

Northern Blast Tournament Rules

Check-in & Location: Team check-in for teams will be held at the SOCCER COMPLEX at tournament headquarters from 3:30 PM - 8:30 PM on Friday, June 26, 2009. Teams must check-in at least one hour before playing their first game. Teams playing their first scheduled game on Saturday, June 27, 2009, may check in at tournament headquarters from 7:00 AM -11:00 AM before their first game. Please check in Friday night if you are in town, so you can make sure your team is ready for their first game Saturday Morning. All games will be played at Moccasin Creek Soccer Complex located on South Cochrane Street.

1. **RULES** - Play will be governed by the FIFA "Laws of the Game" except where amended by the USYSA Rules of the play and/or the tournament committee. **Law 11, Offside, will be called in the U10 division.**
2. **PLAYER'S EQUIPMENT** – Players must wear non-dangerous shoes and commercial shin guards. **No jewelry** will be permitted with the exception of medical alert jewelry which must be secured properly. The home team shall be responsible for using an alternate color jersey if necessary. The team listed first will be the home team.
3. **GAME BALLS** – Each team must supply two games ball to the referee prior to the start of the match. The referee will select three balls to be used during the match. Coaches are responsible for retrieving their game balls after the match
4. **TEAM BENCH** – Both teams shall be on the same side of the field marked as "Players and Coaches only." All spectators will be required to be on the opposite side of the field.
5. **PLAYER CARDS** – All players must have a current Player Pass, and must present them prior to the start of each game. A player may only be listed on one roster or one guest player form and play for only one team.

6. **GAME LENGTH**

<u>AGE</u>	<u>GAME LENGTH</u>	<u>*for finals only OVERTIME PERIOD</u>
U10	Two 25 min. halves	Two 5 min. halves
U11-U12	Two 30 min. halves	Two 5 min. halves
U13-U14	Two 35 min. halves	Two 5 min. halves
U15-U16	Two 40 min. halves	Two 10 min. halves
U17-U19	Two 40 min. halves	Two 10 min. halves

If the two teams in the final are tied after two sudden victory periods, the championship game will be decided by penalty kicks in accordance with FIFA "Laws of the Games."

7. **PUNCTUALITY** – All games will be started on time, with forfeits being declared for any team not present within 10 minutes of the scheduled starting time. U13 through U19 Teams must have a minimum of 7 players to start the game. U11 & U12 teams must have a minimum of 5 players to start the game. U10 teams must have a minimum of 4 players to start the game.
8. **PROTESTS** – Protests must be in writing and must be filed with the tournament director within one hour of the completion of the game in question. Protests shall state all pertinent information and be signed by the coach. A **\$50** fee shall accompany the protest and will be returned if the protest is sustained. Any/all protests will be reviewed and decided upon by the tournament committee or the designated protest panel. This shall be the FINAL decision.
9. **RED CARDS** – A player who receives a red card or a coach/other bench staff who is sent off during a match will be suspended for a minimum of one game following the infraction. The player pass for the player receiving the red card will be held in tournament headquarters until the teams next scheduled game has been played. Additional suspensions may result if deemed necessary by the tournament committee.

- 10. SUBSTITUTIONS** – With consent of the referee, unlimited substitutions may be made:
- Prior to your throw in. IF the team in possession of the ball chooses to substitute, the opposing team may also substitute at that time, provided they are ready and waiting at the midfield line.
 - At either team's goal kick or after a goal by either team.
 - During stoppage of play for injury by either team.
 - A cautioned player **May** be substituted for prior to restart of play.
 - At halftime
 - In accordance with the Laws of the Game.

11. PLAYING CONDITIONS – Every Effort will be made to complete all games regardless of weather. Teams/players should be prepared for all weather conditions. Any decisions regarding the suspension, termination, or rescheduling of games due to weather, etc will be made by the tournament committee. Rained out games may be decided by penalty kicks.

12. TEAM STANDINGS – After all teams in a division have played their scheduled games, advancement will be determined by the following point system.

Win	6 points	Tie	3 points
Loss	0 points	Shut out	1 point
Goals	1 point for each goal up to 3		

Maximum points per game are 10. A team that receives a forfeit or bye will receive 10 points for that scheduled game. A team that forfeits a game by not showing up will not be allowed to advance to the championship rounds.

13. TIE BREAKERS – Within a division, if after the completion of the preliminary rounds, two teams are tied, the following will be used sequentially to determine which team advances to the championship round.

- Highest number of tournament points
- Winner head to head competition (unless more than two teams are tied)
- Fewest goals allowed
- Goal differential (goals scored minus goals allowed, to a maximum of 3 per game)
- Penalty kicks according to FIFA

14. TEAM DISCIPLINE

- All participants should be reminded to show respect to opponents, referees, tournament officials, etc. Verbal abuse and/or threatening behavior will not be tolerated. Violations may result in forfeiture of games and/or expulsion from the tournament.
- Physical abuse of referees or tournament officials may be referred to local law enforcement.

ENTER AND PARTICIPATE AT YOUR OWN RISK. NORTHERN BLAST SOCCER CLUB & ABERDEEN SOCCER ASSOCIATION AND ANY REPRESENTATIVES THEREOF, ARE NOT RESPONSIBLE FOR ACCIDENTS, ACTS OF NATURE, OR OTHER EVENTS BEYOND CONTROL.