

2016 KRW Papa Johns Invitational Soccer Tournament Rules

The rules of this tournament shall be in accordance with KYSA, USYSA, FIFA and USSF except as modified and approved herein.

Awards: Trophies will be given to first and second place teams and players in all divisions.

Consolation Games: No consolation games will be played unless used to give the minimum number of games guaranteed by the tournament.

Registration: Attendance at the Friday night registration is mandatory by either the coach or a team representative unless prior approval is given by the tournament director via e-mail.

Standing of Teams: For initial games, teams will be assigned to pools for round robin play. Teams will receive points for play based on the outcome of the games. Those teams accumulating the most points will advance to the second round games. Wildcard teams, if any, will be assigned on a basis of next highest point totals after pool winners. If a team forfeits a game voluntarily they are prohibited from advancing in pool play.

Point System: Points will be awarded as follows: Win – 3 points, Tie - 1 point, Loss - 0 points. A team winning by forfeit will be awarded three (3) points for a win, including a score of three (3) to zero (0). No points will be awarded for a double forfeit. Teams will lose one (1) point for each red card or coaches dismissal. Players receiving red cards or coaches being dismissed will serve a minimum of a one game suspension. Tournament officials reserve the right to extend the disqualification based on the nature of the offense.

Round Robin Pool Tie Breakers:

1. Head to head competition (used only when exactly two teams from a pool are involved in a tie breaker.) Head to head will apply when additional teams are not involved in pool play with the first two.
2. Goal Differential (the greater goal difference (goals for minus goals against, with a maximum of THREE goals difference per game considered).
3. Least goals allowed.
4. The teams shall take kicks from the penalty mark, as per FIFA Laws of the Game, until a winner is declared.

Game Definition: Pool games will end when the designated time period has elapsed, as determined by the referee. No tiebreakers will be used. The score at the end of regulation play shall stand. In the event of a tie in a Semifinal or a Final game the following procedures will be followed:

1. Two full five minute overtimes will be played.
2. If still tied, kicks from the penalty mark as defined in FIFA Laws of the Game will be used to determine the winner.

Half time will be five (5) minutes.

The Tournament Committee reserves the right to shorten the game times or half times in order to keep the tournament on schedule. Once a game has started and is halted for inclement weather, the

tournament committee with one representative from each team present will decide if the game is to stand as is or if it is to be restarted. To facilitate these decisions the fields will be processed in numerical order. If a team representative is not present when the initial call for that field is made that field number will default to the end of the field list. At the 2nd call for a field, if a team is still not present, a forfeit by the team not present will be awarded. A failure by both team representatives to be present for the 2nd call will result in a double forfeit. All field decisions will be made at the site Headquarters.

Delayed Games: If a match is delayed for any reason, coaches are responsible for obtaining new start times from the on-line schedule. All attempts will be made to communicate these changes via e-mail to team contacts in addition by tournament staff. Failure to comply and be present at the new start time will result in forfeiture.

Game Lengths and Roster Sizes:

All max roster sizes include guest players

Team Age	Half Length	Max Roster Size	Players on Field
U8	20 min	8	4v4 (min 3)
U9/10	20 min	11	6v6 (min 4)
U11/12	25 min	13	8v8 (min 4)
U12 (U13 Jr)	30 min	18	11v11 (min 7)
U13/14	30 min	18	11v11 (min 7)
U15-U16	35 min	18	11v11 (min 7)
U17-U19	35 min	22 (18 dress)	11v11(min 7)

Semi-finals and Finals will have same game lengths as above.

Forfeits:

If a team is not available for play at game time, the game will be forfeited after a 5 minute grace period.

Substitutions: Substitutions will be unlimited, but must be made with the consent of the referee, at the midfield and only at the following times:

1. Prior to an own throw-in (or any time the opposing team is making a legal substitution)
2. Prior to a goal kick by either team.
3. Prior to an own corner kick (or any time the opposing team is making a legal substitution)
4. After a goal by either team.
5. After an injury, by either team, when the referee stops play (one-for-one).

Jersey Conflict: All teams are required to have alternate jerseys. The **AWAY** team is responsible for changing jerseys in the event of a conflict as determined by the referee. The **AWAY** team will forfeit if the conflict cannot be resolved.

Match Ball: Each team shall furnish a regulation game ball to the referee prior to the game. The referee will then select the game ball. U8 will use size 3, U9-U12 (8v8) age groups will use size 4 balls, U12 (11v11) and U13 and above will use size 5 balls.

Rosters cannot be modified after registration. All players on the roster who are participating in the tournament must have birth dates verified through the use of current player passes, which includes a current picture. Player passes are required at registration and in the possession of each coach during matches. All players must be affiliated with US Soccer. Players will be permitted to play in an older division; however, under no circumstance will older players be allowed to play in a younger division with exception to U14 rule in next section.

Combined Age Divisions: In most instances teams will be placed in single age divisions, however, due to the number of teams in an age divisions some teams may be placed in a division of multiple age groups, e.g. U-17, U-18 combined with U19. U14 teams will be allowed to roster over age 8th graders normally on their roster (not guest players) in accordance with their league provisions or state roster provisions. School documents must be provided showing that these players are not yet in the 9th grade and are not currently playing high school soccer. This applies only to Boys teams in the Fall and Girls teams in the Spring.

Guest Players: A maximum of three (3) guest players will be allowed for U9 and up. Two (2) guest players for U8 are allowed. Guest players registered at large with the tournament may be placed on any team by the Tournament Committee, with the consent of the coach. Guest players must follow their local state policies for coach's approval and guest play.

Medical & Liability Waivers: Each player must provide a signed medical and liability waiver form to participate in the tournament. These forms will be verified at registration and be available at games.

Sportsmanship: Proper Sportsmanship is required at all times. Coaches, team managers, and fans are expected to be examples for the players. Coaches are responsible for their sidelines and their players. Red Cards will be issued to offending players. Any coach being dismissed must immediately leave the field and be out of sight of players and the referee prior to the restart of play. A violation of this provision is grounds for termination and forfeit assigned to the offending team. Ejection from the tournament requires immediate departure from all fields of play used for the tournament during the remainder of the tournament.

Fields of Play: Spectators shall use the opposite side of the field as the teams. Coaches and all players not awaiting substitution must be in their respective technical areas. Fans must stay at least five (5) feet back from the touchline in order for the assistant referee to be able to make appropriate calls.

Team Acceptance: Space in the Tournament is limited; therefore not all teams requesting to participate may be accepted. Acceptance will be on the basis of win-loss records, geographical and other information, which in the judgment of the Committee improves the quality of the Tournament. Every effort will be made to notify teams as early as possible after the closing date whether they have been accepted.

Refund: There will be NO refund given to any team that drops out after acceptance.

In the event of tournament cancellation due to inclement weather or for any other reason beyond the control of Kansas Rush Wichita prior to the start of the

tournament, entry fees will be refunded minus a \$125.00 per team administrative fee.

Once the tournament begins, refunds for guaranteed games not played will be given at a rate of \$75.00 per game not played. The maximum refund will be \$225.00.

Publicity: Participation in the tournament constitutes the approval by coaches, players, parents, and fans for the use of pictures, names and addresses in the publicity and the promotion of the tournament.

Medical Limitations: Hard cast will not be permitted unless casts are protected with three (3) inches of padding. Braces and soft casts must be padded and approved in advance by Tournament staff.

Laws of the Game: Unless other wise stated in these rules, "FIFA Laws of the Game" is the standard set of play regulations for each match.

Protest: All questions relating to the qualification of the competitors or interpretation of the rules or any dispute or protest shall be referred to the Tournament Committee. Judgment decisions of the referee are not subject to appeal or protest. The decisions of the Tournament Committee shall be binding to both teams. To be eligible for consideration, a protest must first have been made verbally to the referee and the opposing coach at the game site before entering the field of play or leaving the game site. Each protest must be filed with the tournament committee and include;

1. A non-refundable case fee of \$100 (cash)
2. Five written copies of the protest; which must include a full and complete description of the circumstances on which the protest is based
3. Fiver written copies of any information to be presented by witnesses.

The Tournament Committee must receive all protests within two (2) hours of completion of the game(s) being protested. The Tournament Committee shall immediately notify the team against which the protest is made and shall send a copy of the protest and all particulars to that team, which will then have the right to defend the case with or without witnesses. A plea of ignorance of the rules and regulations of the competition is not sufficient grounds for an appeal. After investigation, consideration and a final decision will be communicated in writing to all parties.

Dispute Resolution: The Tournament Committee in its sole discretion may modify these rules to address extenuating and/or unforeseen circumstances.

Matters Not Provided For: The Rules Committee shall determine any matter not provided for in the tournament rules. In addition, the Rules committee may amend the tournament rules when, in its judgment, the amendment will be beneficial to the conduct of the tournament. The decision of the Rules Committee shall be final.

Please visit www.kansasarushwichita.com for all tournament information.