

# FC Carolina Alliance Tournament Rules – First Strike 2010

All Tournament play is in accordance with the Laws of the Game issued by FIFA / USYSA / NCYSA.

## 1. Eligibility

All teams and players must be registered with a member association of USYSA. Players must play for the year of their age group classification, or in a later group. All players must meet the following criteria:

- Player must be registered and possess a valid pass from the same club or league.
- Player must be listed on Official Certified match roster or Guest Player roster.
- Have Medical Release Form for each player.
- A player may only play for one team in this tournament.
- Five (5) guests are allowed on any single team.
- Each out of state team must provide properly executed permission to travel documentation from each appropriate sanctioning organization and / or state(s)

## 2. Player Equipment

- Shin guards must be worn at all times by all players.
- A player is not allowed to wear any jewelry (earrings, watches, necklaces etc.).
- Medical tags and bracelets must be taped to the body.
- In the case of similar or identical jerseys, the designated home team (the team listed first on the schedule) will change jerseys.
- Players wearing casts or protective equipment are allowed to play with the approval of the referee.

## 3. Substitutions

Substitutions are unlimited, but made only at the following times:

- Throw in by team in possession
- Goal kick by either team
- After a goal
- Half time
- At the beginning of an overtime period
- After a player receives a caution (yellow card)
- Due to injury

## 4. Conduct

- Players, coaches or spectators who are ejected from a contest must leave the soccer complex immediately and not be allowed to return until one (1) hour after the scheduled completion of that teams next game. If that ejection is during that team's last game, the person may not be present at the complex for the remainder of the tournament.
- Players, coaches and/or spectators ejected for fighting will not be allowed to participate or be a spectator for any further tournament games.

- Any coach or Director of Soccer who is involved with multiple teams and who is ejected from a game must leave the complex until the game involving the ejection is completed. They are not allowed at that team's next game, but may return to the complex during the suspension time and attend the games of the other teams to which they are carded or on match roster.
- Coaches are responsible for the conduct of their players and spectators and may be warned for their inappropriate behavior.
- The Tournament Director or his/her designee has the right to ask anyone to leave the complex for unsportsmanlike conduct.

## 5. Duration of Play

All matches will be as shown below for prelim and Finals for each group with a halftime of no longer than 5 minutes.

- Under 10's            25 minute halves
- U-11 to U-12        30 minute halves
- U-13 to U-14        35 minute halves
- U-15 to U-19        35 minute halves (all prelim matches)
- U-15 to U16         FINALS 40 minute halves
- U-17 to U-19        FINALS 45 minute halves

## 6. Team Field Positions

- Each team's players and coaches must take a position on one side of the field.
- Parents and spectators must sit across from their team between the 18-yard and center lines.
- Any parent or spectator who is not in the appropriate area will be required to move.
- In the cases of stadium or seating facilities, spectators must sit in the stands and only players, coaches and team officials are allowed on the sidelines.

## 7. Score Reporting

The winning coach or home team, in case of a tie, must report the score to the site headquarters or site field marshal immediately after each match.

## 8. Match Points System

A maximum of six points per match is awarded during bracket play based on the following:

- 6 Points for a win
- 3 Points for a tie
- 0 Points for a loss
- Any forfeit will be scored 3-0

At the conclusion of preliminary matches, teams are ranked in their playing bracket based on the match points earned. Using the following criteria breaks any tie situation in which two or more teams have the same number of match points:

## 9. Ties

Where it is required to break a tie for standings during divisional play the following order is used to determine the winner:

- Head-to-head competition-except when more than two (2) teams are tied, in which case head-to-head competition will not be used. The tiebreak will be determined by the following rules:
- Least goals allowed
- Goal Differential (max of 3 pts per match)
- Penalty Shootout - if all is still tied FIFA penalty kicks are conducted immediately before the semi-final matches begin at the scheduled site. The best of 5 kicks for each team, then if it is still level, sudden death.

### Semi-Final and Final Match Tie Breaking

If at the end of regulation play the match is still tied, after a 5 minute break, the match goes to a 10 minute sudden death overtime period, **the first team to score is declared the winner**. The 10-minute period is split into two 5-minute halves, straight turnaround after the half. If the match is still tied, FIFA penalty kicks determine the winner. If the match goes to FIFA penalty kicks, the teams must select players from an equal number of players correspondingly.

## 10. Tournament Flight Format

Four (4) Team Flight (one (1) bracket of four (4) teams):

- Teams will play in a round robin format.
- At the conclusion of the round robin play the top 2 ranked teams based on points accumulated advance to the Championship match

Five (5) Team Flight (one (1) bracket of five (5) teams):

- Teams will play a round robin format
- Champion and Finalist will be determined based on match point system

Six (6) Team Flight (two (2) brackets of three (3) teams):

- Each team will play two matches within its bracket (ties stand)
- After these matches, the teams are ranked in their bracket (first, second and third) based on match point system
- The top two teams in each bracket will advance to the semifinal round. Top team from bracket "A" will play the second place team from bracket "B"; the top team from bracket "B" will play the second place team from bracket "A". The third place teams from bracket "A" and "B" will play each other in consolation game. The winners of the semifinals will advance to the Championship game.

Seven (7) Team Flight (one bracket of (3) and a bracket of (4)):

- The bracket of 3 will play two preliminary round matches. At the end of the preliminary matches, each team will be ranked in their bracket based on number of points earned per match point system. The top team will play for the championship against the winner of the second bracket. The second and third place team will play against each other for consolation game on Sunday.
- The bracket of 4 will play three preliminary round matches. At the end of the preliminary matches, each team will be ranked in their bracket based on points earned per match point system. The top team will advance to play the winner of the bracket of three (3).

Eight (8) Team Flight (two (2) brackets of four (4) teams):

- The tournament committee divides the teams into 2 brackets
- Each team plays 3 preliminary matches, one against every other team in their bracket
- At the end of the preliminary rounds the top team from each bracket advances to the Championship match.

### ***U10 Academy Division only:***

- A. Academy teams play in separate division against other Academy teams only.
- B. Rules to remain consistent with NCYSA Academy Tournament Rules/Guidelines which will be provided on the FCCA website [www.fccarolinaalliance.org](http://www.fccarolinaalliance.org) or the NCYSA website [http://www.ncsoccer.org/Academy/academy\\_tournament\\_rules.pdf](http://www.ncsoccer.org/Academy/academy_tournament_rules.pdf)

## 11. Forfeit

A forfeit is awarded if a team is not present and prepared to play 5 minutes before kick off, 10 minutes for semi-final and final matches. A match forfeited is scored 3-0 and the winning team is awarded 9 points (six points for win plus 3 goal differential points). ***It is advised that all teams be at the designated site for their matches at least 30 minutes prior to the kick off time.***

## 12. Protests

No protests will be heard concerning the referee's judgment making during the officiating of the matches. Any other protests (e.g. misapplication of the rules) must be made in writing within one (1) hour of the incident to the tournament headquarters at Frank Liske Park along with a \$100 cash only fee. If the decision is reversed, the \$100 fee will be refunded.

## 13. Inclement Weather

Regardless of weather conditions teams are expected to show up for their scheduled match, failure to do so will result in a forfeiture of the match. Only the referee, Tournament Director or lead Field Marshal can postpone the match. In the case of extreme weather the referee or Tournament Director may cancel any or all matches. If severe weather were to occur after the beginning of play the referee, Tournament Director, or lead Field Marshal may reduce the length of the match or cancel the match altogether. Additionally, the Tournament Director may reduce the length of the match by as much as 50% because of weather or field conditions. Should a match in progress be terminated due to weather or field conditions, the match will be considered official if at least the first half has been played and the score at that time will stand. For other matches, rescheduling attempts will be made as fairly as possible, considering referee and field availability and normal progress of the competition. As a final solution, it may be necessary to employ other means to determine the outcome of the match in which case the match will be scored 1-0. In cases of extreme heat, the Tournament committee shall mandate a water break for all teams. If this "water break" order is issued, all referees will be informed that this is an across the board break for all teams participating.

## 14. Disclaimer

Neither the Tournament Committee, FC Carolina Alliance nor Tournament sponsors are responsible for any expense incurred by any team in the event the tournament is cancelled in whole, in part or in the event the matches are discontinued, cancelled due to inclement weather or adverse field conditions nor will any refunds be made.

## 15. Team Contact

Upon checking in at registration, each team must verify the mobile phone number of the coach and / or team manager, so that these individuals may be contacted if circumstances require it. Be sure the team contact is someone who can be reached at any hour.

## 16. Please Note

Be sure to have all USYSA Soccer player passes, Official Certified match roster and Medical release forms at **every match**. These are subject to inspection at any time by referees or tournament officials.

## 17. Punting and Offsides Rule - U9 & U10 ( 6v6 )

- Punting for age groups U10 and under WILL BE ALLOWED
- Offsides: There will be NO OFFSIDES in both U9 & U10 - 6v6 age groups