

# MOCKINGBIRD INVITATIONAL TOURNAMENT RULES

## I. GENERAL INFORMATION

1. 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.
2. Awards: Will be given for 1<sup>st</sup> & 2<sup>nd</sup> place all age groups.
3. 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 cancelled in whole or in part, nor will any refunds be made.
4. 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.
5. The Tournament Directors have the final authority in the interpretation of the tournament rules and operation of the Mockingbird Invitational. Any questions concerning the rules should be directed to the Tournament Director.

## II. 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 referees are final.

## III. ELIGIBILITY REQUIREMENTS

1. The tournament is open to registered USSF and USYSA club teams that play a regular season together.
2. Each registered team is allowed a maximum of eighteen (18) players, U-10 allowed a maximum of fourteen (14) and U-11 & U-12 allowed a maximum of sixteen (16). Up to three (3) guest players will be allowed to participate per team, provided they possess valid player passes. Players may register and play with only one team during the tournament. Team composed of players from more than one team (all-star teams) will not be accepted. However, select (all-star) teams composed of players from recreation league teams may be accepted if needed to fill an age group.
3. All players and coaches must have a laminated USA-USSF youth player registration card with picture and signature on the back.
4. A notarized medical release form for each player, a travel permission form for teams outside the Kentucky Youth Soccer Association jurisdiction, a verified official state roster, and laminated player cards for all players and coaches will be required at check-in.

## IV. MATCH LENGTH, BALL SIZE, AND AGE DIVISIONS

U-10 plays 6 v 6.

U-11 & U-12 plays 8 v 8.

U-13 thru U-14 plays 11 v 11.

All games within the bracket will consist of two halves of the following duration:

<u>Preliminary Games</u>		<u>Championship Games</u>		<u>Ball Size</u>
U-10	25 minutes	U-10	25 minutes	4
U-11	25 minutes	U-11	30 minutes	4
U-12	25 minutes	U-12	30 minutes	4
U-13	30 minutes	U-13	35 minutes	5
U-14	30 minutes	U-14	35 minutes	5

1. The game clock will not stop because of an injury to any player. Due to the time allowed for the games, the game clock must be allowed to run continuously.
2. 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:

- i. Duration of the game may be shortened.
  - ii. Games may be relocated or rescheduled.
3. THE TOURNAMENT DIRECTORS ASSUME NO LIABILITY OR RESPONSIBILITY IF THE TOURNAMENT IS CANCELLED OR SHORTENED BY ADVERSE WEATHER CONDITIONS.

V. CONDUCT OF PLAYERS, COACHES, AND SPECTATORS

1. Teams (players and coaches) will sit on the opposite side of the field from spectators. No spectators will be allowed on the teams' side of the field.
2. Coaches will be permitted to coach only from the midfield to the 18 yard-line on their designated half of the field.
3. Spectators must remain beyond a designated line; or at least three feet from the playing field. No person shall position themselves behind the goals.
4. Spectators who continually disrupt the game or refuse to abide by the standards of good sportsmanship may be asked to leave the tournament site.
5. All tournament participants are expected to uphold the standards of the game and exhibit the highest levels of good sportsmanship.
6. 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 players or coach at the end of the game, but must be picked up by the coach or manager at the tournament headquarters tent following the team's next game.
7. 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.

VI. INCLEMENT WEATHER

Every effort will be made to play scheduled games. If a game has to be called and at least the first half of the game has been played, then the game will be considered official. In the event of a washout of a whole day, we will go to an alternate schedule with shortened duration of game times. NO REFUND WILL BE GIVEN IF PART (OR ALL) OF THE TOURNAMENT IS CANCELLED.

VII. 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!

VIII. 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.

IX. POINT SYSTEM

The Tournament Directors will make every effort to schedule all matches. However, the Tournament Directors assume neither liability nor responsibility for matches when one or both teams forfeit a match. All matches declared a forfeit would be considered as "played" matches.

- |                 |        |                                      |
|-----------------|--------|--------------------------------------|
| 1. Win          | equals | 6 points                             |
| 2. Tie          | equals | 3 points                             |
| 3. Loss         | equals | 0 points                             |
| 4. Goals        | equals | 1 point each (maximum of 3 per game) |
| 5. Shut-out Win | adds   | 1 point to winner                    |
| 6. Forfeit Win  | adds   | 10 points to winner                  |
| 7. Forfeit Loss | equals | 0 points to loser                    |

*Groups with five teams will play a round robin format. Winner and runner up will be determined by points.*

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

1. Head-to-head Game (this criteria not used if more than two teams are tied).
2. Most games won.
3. Net goals (goals scored minus goals allowed, with a maximum of 3 per game + or -).
4. Fewest goals allowed in tournament.
5. Most goals in tournament, maximum of 3 per game.
6. Most wins by shut-out in tournament.
7. Kicks from penalty mark using modified FIFA rules. (Modification – any player eligible for the next match may take the kick).

There will be no overtime or penalty kicks for games within a flight, which end regulation time in a tie. For semi-final games a five-minute rest period will be given before play resumes. During that time, referees will again have a coin toss 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, team 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 semi-final 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.

In the event of ties at the end of the championship round game, winners will be determined as follows:

1. Two (2) ten-minute overtime periods (two (2) five-minute periods for U10) will played, both mandatory, with a five-minute rest period between halves.
2. Penalty kick elimination – Only players on the field at the end of the second overtime will be eligible for penalty kicks.

NOTE: ALL preliminary game scores count toward the final standings, even if they are out of your bracket.

#### X. PLAYER SUBSTITUTIONS

Teams will be allowed an unlimited number of substitutions subject to the following rules: All substitutions must be made at the midfield line with the consent of the Referee.

1. 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 player is removed from the field (both teams may substitute a like number 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 player’s 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 the Tournament Referee Assigner. The coach or manager must pick up the card after the team’s next tournament game at the Referee Tent. If the player was ejected for violent conduct, the player will not be restated 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.

2. Coaches – Remember: You are responsible for the conduct of your team and its supporters.
3. Any player who is found to be bleeding or to have blood on his/her 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 field only after (a) the bleeding has stopped and (b) both the player and the uniform are free of any sign of blood. The Assistant Referee will check the player and indicate to the Referee that the player is ready to re-enter the game. At a stoppage of play, the Referee will signal the player back on to the field.

NOTE: If there is more than one International Team in an age group, only three (3) substitutions are allowed per FIFA rules.

#### XI. PLAYERS' UNIFORMS AND EQUIPMENT

Teams are required to have two (2) sets of different colored jerseys. Players must have numbers on the backs of their shirts (optional for goalkeepers). Goalkeeper's jersey must be distinguishable from field players' jersey. No player number duplication will be permitted. All players must wear shin guards. Absolutely no jewelry of any kind can be worn during a game. Home team will wear light colors and visiting team will wear dark colors. Players must dress uniformly. Players wearing hard casts will not be allowed to play. Soft casts and/or protective gear must be inspected and approved by the Referee.

#### XII. GAME REPORTS (SCORE CARDS)

The referee and one official from each team shall sign the game report. The Referee has the responsibility of submitting 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. Player cards will be returned to the teams after the game reports are signed.

#### XIII. PROTESTS

Protests by any team must be submitted in writing to the Tournament Directors within two (2) hours of completion of the game. Referees' decisions may not be the basis for protesting a game. A \$100 check must accompany each protest and will be returned ONLY if the protest is upheld.