

# COLUMBUS INVITE TOURNAMENT RULES

## LAWS OF PLAY

The FIFA Laws of the Game will govern play, except where amended by US Youth Soccer and Nebraska State Soccer Association Rules of Play, and/or the Columbus Invite Tournament Rules. These rules may be modified before the beginning of tournament play. The final Tournament Rules will be published in the Tournament Program. There will be no offside at the U8 through U10 age groups.

## HOME TEAM

The home team will be responsible for wearing an alternate color jersey, if necessary, as determined by the referee. The team listed first shall be the home team, unless otherwise specified in these rules. Spectators will be on the opposite side of the field from the team. Spectators found on the team side of the field will be asked to return to the other side of the field. Players, coaches, and spectators are reminded that there is to be no standing anywhere behind the end-line (behind the goal, touchline to touchline). Coaches and players will remain in the boxed in area marked by white lines. Spectators are to remain behind the single white line, approximately ten feet from the touchline.

## PLAYING CONDITIONS

Teams will be expected to play according to the schedule of games regardless of weather. Only the Tournament Director, or designated representative may reschedule games or alter the competitive format because of inclement weather or other just cause. Games shall be considered complete if one-half of the game is completed and the Field Representative, Referee, Referee Assignor, Tournament Director, or designated representative stops play. When necessitated by playing conditions or other just cause, the game format may be altered to include shortening of games, penalty kicks or coin tosses.

## BRACKETING

**UNDER 8 COED:** Round-Robin play, with each team playing three matches. All teams will receive participation medals or trophies.

**3-TEAM BRACKET:** Each team will play the remaining two teams twice. The high point team will be the champion.

**4-TEAM BRACKET:** (Single Bracket): Round-Robin play with each team playing the other three teams in the bracket. At the conclusion of the Round-Robin, the two (2) teams with the highest points will advance to the championship match. The high point team will be the home team for the Championship match.

**5-TEAM BRACKET:** (Single Bracket): Round Robin play, with each team playing a total of four games. At the conclusion of the Round-Robin, the team with the highest point total will be the champion.

**6-TEAM BRACKET:** (Two three-team groups): In the quarter-final round of competition, each team will play the other two teams in their group. The semifinal will match high point teams in each bracket versus second high team in other bracket (i.e. The #1 team in Group 1 will play the #2 team in Group 2). The two teams with the highest point total entering into the semifinal round will be designated the home team. The winner of the semifinal matches will advance to the Championship match. The team with the highest point total entering into the Championship match will be designated as the home team. This format may result in matches that are a re-match in the Championship. The teams finishing in third place from each group will play each other in a consolation match.

**7-TEAM BRACKET:** (One four-team and one three-team group): Round-Robin play for each of the two groups, in the initial round of competition. The teams in the three-team bracket will play two Round-Robin games, with two of the three teams advancing to the semifinal round of competition. The semifinal games will feature the high point teams in each group versus the team with the second highest point total in the other group. The team with the third highest point total from each group will play each other in a consolation match. The winners of the two semifinal matches will advance to the Championship match. This format may result in matches that are a rematch in the Championship. The team with the highest point total going into the Championship match will be the home team. High point teams will be the home teams for the semifinals.

## SCORING METHOD

Bracket winners will be determined by the following point system: Maximum points per game are seven (7) Win 3 (three) points Goal Scored 1 (up to 3 max) points Tie 1 (one) point Shutout 1 (one) point A team that forfeits a game will give up seven (7) points to the declared winner of the game. The match will be scored as a 3-0 victory for the declared winner. Any team forfeiting a match shall not advance to the semifinal round or to the championship match.

## **TIEBREAKERS**

If at the conclusion of bracket play, two or more teams have the same point total, the following tiebreakers, in the order listed, will be used until a team is eliminated. Once a team is eliminated, advancement among the remaining teams shall again be determined by the tiebreakers in the order listed starting with head to head competition.

Winner of Head to Head Competition. (this criteria not used if more than two teams are tied).

Winner of the Most Games.

Fewest goals allowed.

Most Shutouts.

Goal Spread (goals scored minus goals against) with a maximum of a four goal spread per game.

Example: Game score of 7-1 would be scored as 5-1 for Goal Spread purposes.

Fewest Red Cards.

Kicks from the penalty mark.

## **RED CARDS AND EJECTIONS**

Any player or coach dismissed from a game shall be ineligible to participate in the team's next game. At the discretion of the Tournament Director(s), the suspension may be increased and could result in ineligibility for more than one game. No substitution shall be permitted for a player who has been sent off during a particular game. A player or coach who receives a red card, must immediately leave the area of all playing fields, and the player or coach shall not return to the area of the playing fields until the game from which he/she was ejected has been completed. The player's or coach's pass will be retained by the referee and turned over to the Tournament Director after the game has been completed. The player or coach must report to the Tournament Director after the completion of the match from which he/she was ejected to determine the player's status for future games. Decisions will be based upon the rules of the Nebraska State Soccer Association, the sanctioning organization for the Columbus Invite.

If it is a player that is ejected, the coach must accompany the player when he/she reports to the Tournament Director. **Physical assault** of a referee will result in **criminal charges** being filed, and possible civil action against the offender.

## **GRACE PERIOD**

A minimum of four players for the U-8 age group, five players for U9-U12 age groups and seven players for the U13 and up age groups constitutes a team. A (10) ten-minute grace period shall be extended beyond the scheduled kick off time if the minimum number of players are not available at the scheduled kick off time. If a delay is in effect while a team is waiting for players, that team must begin play immediately upon the arrival of the minimum required number of players. If at the end of the 10-minute grace period the team still does not have the minimum required number of players, the referee shall declare the game suspended and report the failure of the team to appear to the Tournament Director, or his/her designated representative. The Tournament Director (or designated representative) may declare a forfeit.

## **UNIFORM**

Each player shall wear an official uniform, with a number on the back of the jersey. The goalkeeper is not required to have a number on his/her jersey. Each number must be different. Players must wear a shirt at all times while on the sidelines, or on the playing field. **ALL PLAYERS MUST WEAR SHINGUARDS AND THE REFEREE HAS THE RIGHT TO REQUEST PLAYERS TO PUT ON SHINGUARDS THAT ARE SIZED PROPERLY.**

## **BALL**

The home team shall supply two game balls. The Referee must approve the ball for play and may also ask the away team to provide a ball.

## **CASTS or BRACES**

Player will not be able to play with ANY type of hard cast in Nebraska. A hard cast is a cast that cannot be removed. Splints and braces of any type fall under the determination of the referee if it is safe. If allowing the splint or brace to be padded can make the equipment safe, then the player shall be allowed to play. The referee has the final determination if any equipment is safe to play in or safe to the players on the field.

## **SUBSTITUTIONS**

The U8 -U12 age groups may substitute at any stoppage of play, subject to the approval of the referee. For the U13 œ U15 age groups, substitutions are allowed prior to your throw-in or either team's goal kick; after a goal is scored by either team; during a stoppage of play for an injury; and, in accordance with the Laws of the Game. A cautioned player may be substituted for the player receiving the caution, before restart of play, and with the Referee's permission. Substitution of a player receiving a caution is not mandatory.

## BALL SIZE, GAME LENGTH, OVERTIME PROCEDURES, AND NUMBER OF PLAYERS

AGE GROUP	BALL SIZE	GAME LENGTH	OVERTIME PROCEDURES	PLAYERS
U8	3	TWO (2) 20-MINUTE HALVES	N/A	5V5
U9 & U10	4	TWO (2) 25-MINUTE HALVES	(1)	6V6
U11 & U12	4	TWO (2) 30-MINUTE HALVES	(1)	8V8
U13 & U14	5	TWO (2) 35-MINUTE HALVES	(1)	11V11
U15 & UP	5	TWO (2) 40-MINUTE HALVES	(1)	11V11

Overtime procedures will be in effect only for Championship matches. Overtimes will consist of two (2) ten minute periods, with a two (2) minute break in between each of the overtime periods. If a Championship match remains tied at the completion of the two ten minute overtime periods, both teams will immediately proceed to a shootout. There will be a five (5) minute break in-between halves.

### SHOOT-OUTS (PENALTY KICKS)

Penalty kicks will be used to determine the winner of tie breakers, or Championship matches will be run in accordance with the FIFA Laws of the Game. The referee chooses the goal at which the kicks will be taken. The referee tosses a coin and the team who wins the toss will take the first kick. The home team will call the coin toss. Both teams take five kicks; the teams take kicks alternately. Any player on the team is allowed to kick. A different player must take each kick. Each coach will identify to the referee the numbers of his/her first five kickers. If before both teams have taken five kicks, one team has scored more goals than the other team could score even if it were to complete its five kicks, no more kicks are taken. If after five kicks the score remains tied, the coach will identify a second set of five players to kick. Kicks will continue until one team has scored one goal more than the other (sudden death) from the same number of kicks.

### AWARDS

U8 Age Group -Participation Trophies to all players. U9-U19 Age Groups -Player Trophies will be given to the players on the teams finishing first and second.

### REFUNDS

Should all or a portion of the Columbus Invite be canceled due to just cause or should teams not play three games as the result of the tournament being shortened or cancelled, refunds will be made as follows: U08-U10 \$25.00 refund. U11-U19 \$40.00 refund.

### TEAM, PLAYERS AND COACHES CREDENTIALS

All team coaches and players must be affiliated with the U.S. Youth Soccer. Player and coach passes will be checked prior to each match. Teams must be properly checked in at the team check-in. All teams must have U.S. Youth Soccer Players Passes with photographs attached and signed. All player and coach passes shall be laminated.

### TEAM-WARM UPS

TEAMS ARE NOT ALLOWED TO WARM UP IN THE GOAL BOX AREA. VIOLATIONS MAY RESULT IN A TEAM BEING REQUIRED TO FORFEIT THEIR MATCH.

### TEAM DISCIPLINE

A coach is responsible for the words and actions of his players and their fans. Verbal abuse of the opponents or referees by players, coaches or spectators will not be tolerated. Violations may result in forfeiture of the game and/or expulsion from the tournament.

### PROTESTS

Any protest must be presented in writing to the Tournament Director or his/her representative within Thirty (30) minutes of the completion of the protested match. All protests must be accompanied with a \$100.00 cash bond, which shall be returned only if the protest is upheld. Referees judgment shall not be a basis for protests.