send-off, the player will be suspended from the remainder of the tournament. Any player receiving two (2) cautions (yellow cards) in the tournament must sit out the next played tournament game. The NTSSA Cup & Games A&D Committee has the right to hold a hearing and increase the suspension at its discretion.

10. All referee decisions are final. No protests will be allowed, except for ineligible player.

11. The Tournament Director, or their designee, is empowered to make all decisions regarding the competition during the tournament.

12. The decision of the Tournament Director is final in all matters. No appeals will be allowed beyond that point.

13. In the event the referee or linesmen are missing from the field, report immediately to your Field Coordinator. In the event the linesmen are not available, each team is required to provide a "club linesman".

14. If a game is played into the second half but is stopped short of full time, other than acts on the part of one of the teams, the game shall be considered complete. Full-length games, if tied will be determined by the tiebreaker procedure. Games delayed by weather may be resumed once the conditions clear. Tournament committee shall make all determinations about the completion status of a game.



15. In the event of inclement weather, format for tournament play and/or completion of the tournament will be determined by the tournament director/ committee.

16. All scores shall be turned into the Tournament Director by the Coach or team Manager.

17. Net and Flags will be provided by Tournament Hosts.

18. Any team that withdraws from a tournament after the entry deadline or does not complete all required scheduled games, will not be allowed to enter any sanctioned tournaments until said team appears before the NTSSA Cup & Games Committee for a hearing explaining their actions and will forfeit their entry fee and performance bond, if one has been posted.

19. In case of rain - **HARD RAIN, NOT A SPRINKLE** - check tournament website ([fmrsooccer](http://fmrsooccer.com)) before you leave for the game and check your EMAILS: *****If inclement weather cancels the tournament prior to the completion of a team's first scheduled game of the tournament, State rules say we can retain a maximum of fifty percent (50%) of the team's entry fee for the tournament to cover start-up cost of the tournament. We have discussed this at length, the maximum we will withhold is 20% percent.*

20. In cases of extreme heat, the Tournament Director may institute mandatory water breaks. Time will not be stopped for these breaks.

21. Playing Notes.

Player and team awards for 1st Place

Team award for 2nd place

"Age pure" age groups will be created when possible

Gold, Silver, and Bronze skill divisions within an age group will created when possible.