

## TOURNAMENT RULES, BRIGADE HOLIDAY INVITATIONAL

All games will adhere to the rules set forth by FIFA with the following additions/clarifications:

NOTE TO REFEREES: The Brigade Invitational tournament accepts the "Running Clock" aspect.

Decisions relating to the interpretation of the Tournament Rules can only be made by the Tournament Director. 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).

USYSA, AYSO, Super Y-League or US Club Soccer laminated player passes with the player's signature (for States that require signatures) and photo of all players will be required at initial check-in and at the start of each game. We will accept 2007-2008 registration cards. You may have an unlimited number of loan players. Original Medical release forms and copies of birth certificates will be required for all players at team check-in. Proper travel papers and approved rosters must be filed with appropriate state organizations and received by the Tournament Director at check-in.

All players are required to use shin guards at all times. No shin guards - No play! Players will be allowed to play in a soft cast, at the discretion of the Tournament Director/Referee.

Home teams are listed first and must provide 3 game balls. The home team will change jerseys in case of a color conflict. The visiting team or team listed second will bench on the North or West side of the field. 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.

### Age Brackets Each Half

PRELIMINARY ROUNDS will consist of the following periods with a five (5) minute half time:

U13 - U14 30 minutes  
U11 - U12 30 minutes  
U8 - U10 25 minutes

### QUARTERFINALS & SEMI-FINALS

U13 - U14 30 minutes  
U11 - U12 30 minutes  
U8 - U10 25 minutes

Quarterfinal and Semifinal games ending in a tie will go immediately to F.I.F.A. penalty kicks to determine the winner.

All games will have five (5) minute half time.

### CHAMPIONSHIP GAMES

U13 - U14 30 minutes  
U11 - U12 30 minutes  
U8 - U10 25 minutes

Championship games ending in a tie will have two ten (10) minute overtime periods (not sudden death). If still tied, F.I.F.A. penalty kicks will be used to determine the winner.

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

1. Be shortened
2. Go to F.I.F.A. penalty kicks
3. Be canceled

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

- Each team will take a maximum of five (5) penalty kicks.
- 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 in penalty kicks at the end of five (5) kicks
- In the overall standings, 6 points will be given for the win, 3 points for a tie and 0 points for a loss. The 1-0 win in penalty kicks will not be counted for or against to determine the tie breaker for advancement
- If regular games have been played in the bracket and the Tournament Director has determined that other games go to penalty kicks due to inclement weather or field conditions, the regular games score will revert back to a 1-0 win or a 0-0 tie.

There will be no refunds or reimbursements of tournament application fee for cancellation or forfeiture of games. However, we guarantee a minimum of 4 teams in your age group. If we do not have a minimum of 4 teams, you will be able to play in the next available age bracket or a full refund for your tournament fees will be returned to you. Teams may register in the age bracket of their choice upon approval of the Tournament Director.

All U8 - U10 games will be 8 v 8 with a Maximum Roster Size of 14 players  
Games for U9 - U12 will use an official size #4 ball.  
Games for U13 – U14 will be played with an official size #5 ball.

The following rules of conduct apply:

All coaches have complete responsibility for the conduct of their players, bench, friends and spectators at all times. If, in the opinion of game officials, a game must be terminated for misconduct of players, bench 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 remain as played. A player given a red card in a game shall be expelled from that game, 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 suspension for violent conduct. Coaches must leave the field immediately.

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

AT THE END OF EACH GAME, A TEAM REPRESENTATIVE MUST SIGN THE GAME CARD.

The score indicated on the game card cannot be disputed after it is turned over to the Field Marshall. No protests will be accepted. The referee's decision is final.

The following point system will be used to determine 1st in each Group and the wildcard selection during preliminary rounds:

#### 10 POINT SYSTEM

Win = 6 points

Tie = 3 points

Loss = 0 points

Shut Out = 1 point (0-0 tie = 4 points for each team)

Goals = 1 point each, maximum of 3 goals

One point deduction for each red card/double yellow card. Applies to players and coaches.

A forfeit will be scored as a 1 - 0 game. The 1-0 will not be counted as goals for or against to determine tie breaker for advancement. Any team that forfeits will have every game scored as 0-1 loss.

#### TIE BREAKER RULES

For divisions with wildcard teams, the wildcard teams will be the teams that do not win their bracket, with the highest point totals. In the event of a tie on point totals, the below tie breaking system will apply.

1. Head to Head (where applicable).
2. Fewest goals allowed.
3. Most goals scored. (maximum 6 per game)
4. If required to determine the winner for advancement after steps 1, 2, & 3 still result in a tie, penalty kicks will be taken Sixty (60) Minutes before the scheduled start of the quarterfinal or semifinal game.

If more than two teams are tied at the end of the preliminary round, the tie breaker rules listed above will be used until one team is eliminated (starting at step 2). The remaining two teams will be compared beginning again with Step 1 of the Tie Breaker Rules (Head to Head) until 1 team is determined the winner.

SUBSTITUTIONS - FIFA substitution rules apply with the exception that unlimited substitutions may be made at the discretion of the referee.

No player may compete in the Tournament in two age groups in the same weekend.

In the event of an unusual event that results in a 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 event would be a major injury to a player, which prevented the use of the playing field. 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 event 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.

#### TBA'S

The Tournament Director reserves the right to amend brackets in the event that a team pulls out of the tournament last minute or is a no-show. The Tournament Director will ensure the remaining teams are provided with the best possible tournament competition play for the good of the game.