

# 2010 Jackson Purchase Invitational Rules

## 1. GENERAL INFORMATION

Awards will be given at the completion of the championship game at the tournament headquarters or on the field upon which the game was played. **U9 age groups will play a round robin format with NO Championship game or results posted. Participation awards will be given to ALL U9 participants.**

The tournament committee, directors, and any of its sponsors or partners will not be responsible for any expenses incurred by any team or club if the tournament is canceled in whole or in part. In the event the tournament is cancelled before it begins, every team will receive 75% of their entry fee back. Each team will also receive the remaining 25% of their entry fee back in the form of a voucher to the 2011 JPI.

The tournament committee, directors, any of its sponsors or partners, the local and state associations will not be held responsible for injury during this tournament.

The tournament directors have the final authority in the interpretation of the Tournament rules and operation of the Jackson Purchase Invitational Tournament.

## 2. ELIGIBILITY REQUIREMENTS

The tournament is unrestricted and open to registered AYSO, USSF and USYSA teams. Each registered team is allowed a maximum of eighteen (18) players (U9-U12 15 players). Up to three (3) guest players will be allowed to participate, per team, provided they possess valid player passes and state forms. Players may only register and play with one team during the tournament. All players and coaches must have a laminated player pass with picture and signature on the back.

A current medical release form (notarized on or after 7/1/09) for each player, a travel permission form for teams outside the Kentucky Youth Soccer Association jurisdiction, five(5) copies of a verified official state roster, and laminated player cards for all players will be required at check-in.

Guest player forms and current medical release form (notarized on or after 7/1/09) must be presented at check-in.

## 3. CONDUCT OF PLAYERS, COACHES AND SPECTATORS.

Teams, (players and coaches), will sit on the opposite side of the field from spectators. No spectators will be allowed on the team's side of the field.

Coaches will be permitted to coach only from midfield to the 18-yard line on their designated half of the field.

Spectators must remain beyond a designated line or at least 6 feet from the playing field. No one shall position themselves behind the goals.

Spectators who continually disrupt the game or refuse to abide by the standards of good sportsmanship may be asked to leave the tournament site.

All tournament participants are expected to uphold the standards of the game and exhibit the highest levels of good sportsmanship.

Any player or coach ejected from a game will not be allowed to participate in their team's next scheduled game. The pass will not be returned to the player or coach at the end of the game, but must be picked up by the coach at the tournament headquarters tent following the team's next game.

Any player or coach ejected for violent conduct will be subject to review by the tournament directors to determine if further participation in the tournament will be permitted.

#### **4. INCLEMENT WEATHER**

Every effort will be made to play scheduled games. Only the tournament directors can cancel or postpone a match. A match playing time can be reduced due to inclement weather or if severe enough, postponed completely. All games will be considered complete if at least one half of the match has elapsed before being called. **THE TOURNAMENT DIRECTORS HAVE THE RIGHT TO SHORTEN/CANCEL GAMES DUE TO INCLEMENT WEATHER.** Every effort will be made to provide a positive tournament experience, but we cannot control severe weather conditions. In the event of excessive heat conditions, the referees have the option of offering "liquid replenishment" breaks. Every effort will be made to not disturb the "flow of the game", but the emphasis is on the safety of the players and the officials. It is the responsibility of each team to provide its own water supply or other liquids for their own consumption. There may not be a water supply at every playing site.

#### **5. GAME CHECK-IN AND FORFEITURES.**

The game schedule for this tournament leaves little time between games. It is imperative that teams arrive for games well in advance and be ready to play and take the field immediately upon the completion of the previous game. Game time will begin at the scheduled start time! All games listed are Mayfield, KY, Central Standard Time (CST).

Teams must check-in with the field Marshall at the assigned field 20 minutes prior to the scheduled start time. The field Marshall will check player's passes at this time. Each team must have a minimum of - seven (7) players (U13 & up), five (5) players (U11 & U12), four (4) players (U9 & U10) who have been checked in by the field Marshall at the field by the scheduled start time, otherwise the field Marshall is empowered to declare a forfeit or double forfeit if neither team shows to play. A minimum of - seven (7) players

(U13 & up), five (5) players (U11 & U12), four (4) players (U9 & U10) constitutes a team. Failure to complete a game, or leaving the field of play during the game will result in a forfeit and the tournament directors will determine further tournament participation by such team. In the event a team forfeits a game the opponent will be given three (3) points for a win, and awarded a 3-0-goal differential. In case of a double forfeit game, both teams will receive 0 points and be assigned a 0-3 goal differential.

## **6. DIVISIONS & POINT SYSTEM**

Divisions with four (4) teams.

Teams will play each other in ROUND ROBIN FORMAT. Based on points accumulated from round robin play, the first place team will play the second place team in a fourth game for the championship. Awards presented to first and second place.

Divisions with five (5) teams.

Teams will play each other in a ROUND ROBIN FORMAT. Champion and runner-up will be based on points accumulated from round-robin play. Ties will stand in all games. Awards presented to first and second place.

Divisions with six (6) teams.

Teams divided into two groups, "A" and "B". Each team plays the other two in its group for two games. After preliminaries, teams are "seeded" first, second and third. First in "A" plays second in "B", first in "B" plays second in "A" for the semi-finals while third in each group play their third game as a consolation game. Winners of semi-finals play a fourth game for the championship. Awards presented to first and second place.

Divisions with seven (7) teams.

A 7 team division creates a bracket with 6 teams playing 3 games and 1 team playing 4 games in the preliminary rounds. The team forced to play 4 games is randomly drawn with the understanding that their lowest scoring game does not count in the preliminary round standings. Based on points accumulated from round robin play, the first place team will play the second place team for the championship. Awards presented to first and second place.

Divisions with eight (8) teams.

Teams will be divided into groups, "A" and "B" with four teams each. Teams will play the other three teams in their group. The teams with the most points accumulated after the preliminary games will play a fourth game for the championship. Ties will stand in preliminary play. Awards presented to first and second place.

Divisions with ten (10) teams.

Teams will be divided into 3 divisions. One four (4) team division and two three (3) team divisions. The four-team division will play the other teams in its bracket to determine a bracket winner. The three team brackets will play the other two teams in their bracket and the winner of each bracket will play each other to determine who will play the winner of the four-team bracket for the division championship. The second place team in each of the three-team brackets will play each other, as will the third place teams in consolation games.

The tournament directors will make every effort to schedule all matches. However, the tournament directors assume no liability or responsibility for matches when one or both teams forfeit a match. All matches declared a forfeit will be considered as a “played” match. For further information regarding forfeits, see item #7.

Real time standings will be updated on our website. Points System Used.

1. WIN=3 POINTS
2. TIE=1 POINT
3. LOSS=0 POINTS

## How do I read the Standings?

- **GP (Games Played)** - This column lists the number of games the team has played.
- **W (Wins)** - This column lists the number of games the team has won. Three points are awarded for a win.
- **L (Loses)** - This column lists the number of games the team has lost. Zero points are awarded for a loss.
- **T (Ties)** - This column lists the number of games the team has played resulting in a tie. One point is awarded for a tie.
- **GF (Goals For)** - This column lists the total number of goals the team has scored. **Maximum of 8 (eight) goal differential per game.**
- **GA (Goals Against)** - This column lists the total number of goals that have been scored against the team.
- **PTS (Points)** - This column lists the total points the team has accumulated. Points are calculated with the following formula:

$$\text{PTS} = (3 * W) + T$$

In other words, the number of points equals the number of wins multiplied by 3, plus the number of ties.

- **GD (Goal Difference)** - This column is the calculated difference between Goals For and Goals Against. (GD = GF - GA).

Tie breaking procedures (if two or more teams have the same number of points; preliminary rounds), the tie-breaking formula will be:

1. Goal difference (goals for minus goals against).
2. Goals for (the total number of goals the team has scored.)
3. Goals against (the total number of goals that have been scored against the team.)
4. Most wins by shutout in tournament.
5. Kicks from penalty mark using modified FIFA rules. (Modification any player eligible for the next match may participate.)

There will be no overtime or penalty kicks for games within a flight, which end regulation time in a tie. For semi-final and championship games, a five-minute rest period will be given before play resumes. During that time, referees will again toss coin for kick-off. A five-minute “sudden victory” period will be played. First team to score wins. After first five-minute scoreless period, NO REST BREAK, teams switch goals and a five-minute “sudden victory” period is played. If at this time the score is still tied, kicks from the penalty mark using FIFA rules will be used to determine a winner. In semifinal and championship penalty kick situations, only players on the field at the end of second sudden victory time period may participate in the penalty kicks.

## **8. GAME REPORTS**

The referee and one official from each team shall sign game reports. The referee has the responsibility of giving the “Game Report” to the field Marshall (along with player/coach passes of ejected personnel) who in turn will be responsible for delivering them to the Tournament Headquarters for official recording of game results.

## **8. PROTESTS**

PROTESTS WILL NOT BE ALLOWED IN THIS TOURNAMENT. THE DECISIONS OF THE REFEREES ARE BINDING AND FINAL.

## **9. Laws of the Game**

All games shall be played in accordance with the laws of the game observed by USSF/FIFA and as otherwise modified by these tournament rules. The decisions of the referee are final.

## **10. Match Length, Ball Size and Age Divisions will be:**

U-17/18/19 2-40 Minute halves Size 5 Ball

U-15/16 2-35 Minute halves Size 5 Ball

U-13/14 2-30 Minute halves Size 5 Ball

U-11/12 2-30 Minute halves Size 4 Ball

U-9/10 2-25 Minute halves Size 4 Ball

All games will have a 5-minute half time.

## CHAMPIONSHIP GAMES

Regulation time periods will be played for all finals.

The game clock will not stop because of an injury to any player unless, at the discretion of the referee, medical personnel must remove the injured player from the field. Due to the time allowed for the completion of all games, the game clock must be allowed to run continuously.

ALL games will be considered completed if at least one half of the game has elapsed before being called because of inclement weather conditions, poor field conditions or darkness. In the event of the above conditions, the Tournament Directors shall have the right to alter the format of the game as follows:

1. Duration of the game may be shortened.
2. Games may be relocated or rescheduled.

THE TOURNAMENT DIRECTORS ASSUMES NO LIABILITY OR RESPONSIBILITY IF THE TOURNAMENT IS CANCELED OR SHORTENED BY SEVERE WEATHER CONDITIONS.

### **11. JERSEY COLOR CONFLICTS:**

In the event two competing teams have like color jerseys as their primary jersey, the team listed first on the schedule shall be considered the home team and must change to an alternate jersey color. Referees will make the final decision on what they consider to be like colors. If a jersey conflict occurs in the playoff rounds, the jersey color will be determined by a coin toss.

### **12. PLAYER SUBSTITUTIONS.**

Teams will be allowed an unlimited number of substitutions subject to the following rules:

NOTE: IF MORE THAN ONE INTERNATIONAL TEAM IN AN AGE GROUP, ONLY THREE SUBSTITUTIONS ARE ALLOWED PER FIFA RULES.

1. All substitutions must be made at the mid-field line with the consent of the referee.
2. Substitutions may take place:
  - a. Prior to throw in by the substituting team.
  - b. Prior to a goal kick by either team.

- c. At the beginning of a period of play.
- d. After a goal by either team.
- e. After an injured person is removed from the field (both teams may substitute a like # of players).
- f. Cautioned/YELLOW carded players may be substituted before the restart of play, with the consent of the referee (team not having cautioned players may substitute a like number of players).
- g. NO SUBSTITUTION SHALL BE ALLOWED FOR A PLAYER EJECTED FROM THE PLAYING FIELD BY THE REFEREE. THE EJECTED PLAYERS TEAM SHALL PLAY SHORT FOR THE REMAINDER OF THE GAME. THE EJECTED PLAYER SHALL BE BANNED FROM THE NEXT SCHEDULED TOURNAMENT GAME. THE REFEREE WILL COLLECT THE PLAYER PASS OF THE EJECTED PLAYER AND DELIVER IT TO A TOURNAMENT OFFICIAL. THE COACH MUST PICK UP THE CARD AFTER THE TEAM'S NEXT TOURNAMENT GAME AT TOURNAMENT HEADQUARTERS. IF THE PLAYER WAS EJECTED FOR VIOLENT CONDUCT, THE PLAYER WILL NOT BE REINSTATED TO PARTICIPATE FURTHER IN THE TOURNAMENT UNTIL THE INCIDENT IS REVIEWED BY THE TOURNAMENT DIRECTORS. IF THE EJECTED INDIVIDUAL IS A COACH, ASSISTANT COACH, OR TEAM MANAGER, THE ABOVE POLICY APPLIES.

COACHES REMEMBER YOU ARE RESPONSIBLE FOR THE CONDUCT OF YOUR TEAM AND ITS SUPPORTERS.

Any player who is found to be bleeding or to have blood on their uniform during the match will be asked to leave the field at a stoppage of play. The player may be substituted for. The player leaving the field may return to the field only after (a) the bleeding has stopped and/or (b) both the player and the uniform are free of any sign of blood. The assistant referee will check the player and beckon the referee that the player is ready to re-enter the game. At a stoppage of play, the referee will signal the player back onto the field.

### **13. PLAYERS UNIFORMS AND EQUIPMENT**

Teams are required to have two (2) sets of different colored jerseys. Players must have numbers on the back of their shirts (optional for goalkeepers). Goalkeeper's jersey must be distinguishable from field player's jerseys. No player number duplication will be permitted. All players must wear shin guards. Absolutely no jewelry of any kind will be allowed to be worn during a game. Home team will wear light colors and visiting team will wear dark colors. Players must dress uniformly. There must be approval from tournament directors regarding a player wearing a cast. The players coach needs to contact one of the tournament directors prior to the tournament.

