

Score at the Shore - Tournament Rules

All teams entered in a Score at the Shore tournament agree to abide by the following rules. All games will adhere to the rules set forth by FIFA with the following additions/clarifications:

1. Only the Tournament Directors can make decisions relating to the interpretation of the Tournament Rules. Disputes relating to the interpretation of these rules will be resolved with the administrators/coaches that are registered with the involved team(s). Individuals may not represent a team if not registered as an administrator/coach with the involved team(s). The decision of the tournament directors is final and may not be appealed. There will be no refund or reimbursement of expenses for cancellation or forfeiture of games, except as listed below:

Tournament entry fee returns/refunds as follows:

- A. Within five (5) days after notification that the team is **not** accepted by their application.
- B. Within five (5) days upon cancellation of the tournament.
- C. Within ten (10) days of withdrawal request of the application by a team **prior to acceptance of that application** by the tournament.

The tournament headquarters will be at the main tent of each facility.

2. US Club Soccer, USSYSA or other USSF affiliate, foreign FIFA registered association player passes with player's signature (for associations that require signatures) and photo will be required at initial check-in and at the start of each game. Prior to the start of each scheduled game, each team must present to the referee the team's player cards so that the team may be checked in to play and the game started as scheduled. Failure of a team to report within fifteen minutes of a scheduled kick off will be considered to have forfeited the game.

3. Medical release forms will be required for all players.

4. Orthopedic (hard) casts are not permitted; however, soft braces can be worn with **written** approval from a doctor, and judgment as to safety is at the discretion of the referee. FYSA Rule 402.2 (b)

5. Travel papers and rosters (18 player max, unlimited guests) must be filed and approved with appropriate state organizations and submitted at check-in.

6. All players are required to use shin guards at all times. No shin guards - No play!

7. No game protests will be accepted. The referee's decision is final.

8. Teams will consist of the following:

- a) U13-U19 age groups
- b) Eleven players per side per FIFA
- c) Each team may have up to six guest players
- d) Each team may have a total roster of 18 players
- e) No player may compete on more than one team during the tournament.
- f) Every team is expected to adhere to all rules set forth by USSF guidelines.
- g) All international teams will be required to adhere to all rules as listed.

9. Uniform color conflict. Team managers will meet 15 minutes prior to the game to make sure team colors do not conflict. If there is a conflict, and a mutual agreement cannot be reached,

a coin will be flipped. The first team listed on the schedule will get heads, the winner of the flip will chose color.

The Home team, the first team listed on schedule, will:

- a) Warm up on, and defend the left goal from the perspective of the players bench.
- b) Begin the second half of the game with possession of the ball and defend the right goal.
- c) Sit on the designated player side of the field during the game.

The Away team will:

- a) Begin play by warming up, right goal from the perspective of the players bench.
- b) Begin the first half of the game with possession of the ball.
- c) Sit on the designated player side of the field during the game.

Both teams will switch sides at the beginning of the second half of the game.

10. All games will begin on time. A forfeit will be declared if a team cannot field a minimum of seven (7) players at start time.

11. Preliminary, knockout, and quarterfinal games will consist of 30 or 35 minute halves minute halves with a five (5) minute half time.

12. All semifinal games will be 30 minutes with a five (5) minute half time. All playoff games ending in a tie, after regulation, will go immediately to F.I.F.A. penalty kicks to determine the winner. There will be no overtime play.

13. All championship games will be 30 minute halves with a five (5) minute half time. If tied at the end of regulation, F.I.F.A. penalty kicks will be used to determine the winner.

14. In case of inclement weather or field conditions, games may:

- a) Be Shortened
- b) Go to F.I.F.A. penalty kicks
- c) Be canceled

If the Tournament Directors rule that during the preliminary round, penalty kicks will be taken due to inclement weather or field conditions, the following rain rule will apply:

1. Each team will take a maximum of five (5) penalty kicks
2. At the end of five (5) kicks the game will be scored as a 1-0 win for the team that has scored more penalty kicks, or a 0-0 tie if both teams are tied on penalty kicks at the end of the five (5) kicks.
3. The 1-0 win in penalty kicks will not be counted for or against to determine the tiebreaker for advancement.
4. If regular games have been played in the bracket and the Tournament Directors have determined that other games go to penalty kicks due to inclement weather or field conditions, the regular game scores will revert back to a 1-0 win or a 0-0 tie.

15. All games will be played with an official size #5 ball. Game balls will be provided by the Tournament for all games. Team balls will not be permitted as game balls.

16. The following rules of conduct apply:

a) All coaches have complete responsibility for the conduct of their players, bench, friends, and spectators at all times.

1) If, in the opinion of game officials, a game must be terminated for misconduct of players, bench, friends or spectators, the offending team can be suspended from

further play and forfeit that game and all remaining games. In this event, all previous points earned will remain as played.

2) A player given a red card in a game shall be expelled from that game and not replaced. If given a direct red card, shall not be replaced in that game and shall not be permitted to play in the next game, as a minimum. The Tournament Directors may give a further game suspension for violent conduct. The Tournament Directors may also give a one game suspension for two accumulated yellow cards in a particular game at their discretion, refer to rule 1.

b) All players will be required to adhere to FYSA guidelines and rules at all times.

17. The Tournament reserves the right to alter the game formats to enhance competition and to improve the overall quality of the Tournament.

Please note that the fourth game in our event is an elimination game. The winner will advance to a Knockout, quarter, or semi final game. Please do not leave even if your team comes in last in group. Everyone has a chance for a fifth game unless otherwise noted.

18. The following point system will be used to determine 1st in each group and the wild card selection during preliminary rounds:

b) Three (3) points for each Win

c) One (1) points for each Tie

d) Zero (0) points for each Loss

Tie Breaker Rules:

Group placement: 1) Head to Head except for a three way tie, 2) Goal differential (max 5 per game), 3) Total goals scored (max per game 5), 4) Fewest goals allowed, 5) most wins (1 win beats 3 ties), 6) Most Shutouts 8) Minus one (-1) for each player or coach ejected 9) Coin toss or other random selection process if more than one team is tied.

19. Wild Cards Selection: The first criteria for wild card selection will be group placement and total group points. For example, only second place teams can advance to the Red or tournament championship bracket. The teams with the best group placement and most points advance. If there is a point tie the following tie breakers apply: 1) Goal Differential (max 5 per game), 2) Total goals scored (max 5 per game), 3) Fewest goals allowed (max 5 per games), 4) most wins (1 win beats 3 ties), 5) Most Shutouts 6) Minus one (-1) for each player or coach ejected 7) Coin toss or other random selection process if more than one team is tied.

Due to time and team availability issues, penalty kicks will not be used to determine final group or wildcard positions.

20. The following substitution rules apply:

Prior to a throw-in, your favor only

Prior to a goal kick by either team

After a goal, by either team

After an injury to either team, when the referee stops play

During half-time

Referee must be advised of any goalkeeper changes

If one team chooses to substitute, the opposing team may also substitute so long as the referee does not believe the opposing team is displaying "gamesmanship". The referee's determination is final.

21. In the event of an unusual circumstance that results in significant loss of game time, the lost game time may be rescheduled at the discretion of the Tournament Directors. The

rescheduling of the lost game time is subject to field availability. An example of an unusual circumstance would be a major injury to a player, which prevented the use of the playing field or extreme weather which forces the closing of the park. The Tournament defines a significant loss of game time as more than half of the game. An accumulation of time delays due to minor/moderate injuries to several players would not constitute an unusual circumstance nor will these delays be considered lost game time. An accumulation of time delays resulting from the normal course of a game will not be considered lost game time.

22. Weather can play havoc with any outdoor event. The most likely weather events are rain and thunder storms.

a) Lightning is a serious threat to players, coaches, guests and staff. Should we clear the fields due to the threat of lightning teams must go to their cars. We cannot allow participants into buildings, under bleachers, tents, or other so called shelters. The safest place for attendees is your vehicle. We will alert everyone as soon as possible regarding delays and cancellations.

b) Text Messaging: We use text messages to alert teams of delays, cancellations and revised schedules. Every team is required to have a cell phone number with text messaging capabilities in our system. Almost every cell phone produced in the past few years has text message capabilities. All you have to do is enter your cell phone number and select your service provider. We will do the rest.

23. Score at the Shore Inc, the tournament committee, US Youth and/ or the host affiliate shall not be responsible for any expense incurred by any team due to the cancellation, in part or whole, of this tournament.