**Silver State Tournament 2017**

**TOURNAMENT INFO AND RULES MANAGER INFO:**

**ELIGIBLE PLAYERS:** Tournament is open to all USSF sanctioned organizations such as USYS and US Club Soccer. Only those players appearing on the tournament approved team roster will be eligible to

play. Players may only be rostered on one team participating in the tournament.

**CREDENTIALS**

USYSA or US Club Soccer laminated player passes (properly validated by League and/or Registrar) will be required for all players. Any player who fails to provide a player pass before the game will be ineligible to play. There will be no exceptions to this rule. Player passes will be checked before each game by the field marshal.

**TOURNAMENT CHECK-IN**

All Teams must check-in in accordance with instructions provided with acceptance. All players must be registered with USSF affiliated organization (i.e. USYS, US Club, etc.) and have their laminated player passes at the time of Tournament Check-In. No Travel papers will be required for teams from states within Region IV. There will be no player additions after Tournament Check-In. It is the responsibility of the team manager or coach to have all player medical release documents in their possession at the field throughout the tournament.

**TOURNAMENT CHECK-IN:** Local Teams will check-in between Monday 1/23/17 and Thursday 1/26/17 between the hours of 10:00am and 3:00pm. Traveling teams will check in a minimum of 60 minutes prior to their first game on the first date of tournament at the venue of their first game.

**FINAL ROSTERS ON GOTSOCCER:** Rosters must be updated at gotsoccer.com by 8:59pm on Friday January 27, 2017. (Please make sure the Head Coach is listed as the Head Coach on Gotsoccer. This will assist in the process when trying to avoid coaching conflicts.) It is also important to make sure the coach’s name is spelled the same on all teams.

\*Any team that is found guilty of fielding an ineligible player for whatever reason (non- compliance with the age limit, omission from the list of players as a potential participant in the match, etc.) shall forfeit the match.

**WITHDRAWAL AFTER ACCEPTANCE:**

Any withdrawal after the team has been accepted of the tournament will be considered to be a Late Withdrawal. The Entry Fee for a Late Withdrawal will be handled as follows: If a fully paid entry is found to replace the withdrawing team, the withdrawing team will receive a refund equivalent to their entry fee less a $100 processing fee. If a fully paid entry is not found to replace the withdrawing team, no amount of the Entry Fee will be refunded or credited. The Tournament Director assumes no duty or responsibility to find a replacement entry for a Late Withdrawal.

**GUEST PLAYERS**

Five guest/loan players will be permitted per team with properly completed guest/loan player forms.

**GUARANTEED GAMES:** All Teams are guaranteed minimum of three (3) games.

**AWARDS:**

There will be awards given for 1st and 2nd place. Awards will be presented at the completion of the Championship Games. Awards will not be mailed to teams.

**AGE GROUP INFO**

**U8-U10**

* 7v7
* Two 25 Minute Halves
* Field Size (Yards) - Length 55-65 x Width 35-45
* Goal Size (Feet) - Height 6.5 x Width 18.5
* Ball Size 4
* Roster Size 14
* U8-U9 Offsides: No. However, cherry picking is not allowed.
* U10 Offsides: Yes

**U11-U12**

* 9v9
* Two 30 Minute Halves
* Field Size (Yards) - Length 45-60 x Width 35-45
* Goal Size (Feet) - Height 6.5 x Width 18.5
* Ball Size 4
* Roster Size 16

**U13-U14**

* 11v11
* Two 30 Minute Halves
* Field Size 60-70 x 100-120
* Goal Size (Feet) - Height 8 x Width 24
* Ball Size 5
* Roster Size 18

**U15-U19**

* 11v11
* Two 35 Minute Halves
* Field Size 60-70 x 100-120
* Goal Size (Feet) - Height 8 x Width 24
* Ball Size 5
* Roster Size 22 – Only 18 per match

**SCORING INFO**

**SCORE REPORTING:**

Upon completion of the match, the game card will be given to the Field Marshal. The Coach/Manager is responsible for picking up players passes after each match from the Field Marshals, and signing game card. Scores will be posted at the Tournament Headquarters and on GotSoccer.com upon receipt from the Field Marshal.

**SCORING POINT SYSTEM:**

The 10-point system will be used for advancement. Teams will be awarded points for qualifying matches based on the following:  
Six (6) points for each Win  
Three (3) points for each Tie

Zero (0) points for each Loss  
One (1) point for each goal scored up to a maximum of four (3) per game

One (1) point for each shut out  
A 0-0 tie will be scored as 4 points for each team (3 for tie, 1 for shut out)

\*For a forfeited match, the winner will be credited with a 1-0 win and awarded (8) points (six for the win, one for the goal and one for the shut-out). A team abandoned by another team during a match will be awarded at least (8) points. The results of that match shall be based on the score at the time of the abandonment. A minimum of seven (7) players constitutes a game. Games should start at the given start time. In case the team does not have seven (7) players present, there will be a maximum of five (5) minutes grace period before awarding the game to the opponent.

**TIE BREAKERS:**

In the event of a tie in points at the end of bracket play; the teams to advance will be determined as follows:  
1. The winner in head to head competition.  
2. Fewest goals against (Max of 4 goals per game)

3. Most goals for (Max of 4 goals per game)  
4. Most total wins  
5. Most shut outs  
6. If a tie still exists after steps 1 through 5, FIFA Penalty Kicks from the Mark will be taken thirty (30) minutes prior to the scheduled start of the appropriate Semi-Final game.

7. If a three-way tie exists within a bracket after steps 1 through 5, a three-way coin flip will be conducted. The teams that tie in the coin flip will compete in FIFA Penalty Kicks from the Mark to eliminate one team prior to proceeding to FIFA Penalty Kicks from the mark with the third team. The coin flip and time of the FIFA Penalty Kicks will be 30 minutes prior to the Semi-Final games.

8. If ties exist in the determination of a wild card team, criteria 2 through 7 will be applied.

In elimination games, games that end in a tie will go directly to FIFA penalty kicks from the mark. There are no extra added times in any game.

**WILDCARDS:**

A wild card team will not play a team within their same bracket in the semi-finals. In no case will a third place team be considered for a wild card regardless of the number of points they have accumulated.

**GAME INFO**

**PRE-MATCH CHECK IN**

Teams must check in with the field marshal at the field marshal tent thirty (30)

minutes prior to the time their match is scheduled to begin. Player cards with tournament sticker must be

presented to the field marshal. Field marshal will check player equipment and cards before each game.

**HOME TEAM RESPONSIBILITIES:**

Home team (first team listed on the schedule) will be required to

change jerseys in the event of a color conflict. The home team will be on the EAST or NORTH side of

field, and will supply the game ball if a tournament ball is not provided. The game ball will be subject to

referee approval. For fields where team benches are provided by then tournament, coaches, players and

spectators must remain in their designated areas.

**EQUIPMENT**

Shin guards must be worn by all players. Players not in compliance will be CAUTIONED

(yellow carded) and sent off the field until the requirement is met. No jewelry may be worn during the

competition. Players wearing hard orthopedic casts will not be allowed to play if it determined to be a risk

to other players. The referee shall make the determination of the safety of the cast. Players shall wear

approved cleats. Coaches are responsible for picking up players cards after each match. Cards will not

be delivered to the teams next game site. Any cards left after the tournament will be mailed at teams

expense.

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| **REFEREE DECISIONS:** The decisions of the referee regarding facts connected with play are final. The |
| referee may only change a decision on realizing that it is incorrect or, at his/her discretion, on the advice |
| of an assistant referee, provided that he/she has not restarted play. Once a game has been completed, |
| A referee’s decisions, including yellow cards or red cards, may NOT be reversed. |

**Disputes:**

The Tournament Director will settle all disputes. All decisions of the Tournament Director are

final. All official game results are final.

**SUBSTITUTIONS:**

Unlimited substitution will be allowed only with the referee’s permission at any dead

ball situation. A player receiving a caution (yellow card) MAY be substituted for at that time.

**INJURY TIME:**

Referees will be instructed NOT to add time to a game except in the most extenuating of circumstances.

**U12 HEADING:**

In accordance to US Soccer and Nevada Youth Soccer Association recommendation, heading will not be allowed in games U12 and under. If a player purposely heads the ball, the other team will be awarded an indirect free kick from the point of infraction.

**CAUTIONS AND EJECTIONS:**

A player or coach receiving two cautions (yellow cards) in a single game is considered to have been given an Ejection (red card). A player who has been ejected (sent off) will not be replaced. A player or coach who has been ejected will not return for that game and must leave the field of play and will not be allowed to participate in the next scheduled game. A player or coach who is ejected for violent conduct or serious foul play will not be allowed to participate in the next two scheduled games. Any player or coach who assaults a referee will be expelled from the Tournament. A team will be disqualified from the Tournament if any player or coach fails to comply with the provisions of this section. Cards for ejected players or coaches will be available from the Field Marshal after they have satisfied their penalty. **No points will be deducted for an ejection/red card.**

**SUSPENDED AND TERMINATED GAMES:**

If in the opinion of the referee a game must be suspended (for reason), the game may be resumed, but is subject to being ended not less than five (5) minutes prior to the scheduled start of the next game. If in the opinion of the referee, a game must be terminated for misconduct of players, bench coaches, or spectators; the offending team could be suspended from further play and will forfeit that game and all remaining games. All previous points earned remain as played. Additionally, the home league and State Association will be contacted as appropriate.

**INCLEMENT WEATHER - UNEXPECTED TERMINATION OF PLAY INCLEMENT WEATHER:**

Matches will be played in all weather conditions, unless the Center Referee or Tournament Director determines the conditions are dangerous and/or life threatening as per FIFA/USYSA/USYSNV regulations. The Tournament Committee will do everything in their control to make sure all matches are played, but if it is out of their control, the standings at that time will be final. No refunds will be given!

**CONTINGENCY PLAN:**

Plan A: All matches will be played as scheduled.  
Plan B: Shorten all first round matches to (15) halves.  
Plan C: Plan B plus shorten all second round matches the same.  
Plan D: Plan C plus shorten all third round matches the same.  
Plan E: In the event the fields become totally unplayable or the weather becomes a hazardous condition, it may be necessary to decide some matches with FIFA penalty kicks.

**PROTESTS/DISPUTES:**

No protests will be allowed and all games will be considered final. The

Tournament Director will resolve any situation not explicitly covered by the rules. Disputes relating to the

interpretation of these rules will be resolved with the Field Marshal and 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).

**Teams, Players, Coaches and Fans:**

No alcoholic beverages, pets, illegal drugs or glass containers are allowed on or near the tournament fields.

Head coaches are responsible for the conduct of their other coaches, team officials, players, and spectators while present at game facilities.

No refunds will be given to any team removed from the tournament.

**Nevada Law:**

The Nevada Legislature passed Law AB 474 in 2005 to protect sports officials, including referees and assistant referees. State law makes it a crime to threaten a sports official, verbally or physically, resulting in fines up to $2,000 and one (1) year in prison. If the victim suffers severe bodily harm, the punishment may be up to a $10,000 fine and fifteen (15) years in prison. (NRS 200.471 and 200.481)