

CROSSROADS OF AMERICA BOYS COLLEGE SHOWCASE 2012

TOURNAMENT RULES

Tournament Headquarters and Venue

3451 W. 126th Street, Carmel, IN 46032

Contact Person: Joe Sochacki: cell 317-452-2490

Check – IN

All teams will check – in one hour before their first game at the tournament headquarters tent. The following information will be required at check – in.

Teams from the United States –

1. The players must present player passes issued by USYSA or US Club Soccer.
2. Teams must provide a State approved team roster & provide a list of guest players playing with a team for the event.
3. Each U15 & U16 team will provide a roster at the headquarters tent for check – in, 1 hour before scheduled first game that will be used the entire weekend. U17 & U18 teams with more than 18 players on their roster should bring a roster to each game identifying the active players that will play in that match. All players must have a player pass that indicates birth date on the pass.
4. USYSA teams from outside Indiana will provide a proof of permission to travel from their state association.
5. Teams must provide medical release forms for each player.
6. MRL teams that are playing ALL games as MRL **do not need** a permission to travel form. MRL teams that are playing both MRL and non – MRL games **will need a** permission to travel form.

Foreign teams –

1. Players must present passports at registration or proof of entry into the United States that is required by the United States.
2. Teams are required to have and present player picture identification cards.
3. Teams must have a completed form from it'd Provincial or National Association approving the team's participation in the tournament.
4. Teams must provide a valid team roster and provide a list of guest players playing with the team for the event.

Roster Size and Guest Players:

Boys Showcase Weekend: April 13th – 15th 2012

Age Groups: U15, U16, U17 & U18

Roster Size: U15 – 18 Players.

Roster Size: U16, U17 & U18 – 22 Players.

5 Guest Players will be permitted per team.

Teams and Uniform Colors

The home team will be listed first on the game schedule. Both teams must bring two sets of uniforms to each game, however if the referee determines there is a conflict, the home team will be required to change.

Player Credentials & Uniform Numbers

Player picture identification cards are to be present and available at all matches. Identification cards are required and to be checked by the referee prior to each match. The shirt number of each player must be the same as the player's shirt number on the daily match report or roster. If the numbers are not the same, the referee will not allow the player to take part in the match until the numbers are the same.

Laws of the Game:

All matches must be played in accordance with FIFA laws of the game, except as modified as follows in the tournament rules. All matches will use USSF certified referees.

All scheduled Midwest Regional League games will follow MRL rules. This is critical to note because there are some differences such as forfeit times, substitution, protests, sendoffs etc. All non MRL games will follow the rules listed below:

1. Each team must have a numbered alternate jersey or numbered T – Shirt available. The HOME TEAM is listed first on the schedule. The HOME TEAM will change jerseys if there is a color conflict.
2. Player equipment – shin guards are required for all players. Players with casts may be permitted to play with the permission of the referee. If the cast is hard it must be padded so as to not cause further injury to any player.
3. A game shall be declared a forfeit if a team is not ready to play within ten (10) minutes of published start time. Half Time will be 10 minute duration. Teams must be ready to resume play.
4. The Tournament Director or tournament committee shall declare a game a forfeit if an ineligible player participates in a game. Any protest of ineligible player must be reported in writing, with a one hundred dollar (\$100.00) cashier's check, money order or cash deposit, before the end of the game to the tournament headquarters.
5. Match lengths: U15 & U16 40 minute halves. U17 & U18 45 minute halves. No overtime period. Ball size is 5.

6. Each team must have a minimum of seven (7) players on the field to start the game. There must be a minimum of (7) to continue the game. Teams without the minimum number of players on the field will forfeit the game.
7. There will be free substitution, with the referee's consent, at any stoppage in play. This includes Free Kicks, corner kicks, goal kicks, prior to throw – in, after goal, after injury or at half time by either team.
8. All referee decisions are final. They may not be appealed. No protest will be allowed, except for ineligible player(s)
9. In the event that an assistant referee is not available, a club linesman may be used.
10. If a game is played into the 2nd half but is stopped short of full time, other than acts on the part of the teams, the game shall be considered complete. The Tournament Director or Tournament Committee or their designee, is empowered to make all decisions regarding the competition during the tournament.
11. Field marshals and referees are responsible for reporting match results, cautions, and ejections to the tournament headquarters. The referee will complete the report at the end of the game and submit the card to the field marshal to be turned into the headquarters immediately following the game.
12. In the event of inclement weather, the tournament committee will determine format for tournament play and or/completion of the tournament.
13. The decision of the Tournament Director is final in all matters. No appeals will be allowed beyond that point.
14. Game Balls will be provided by the tournament and will be size 5. If a tournament game ball is unavailable for a game, the home team will provide the ball.

Procedures for Determining a Winner

Because Colleges are limited to a number of evaluations a coach can make, the tournament committee will declare a tournament winner based on points. There will be scoring of games since this is a showcase tournament: however the main purpose is showing the players to college coaches. Each team will play 3 games and the point system will work as follows:

- 6pts for a win
- 1pt for each goal scored up to 3
- 1pt for no goals allowed.
- Maximum 10pts can be awarded per game.
- If a team forfeits, their opponent will receive a score of 3 – 0 which equates to 10pts in the scoring system.

In the event we have more than 1 team with the same amount of points after the completion of 3 games there will be a tiebreaker put into effect. The tiebreaker will be as follows:

- Goal Differential – Goals For, Minus Goals Against.
- Most goals scored up to a maximum of 4 per game.

- Fewest goals allowed.
- Team with fewest yellow or red cards.
- Head to Head.
- In the event of a three way tie, the tiebreaker steps listed above will be used in order until 1 team has been eliminated, then tiebreaker steps will begin again for the remaining two teams.

Conduct and Discipline

Team – Teams should understand the laws of the game and play by them. They should be respectful to all coaches, teammates, opponents and match officials. Profane and abusive language is prohibited.

Any send offs should be reported to the HQ Tent immediately following the game. Any player or coach sent – off shall automatically sit out the next played game. If the send off was for fighting or violent conduct, the player will be suspended from the remainder of the tournament. Any player receiving (2) cautions (yellow cards) in the tournament must sit out the next played game. Disciplinary action will be reported to USYSA in the post tournament report.

Spectator Conduct – Spectators are encouraged to provide positive support during all games. Do not talk to players or coaches for either team during the matches, except to offer support, congratulations, or assistance. Do not use abusive or profane language or argue with the officials. Fighting or physical violence will result in automatic removal from the complex for the remainder of the tournament.

Alcohol, tobacco or illegal drugs are prohibited at the complex.

Other Tournament Information:

Animals are prohibited at the complex.

Coaches: In case of heavy rain call the Carmel United Hotline, 317 575 – 8890 and follow instructions before you leave for the game.

The hotline number will be updated with tournament impacting messages during the event.

If inclement weather cancels the tournament prior to the start of the 1st scheduled game a maximum of 50% of the entry fee will be retained by the tournament to cover start up cost of the tournament.