

Tournament Rules – Legends IE Tournaments

UNLESS OTHERWISE NOTED BELOW, FIFA "LAWS OF THE GAME" AND USSF YOUTH PLAYING RULES WILL BE USED.

I. CREDENTIALS, TEAM CHECK-IN & ROSTER SIZE

1. All teams must provide properly laminated, league, state or International player passes, or necessary credentials as posted on our website (Current season).
2. Teams will check-in at least 30-minutes before their first scheduled game at the site of their first game. Players **ARE NOT REQUIRED**, you must present valid player cards and registration forms\medical releases at that time.
3. 2012- 2008 teams will have a roster limit of 14 players, 2007-2005 teams will have 18 players roster limit, and 2004-2001 will have a roster limit of 22 players. Unlimited loan players will be allowed, with proper paperwork (if required). Teams roster will be frozen at the start of their first game.
4. A player can only PLAY for ONE team for the weekend. Players CANNOT play with another team even if from same club. Teams found doing so will be reported to their state association. This is a MAJOR violation the all state associations!

II. GAME FORMAT

1. Each team will play a minimum of 3 games, unless otherwise posted.
2. Game length for PRELIMINARIES AND SEMI FINALS; 2012-2010 (7v7) will play 25-minute halves, 2009-2008 (9V9) will play 25-minute halves and 2007-2001 will play 30-minute halves.
3. Game length for Finals; 2012-2010 will be 25-minute halves, 2009-2008 will be 30-minute halves, 2007-2005 will play 35-minute halves. 2004-2001 will play 40-minute halves. (Regulation game times).
4. 2012-2010 teams will play 7v7, 2009-2008 teams will play 9v9 and will play in SS fields; all others will play 11v11 on regulation size field.
5. Preliminary games may end in a tie. Semi Finals and Finals will go straight to penalty kicks if game ends in a tie.
6. HOME TEAM will be listed first on schedule and will sit (bench) on the North or West side of the field, choose what side to defend, provide game ball, and change jerseys in CASE of color conflict (Referee's decision).
7. AWAY TEAM will be listed second on schedule, will sit (bench) on the South or East side of the field and will have the initial kick-off to start the match.

III. SCORING

In Preliminary games, teams will accumulate points to determine who advances to the single elimination rounds (usually semi-finals and finals). 1. Standard points are awarded points as follows: 3 points for a win 1 point for a tie 0 points for a loss

2. A Forfeited game will be worth (3) points and will be scored as a 1-0 game loss. The "forfeit one, forfeit all" rule will apply.

3. Ties in bracket standings will be broken sequentially by:

- a. Head to Head competition, only if all teams tied have played each other in that flight.
- b. Most wins by shut out.
- c. Goals allowed (fewest being best).
- d. Goals scored (most being best).
- e. Penalty kicks per FIFA rules will be taken prior to the scheduled semifinal game is played.

4. CROSS- BRACKET PLAY (7 or 10 teams):

In a bracket that uses CROSS-BRACKET PLAY (a bracket of 7 or 10 teams), if both teams in one group win both of their preliminary games, those two teams will advance to semifinals. The first team listed in the group will advance as the first-place team from their group and the second team listed will advance into the semis as the first place team from the opposing group from prelims. Subsequently: both teams in the opposing group that lost both of their preliminary games (in the cross-bracket play) will be placed as the second-place teams (wild card rules will still apply). The first team listed in the group will become the second-place team from their group and the second team listed will become the second place team from the opposing group.

5. NO PROTESTS WILL BE ACCEPTED.

IV. SPECIAL INTERPRETATION OF RULES

1. All games will start at the scheduled time with a 5-minute grace period allowed. Failure to start the game on time will result in a forfeiture of the game by the offending team. If a team does not take the field with a minimum of 7 players (5 players for 2012-2010) at the scheduled start time, then that team will forfeit that game.
2. Official tournament lineup cards will be used for each game. Coaches must report to the Field Marshall at the end of each match.
3. A player with an injury that is protected by a hard cast will not be allowed to play, no metal braces allowed. All other braces or player medical hardware at referee discretion. Referee Coordinator has final say. NO protests allowed.
4. SHIN GUARDS ARE MANDATORY. A player without shin guards will not be allowed to play.
5. Unlimited substitution will be allowed at any stoppage of game with referees' consent and by entering at the mid field line or as instructed by the referee.

V. DISCIPLINE

1. A player receiving two yellow cards (red card) will sit out the remaining of that game BUT will be allowed to play their next game. If a player receives a yellow followed by a straight RED CARD then the player will be suspended for the remainder of that game and the next game.
2. A player or coach receiving a red card will be suspended from the remainder of that game and the next game. The Tournament Committee could extend the suspension for the balance of the Tournament.
3. All interpretations of the rules and other decisions pertaining to tournament will be made by the Tournament Committee and will be final.
4. All disciplinary cards are to be reviewed by the Tournament Committee for any additional action if required including reporting to teams' home association.
5. Any team refusing to complete a game will forfeit the game and will be reported to its playing league\organization.
6. If the referee terminates a game for any reason, the Tournament Committee will review and decide the outcome of the game.
7. Clocks will not stop for injuries. If there is a serious injury the decision will be made by the Tournament Committee to allow for additional time.

VI. INCLEMENT WEATHER OR UNEXPECTED TERMINATION OF PLAY & REFUND POLICY

Regardless of weather conditions, coaches, players and their teams must appear on the field of play as scheduled, ready to play unless notified by a member of the tournament committee. Failure to appear will result in forfeiture of the match. Only the referee or the tournament committee may cancel a match due to weather conditions. In the event of inclement weather, the tournament committee has the authority to reschedule matches or cancel the tournament. In the event of inclement weather, which

the Tournament Committee deems being unsafe for the players and/or the fields for competition to continue; or the unexpected termination of the match, the following system of determining a winner will be implemented: Matches that have complete at least half of the match will have the score stand. Matches for a given day may be postponed and played the following day if fields are available. Matches may be shortened in order to play all assigned matches. If all matches are unable to be played, standings will be based on either FIFA penalty kicks for the top two-point teams, or by the Tournament Committee if FIFA kicks cannot be taken. NOTE: If unexpected termination of play is due to the misconduct of one or both teams, then the offending team(s) will not benefit from the termination. If a semifinal match cannot begin, a shootout will take place to determine the winner. If a shootout cannot occur the match will be decided by the flip of the coin. If the championship game cannot be played the teams will become Co-Champions. Refunds will be determined as following:

A) Cancellation of all matches due to inclement weather: \$100 fee will be retained for administrative fees.

B) Teams are Guaranteed 3 Games. If your team has played LESS than three games the refund structure will be as follow: Fee - \$100, divided by 3, times number of games not played. Example: If fee is \$650 and your team played two games your refund will be $(\$650 - \$100 =) \$183.33$ refund C) Team Drop out after the Deadline, there will be NO refund.

D) If a team drops out BEFORE the Deadline by email (upon receipt) there will be a FULL refund minus handling fee of \$100 will be mailed back to team. Please note that if your payment was made by credit card the credit convenient fee will not be refunded. This transaction fee is handled by a 3rd party credit card company and will not be refunded.

VII. MISCELLANEOUS

1. ALL INTERPRETATIONS OF THE RULES AND OTHER DECISIONS PERTAINING TO THE TOURNAMENT WILL BE MADE BY THE TOURNAMENT DIRECTOR OR TOURNAMENT COMMITTEE AND WILL BE FINAL.
2. ALCOHOLIC BEVERAGES, SMOKING, BBQ's or PETS ARE NOT PERMITTED INSIDE THE COMPLEX.
3. PLEASE OBEY ALL PARKING SIGNS. YOU WILL BE CITED AND/OR TOWED IN AREAS POSTING "NO PARKING" SIGNS.