

## Spring 2012 Sunflower Blast Tournament Rules

**Awards:** Awards will be given to first and second place teams and players in all divisions. Divisions with semi-finals will receive third place awards. All participants will receive participation gift.

**Consolation Games:** No consolation games will be played. Losers of the semi-final games will be awarded third place.

**Standing of Teams:** For initial games, teams will be assigned to four or six team pools for round robin play. Each team will play others within their respective pool. Teams will receive points for play based on the outcome of the games. Those teams accumulating the most points will advance to the second round games. Wildcard teams, if any, will be assigned on a basis of next highest point totals after pool winners. If a team forfeits a game voluntarily they are prohibited from advancing in pool play.

**Point System:** Points will be awarded as follows: Win - 3 points, Tie - 1 point, Loss - 0 points. A team winning by forfeit will be awarded three (3) points for a win, including a score of one (1) to zero (0). No points will be awarded for a double forfeit. Teams will lose (1) point for each red card or coaches dismissal. Players receiving red cards or coaches being dismissed will serve a minimum one game suspension. Tournament officials reserve the right to extend the disqualification based on the nature of the offense.

### POOL PLAY FORMAT:

**One Pool Division:** If a division has four teams total, the team with the highest point total after three games will play the team with the second highest points in a final.

**Two Pool Divisions:** If a division has two pools of four teams each, the pool winners will be chosen on a basis of the highest point accumulation within each pool. These teams will play for first and second place. If a division has a six (6) team pool, the top two teams from the six team pool, the winner of the other pool and one wildcard team (selected on the basis of the next highest point total from both pools) will proceed to second round games.

**Three Pool Divisions:** If a division has three (3) pools of four (4) teams each; the pool winners will advance to second round games. One (1) wildcard team will be selected on the basis of the next highest point total from all pools. If a division has six (6) teams, two teams will advance to second round games with the winners of the other pools and no wild card team will be selected.

**Four Pool Divisions:** If a division has four pools of four teams each, the winners of each pool will advance to the second round.

**Six Team Pools :** Teams will be divided into two pools of 3 teams. Each team will play two games within their pool. The opponent for the third game will be determined based on the results on the first two games. The first place team in each pool will move to the semi-final. The second place team from one pool will play the third place team in the second pool. The second place team in the other pool will play the third place team in the first pool. The winner of those games will play in the semi-final.

**10 Team Divisions –** The division will be divided into two pools – one pool of four teams and one pool of six teams. The Six team pool will play games scheduled with other teams in the pool such that teams on one side of the pool will play the other three teams within the pool on the opposite side. The top two teams from the six team pool, the winner of the other pool and one wildcard team (selected on the basis of the next highest point total from both pools) will proceed to second round games.

**Wildcard Teams:** Every attempt will be made that the wild card team will not play a team from their own pool in semifinals.

### Round Robin Pool Tie Breakers:

1. Head to head competition
2. The greater goal difference (goals for minus goals against,

with a maximum of 3 goals differential per game considered)

3. Least goals allowed.

4. The teams shall take kicks from the penalty mark, as per FIFA Laws of the Game, until a winner is declared.

**Game Definition:** Round Robin pool games will end when the designated time period has elapsed, as determined by the referee. No tiebreakers will be used. The score at the end of regulation play shall stand. In the event of a tie in a Semifinal or a Final game the following procedures will be followed: 1. Two (2) full, five (5) minute overtimes will be played. 2. If still tied kicks from the penalty mark as defined in FIFA Laws of the Game will be used to determine the winner.

**Delayed Games:** If a match is delayed for any reason, coaches are responsible for obtaining the new start time from Tournament Headquarters. Failure to comply and be present at the new start time will result in forfeiture.

**Weather Delays During Play:** Once a game has started and is halted for inclement weather, the tournament committee with one representative from each team present will decide if the game is to stand as is or if it is to be restarted. To facilitate these decisions the fields will be processed in numerical order. If a team representative is not present when the initial call for that field is made that field number will default to the end of the field list. At the 2nd call for a field, if a team is still not present, a forfeit by the team not present will be awarded. A failure by both team representatives to be present for the 2nd call will result in a double forfeit. All field decisions will be made at the site Headquarters.

### Game Lengths:

#### All Games

U7-U-8 – 10 minute quarters

U-9/U-10 25 min. Halves

U12- 30 min. Halves

U-14- 35 min. Halves

Half time will be five (5) minutes.

**The Tournament Committee reserves the right to shorten the game times or half times in order to keep the tournament on schedule.**

**FORFEITS: IF A TEAM IS NOT AVAILABLE FOR PLAY AT GAME TIME, THE GAME WILL BE FORFEITED.**

**Substitutions:** Substitutions will be unlimited, but must be made with the consent of the referee, at the midfield and only at the following times:

Substitutions in the U7-8 division will occur at quarters unless there is an injury. All other divisions will substitute as listed below:

1. Prior to a throw-in by either team if the team with possession is substituting players.
2. Prior to a goal kick by either team
3. After a goal by either team
4. After an injury, by either team, when the referee stops play (one-for-one)
5. At half-time

Coaches are responsible for receiving the consent of the referee prior to substituting players. Substitution of the goalie, other than at half time, requires the consent of the referee.

**Registration:** It is strongly recommended that teams register Friday evening before the tournament. If a team representative is not available for Friday registration, a team may register an hour and a half prior to first game Saturday. Materials needed for registration include the following: player identification cards, state issued roster, game roster cards and medical release forms. Medical release forms must be notarized per KSYSA sanctioning requirement even if home state does not require notarization.

**Recreational Division Rosters:**

Recreational certified rosters will be accepted as registered through the local league registrar with the players who have played on that team for the recreational season.

(Some leagues may roster more than the recommended number of players. All players will be allowed to play.) **NO GUEST PLAYERS ARE ALLOWED.**

**Rosters cannot be modified after registration.** All players on the roster who are participating in the tournament must have birth dates verified through the use of current player passes, which includes the player signature and a current picture. Player passes are required at registration and in the possession of each coach during matches. There will be a verification of the players by the referees, using the field pass verified at registration, prior to each game start. Player passes must be laminated. All players must be affiliated with US Soccer. Players will be permitted to play in an older division; however, under no circumstance will older players be allowed to play in a younger division.

**Combined Age Divisions:** In most instances teams will be placed in single age divisions, however, due to the number of teams in an age divisions some teams may be placed in a division of two age groups, e.g. U11 combined with U12.

**Medical & Liability Waivers:** Each player must provide a notarized medical and liability waiver form to participate in the tournament. These forms will be verified with the coaches at check-in and registration. Even if home state does not require notarization, it is required for this tournament for KSYSAs sanctioning.

**Players on the Field:**

U-9 & U-10 will play 6v6 (Minimum 3)

U-11 & U-12 will play 8v8 (Minimum 4)

U-13 and older will play 11v11 (Minimum of 7)

**Sportsmanship:** Proper Sportsmanship is required at all times. Coaches, team managers, and fans are expected to be examples for the players. Coaches are responsible for their sidelines and their players. Red Cards will be issued to offending players. Any coach being dismissed must immediately leave the field and be out of sight of players and the referee prior to the restart of play. A violation of this provision is grounds for termination and forfeit assigned to the offending team. Ejection from the tournament requires immediate departure from all fields of play used for the tournament during the remainder of the tournament.

**Fields of Play: Each team, and their fans, shall occupy opposite sides of the field.** Coaches and all players not awaiting substitution must be in their respective technical areas. Fans must stay at least five (5) feet back from the touchline in order for the assistant referee to be able to make appropriate calls.

**NO PROTESTS ALLOWED.**

**Recreational and Competitive Tournament Fees:**

U7-U8- \$200

U9-10 - \$220

U12- \$260

U14 - \$320

**Cancellations/Refunds:**

\$100 Refund- If the tournament is canceled prior to any games being played

\$50 Refund- If the tournament is canceled after the team has initiated one game but before the second has begun.

**No refund will be issued for forfeited games.** No refund will be provided once a team has begun its second scheduled game. Every effort will be made to complete all scheduled games.

**Jersey Conflict:** Pennies or bibs will be available if a color conflict exists. Home team will wear bibs.

**Publicity:** Participation in the tournament constitutes the approval by coaches, players, parents, and fans for the use of

pictures, names and addresses in the publicity and the promotion of the tournament.

**Medical Limitations:** Due to the potential injury to any player, individuals with a hard cast on (including but not limited to) the forearm, upper arm or leg/foot **will not be permitted to play.** Simple ace wraps, finger splints and knee braces with full sheath covers are permitted.

**Dispute Resolution:** The Tournament Committee in its sole discretion may modify these rules to address extenuating and/or unforeseen circumstances. If, in the sole discretion of the tournament committee, it is determined a scheduled game time must be changed, the tournament director shall determine the new start time and communicate that time to each coach.

**Laws of the Game:** Unless otherwise stated in these rules, "FIFA Laws of the Game" is the standard set of play regulations for each match.