

Norwalk Invitational Friendship Tournament Tournament Rules

Play will be governed by the FIFA Laws of the Game, except where amended by the USYSA rules of Play, and/or the Greater Des Moines Junior Soccer League Rules of Play and tournament specific rules listed below. This tournament will utilize the small-sided games. U8 will play 4 v 4, U10 will play 6 v 6, U12 will play 8 v 8 with off-sides and U14 will play 11 v 11 with offsides.

U8 games will be played in Friendship Style - scored will not be posted and placing will not be kept. Participation medals will be awarded to all participants.

Teams must have matching uniforms. The home team is always listed first on the game schedule. If uniform colors conflict it is the responsibility of the home team to change colors. The referee will determine if there are any uniform color changes required and their decision will be final.

Shin guards are mandatory.

All teams must provide two appropriate size game balls for all matches.

Tournament rosters shall be submitted to the tournament director with the application. The director will be the sole judge of player eligibility. All teams shall present ISA player cards and medical releases for each eligible player to the director at the team check in at least 1 hour before their first match. Player cards must be complete with signature and photograph. NO EXCEPTIONS! For liability reasons, only player cards approved by the director can participate in the match.

Only rostered teams of the Iowa Soccer Association may participate in the tournament. Players must be on the team's ISA or local club spring 2008 roster in order to participate. No select, premier or classic teams will be allowed. Violation of this rule will result in the forfeiture of all matches played by the team.

A player may play for only one team. The coach must notify the Tournament Director of any dual rostered players and the circumstances of the dual rostering to determine the player's eligibility. Failure to do so may result in the forfeit of all the team's matches. 2 guest players are allowed per team but guest players must be recreational players - no Classic, Select or Premier guest players will be allowed.

Maximum roster size for U8 is 8 players; for U10 is 10 players; for U12 is 14 players; U14 is 18 players.

All teams must have a coach that is 21 years of age or older and must present their ISA card with photograph and signature at the team check in.

U8 games will be played with a maximum of 4 players per side. U10 games will be played with a maximum of 6 players per side. U12 games will be played with a maximum of 8 players per side. U14 games will be played with a maximum of 11 players per side.

A match may be played with the following minimum number of players - U8 = 3, U10 = 5, U12 = 7, U14 = 7. If the minimum number cannot be fielded within 5 minutes after scheduled game time, then the match shall be forfeited.

Any team that withdraws from a match or fails to play a match will forfeit that game and the following game at a score of 3-0 for each game.

All teams are to be at their schedule fields at least 30 minutes before the schedule start of their match. No team may be more than 5 minutes late for its scheduled start of their match. Violation of this rule will result in a forfeit. When a team's match is over, the team should move off the field as soon as possible.

Referee's decisions on the field are final. No protest hearings will be held and matches will stand as played.

All players, coaches and spectators are expected to comply with the ISA's club player, parent and coach code of conduct.

Every team is requested to help ensure that the field and the surrounding area are left clean and litter free.

Any player who receives a red card will be expelled for the rest of the match and will be suspended from playing in the team's next scheduled match. Anyone expelled must immediately leave the entire tournament area and may not return until their suspension has expired. Any player who received two red cards will be suspended for the remainder of the tournament.

A referee may eject any coach, parent or spectator consistent with the rule above. Any coach, parent or spectator ejected/expelled from a match will be expelled for the rest of the match and suspended from coaching or being a spectator for the

team/s next match. Anyone expelled must immediately leave the entire tournament area and may not return until their suspension has expired. Any coach, parent or spectator who receives two ejections will be suspended for the remainder of the tournament

The designated Tournament Director will have the authority to remove any person from the tournament for unsportsmanlike conduct. The Tournament Director may delegate this authority to the designated site director or others.

All matches will be played as scheduled. Only the Tournament Director may approve a reschedule. Any team that withdraws from a match will forfeit that match and the following match.

Duration of play: U8 - Two 15 minute halves with 5 minutes between halves.
 U10 - Two 20 minute halves with 5 minutes between halves.
 U12 - Two 25 minute halves with 5 minutes between halves.
 U14 - Two 30 minute halves with 5 minutes between halves.

Substitutions: Unlimited will be allowed per FIFA rules.

Cancellations: If the tournament is canceled prior to the game schedules being distributed then 100% of the registration fee will be returned. If the tournament is cancelled after the game schedules are distributed and before the start of the tournaments first game, 50% of the registration will be returned. If the tournament is cancelled after the first scheduled game of the team then no refund will be made to that team.

Withdrawal policy: The tournament will refund all checks up to and including the application deadline of May 7, 2008. After this period and up until team acceptance, refund will be left to the discretion of the Tournament Director. After acceptance, there will be no refund of the application fee.

Other than defined above, all FIFA and USYSA rules will apply to the playing of the tournament.

All teams, coaches, players and spectators are prohibited from the use of alcoholic beverages and illegal drugs on the grounds.

The decisions of the Tournament Director regarding any aspect of this event are considered final, whether addressed or not addressed in the above rules of play.

Division standings for each age group U 10 and above will be decided by the following point system:

Win = 3 points
Tie = 1 point
Loss = 0 points

Team Divisions/Advancement.

In age groups where there are 4 teams in the division, there will be round robin play among all four teams. After completion, the two teams with the highest point total will advance to the championship final. The other teams will play for 3rd and 4th.

In age groups where there are 5 teams in a division, each team will play one another in round robin play. The team with the highest point total will be the champion and the team with the second highest point total will be the runner-up, next highest will be 3rd and next highest will be 4th.

In age groups where there are 6 teams, there will be two divisions with three teams in each division. Each team in a division will play the other teams in their division and one game cross division. The two teams with the highest point total from each division will advance to the final.

In age divisions where there are 8 teams, there will be two brackets with four teams in each bracket. Each team will play every other team in their bracket. The team with the highest point total in each bracket will play for the tournament championship. The team with the second highest point total in each bracket will play for 3rd and 4th.

Tie Breaker criteria: 1. Goal differential (goals scored less goals allowed) Maximum of 4 goal spread per game.
 2. Fewest red or yellow cards.
 3. Most goals scored
 4. Kicks from the mark.

There will be no overtime in any games. Ties will stand in preliminary round games. In case of a tie in the Championship or Consolation games, teams shall go immediately to kicks from the mark.

In the event that kicks from the mark must be used to determine a win in the Championship or Consolation games, the format will be as follows:

The players on the field at the end of regulation play must stay on the field. No additional players are to come on to the field.

Each team will select 5 players to kick. Only players on the field at the conclusion of the game may be selected to kick.

Teams will alternate (the first team to kick will be determined by the referee's coin toss)

If the score remains tied after 5 kicks, the teams will alternate kicks with the remaining players on the field at the end of play, one at a time, until a winner is determined.

A team goal keeper can be changed with the referee's permission after each shot.

A trophy will be presents to the first place team with medals for 2nd, 3rd and 4th placements.

It is the responsibility of the coach of each team to know and understand these rules.

Amendment to the Rules: The Tournament Director and/or Tournament committee have the right to modify these Rules as they deem to be necessary throughout the tournament.