

Rules of Play

ALL tournament champions (U9-U19) qualify for a Free Entry into a qualifying event.

View your event qualifier here - www.soccershowcase.com/rs-qualifier/

It is the responsibility of the coaches and managers to ensure appropriate phone numbers and email addresses are entered into the team's roster/application. Coaches and managers need to review and ensure they are familiar with the rules, and online team check-in procedures and credentials.

Online Check-In and Credentials – Must be fully and accurately completed before the start of the tournament. Teams that fail to complete online team check in are not permitted to play without approval from tournament directors.

REQUIRED CHECK-IN DOCUMENTS:

- 1) Tournament Guideline Acknowledgement Sheet (FILLED OUT, SIGNED & DATED)
- 2) Player Registration Certification Form
- 3) Official State Team Roster (official team roster used during league play) + list of guest players
 - a. Add in guest player information at bottom of roster
 - b. Cross out players on roster NOT attending tournament
- 4) Player ID Cards
 - a. Scan multiple player cards to fill a sheet of paper. Upload all player cards as ONE FILE.
 - b. Upload player cards for all players attending the event
 - c. Upload player cards for all guest players
- 5) Travel Permit must be submitted by teams travelling from outside of their province or region (Travel permit not required for US Club teams)

INTERNATIONAL/CONCAF TEAMS

- 1) Players must present passports at registration or, if from a nation that the United States does not require a passport, proof of entry into the United States that is required by the United States.
- 2) Teams are required to have present player picture identification cards.
- 3) Team must have a completed form from its Provincial or National Association approving the team's participation in the tournament.

TEAM SIZE AND GUEST PLAYERS

Age Group	Roster Size
U15 - U20	22
U13 - U14	18
U11 - U12	16
U9 - U10	12

All age groups may dress up to roster size. A maximum of 6 guest players are allowed during the event (must be identified and proper player cards submitted with online check-in). Players borrowed from within the same club are NOT considered guest players. The tournament director has the right to allow for increased number of guests under specific circumstances.

Dual rostering is strictly prohibited

This decision aligns with our commitment to maintaining fair play, transparency, and equal opportunities for all participants. Regarding emergency cases, the tournament director holds the authority to approve exceptions.

Player and Coach/ Manager Credentials

PlayerID cards are to be present and available at all matches. Player IDs must be from a sanctioning body (i.e. US Club, USYS, USSSA). Identification cards will be verified at team check-in. Player cards will Not be held by the referees for duration of match. Cards for players who receive red cards or suffer a head injury will be retained by the referee and given to the tournament director until a player suspension ends or a player is cleared by medical personnel.

No more than 3 team officials are permitted in the team technical area and MUST display valid credentials and be listed on event roster.

GAME CARD

Game cards must contain all player names and unique uniform numbers, which must coincide with the team roster on file. Referees will not allow a player to participate if his/her name and/or number does not conform to the documentation on the roster or game card.

All teams must print their game cards online and bring them to each of their games played. Game cards may be edited at the field using approved players by writing them in. **ALL** written players must be approved by on-site Tournament Director.

Only team coaches and team managers whose names appear on the roster and game card may be in the team technical area and represent the team.

At the conclusion of each game, a Team Representative must sign the gamecard to verify the documented score is correct. Please verify the written score on the game card is properly documented before signing.

****Please ensure the game cards are returned to the referee at the end of each game.**

HOME/AWAY TEAMS

In the event one team must change, home team changes to accommodate.

PLAYER EQUIPMENT

Hard casts are not permitted. A soft cast may be allowed at the discretion of the referee.

Braces and other equipment are subject to inspection and approval by the referee before 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 is not to allow the player to take part in the match until the numbers are the same (e.g., the player changing his or her shirt, or the daily match report being change **Head Injury Policy**

The tournament follows and adheres to the policies and procedures of US Soccer for treatment and return to play for all head injuries. A player suffering a head injury, at the direction of the referee, must be removed from play and see event medical staff for initial consultation. A player may not return until given proper clearance.

The referee will retain a player pass in the event of a head injury and turn it into the tournament headquarters.

COMPETITION FORMAT

Times apply for both bracket and semi- finals/finals. There will be no overtime. Semi/finals will have PKs if necessary.

The Tournament Director reserves the right to alter game formats to enhance competition and improve the overall quality of tournament play. Each team is guaranteed a minimum of three (3) games.

Pool play matches ending in a tie will be recorded as such (no PK's). Semi-final and championship games ending in a tie will go immediately to FIFA penalty kicks to determine the winner. Teams will have approx. 5-minute halves.

Format of play is aligned with recommended US Soccer formats for all age groups with the exception that no games will exceed outline halves below for this tournament to allow efficient scheduling of all games within the weekend time frame. Game parameters for each age groups are presented in the competition format table.

***No heading for teams playing U11 or younger.**

Competition Format Table

***All games will be on a running clock NO Stoppages**

Age Group	Players	Duration	Ball
U 9	7	2 x 20	4
U10	7	2 x 20	4
U11	9	2 x 25	4
U12	9	2 x 25	4
U13-U14	11	2 x 30	5
U15-19	11	2 x 35	5

FOUR TEAM DIVISIONS: Will consist of one group. Each team will play each other one time with the top two teams advance to a championship game to determine 1st and 2nd place.

FIVE TEAM DIVISIONS: Each team will play the others once for a total of 4 matches. Top two teams play in a final match for championship.

SIX TEAM DIVISIONS: Divisions will consist of 2 groups of 3 teams. Each team will play each team within its bracket and one cross over game for a total of 3 games. Each bracket winner will play in a Final. There is no consolation match.

EIGHT TEAM DIVISIONS: Divisions will consist of two brackets of four teams. Each team will play each team within its bracket for a total of three matches. The group winner of each bracket will then play in a Final. There is no consolation match.

POINT SYSTEM

The following point system will be used to determine the standings during pool play and preliminary rounds:

- 3 points for a win
- 1 point for a tie
- 0 points for a loss

No points are deducted for accumulated red or yellow cards.

FORFEIT will be scored as a 2-0 win for the winning team.

TIE IN GROUP STANDINGS

In the case of a tie in group standings, placement will be determined by the following (in the EXACT order, top to bottom, written below). If there is a 3-way tie, will follow same order until one team is eliminated. The two teams left will start again from the beginning.

- > Head to head
- > Most Wins
- > Goal differential
- > Goal Against
- > Goals Forward

If a two-way tie exists after all steps, FIFA kicks from the Penalty Mark will be taken fifteen minutes prior to the scheduled start of the Final match. Teams will be notified by phone/text message of the exact time and location of the penalty kicks.

SIDELINE ASSIGNMENTS

Only players and team personnel whose names appear on the team roster may be in the technical area. Limited to 3 team officials.

MATCH BALL

Limited tournament balls will be provided and carried to the field by the referees – home teams are responsible to provide a ball if not provided by tournament.

SUBSTITUTIONS

Substitutions are unlimited and may be made at any stoppage.

RULES OF CONDUCT

All coaches have complete responsibility for the conduct of their players, team representatives, coaches, and spectators at all times. If, in the opinion of game/tournament officials, a game must be terminated for misconduct of any affiliated team member or spectator, the offending team will forfeit that game and may be subject to removal from the tournament or further discipline by the Tournament Director. If a team is removed from the tournament all previous points earned remain as recorded.

CONDUCT AND DISCIPLINE – RED AND YELLOW CARDS

A player or team representative/coach given a red card in a game shall be expelled for the remainder of that game, shall not be replaced on the field, and is further suspended for the next scheduled match. The Tournament Director shall review all red card reports to determine if an additional suspension is to be administered for violent or unsportsmanlike conduct. Notification of additional suspension will be made by phone to a team representative within 2 hours of the game conclusion. Player cards for red carded players are turned in to the Tournament Director and passed on to governing body if suspension carries beyond the end of the tournament.

A red carded coach must immediately leave the technical area and may NOT sit in the spectator area. The coach must not continue to coach his/her team, nor may have contact with team personnel through electronic communication.

All red carded players and coaches must be removed, “out of site out of mind”. Younger age groups need to be escorted by a team official or an adult. The red carded player or coach must have a suspension fulfillment form completed and signed on file with the tournament before returning to play.

PROTESTS/APPEALS: NO PROTESTS OR APPEALS WILL BE ALLOWED

1. Decisions by referees may not be appealed
2. Decisions by the tournament director are final and may not be appealed.

DISPUTES: All disputes will be settled by the Tournament director or designee and the decision will be final.

AWARDS: Team medals will be presented to the first and second place team in the U9-U19 ages.

REFUNDS: NO REFUNDS will be granted to any team accepted to participate in this Tournament.

TOURNAMENT PLAY: Each team is guaranteed a minimum of 3 games, with a maximum of 2 games per day.

TRAINERS AND FIELD MARSHALLS: The tournament will supply Field Marshalls and Athletic Trainers to help provide your teams a safe experience. Contact the check-in tent for the location of the Trainers.

FIELD SET UP AND CONDITIONS: It is the responsibility of each team to treat these facilities with care. The tournament expects that each team clean their sidelines and or pre-game gathering areas of all debris and trash, including tape, immediately after each game. Each field will have numerous trash receptacles, please use them. Your cooperation in this area will ensure that we are able to sue these facilities for future tournaments.

TBA's

The Tournament Director reserves the right to amend brackets in the event a team pulls out of the tournament or is a no-show. The Tournament Director will ensure the remaining teams are provided the best possible experience and competitive play in maintaining the integrity of the event.

INCLEMENT WEATHER POLICY

INCLEMENT WEATHER CONTIGENY PLAN: In the event of inclement weather, the Tournament Director reserves the right to modify all tournament rules to fairly and safely complete the tournament. The health and safety of players is our first priority. The tournament has an obligation to protect the fields and facilities that are being used for tournament play. All decisions will be based on field conditions with input from city staff.

It is the responsibility of the coaches to be available for any contingencies and to monitor the tournament website for updates. Field Marshall's at the location will be informed of any changes and will provide instructions to all teams. Coaches are asked to be patient and remain flexible if this unfortunate situation arises.

*****All coaches/managers are to check their emails and schedules frequently.**

As a result of inclement weather, and at the direction of the Tournament Director, one of the schedules will be implemented:

- All games are to continue as scheduled.
- Eliminate pre-game warm up on the field, game times to continue as scheduled.
- Eliminate pre-game warm-up on the field and shorten all games. The Tournament Committee will determine the game length.
- Re-schedule game to another time and or date.
- Cancelled games will sit with a 0-0 score.

Event organizers will not issue refunds or reimbursements of tournament fees for cancellation or forfeiture of individual games.

General Rules - Facility Specified

- At no time are there to be any alcoholic beverages or tobacco (both chew and smoked) at Tournament sites.
- Absolutely no glass is allowed at Tournament Sites.
- Park in designated parking areas. Do not park along curbs in the sports complex. Overnight RV parking in the lot and in the desert, areas are prohibited.
- Umbrellas/Canopies/Tents or other items cannot be staked into the fields. Weights should be used to secure them.
- Skateboards and rollerblades are prohibited.

SPORTSMANSHIP ZERO TOLERANCE POLICY: All Spectators, Coaches and Players MUST show respect for each other and the authority of the Referees. Help us set a great example for our youth!

- Please cheer enthusiastically for your team
- Please acknowledge the good play of both teams
- Please do not "help" players or coaches or criticize referees.

Let the players make their own decisions on the field.

FORFEITS / NO SHOWS

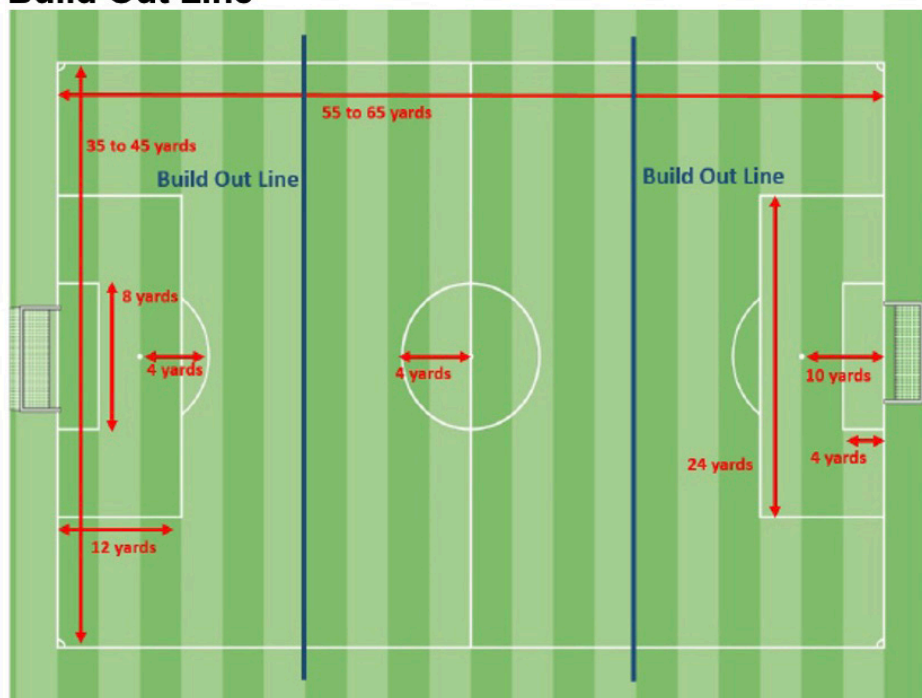
Forfeit games will be scored 2-0.

NO SHOW: A team forfeits the game if not arrived and ready to play no more than ten (10) minutes after schedule game start. No show teams will not be permitted to proceed to the championship game.

MIN # OF PLAYERS REQUIRED: Teams with less than the minimum number of players must forfeit the match. Teams playing 11v11 must have a minimum of 9 players to begin the game. Teams playing 9v9 must have a minimum of 7 players to begin a game. Teams playing 7v7 must have a minimum of 5 players to begin a game.

All games will begin on time and be considered a forfeit if the proper number of players is not present and dressed/ready for play at game time. The Field Marshal and/or Tournament Director may alter this rule if verifiable circumstances are presented.

Build Out Line



Rules of the "Build Out Line"

- When the goalkeeper has the ball in his or her hands during play from the opponent, the opposing team must move behind the build out line until the ball is put into play
- Once the opposing team is behind the build out line, the goalkeeper can pass, throw or roll the ball into play (punts and drop kicks are not allowed)
- After the ball is put into play by the goalkeeper, the opposing team can cross the build out line and play resumes as normal
- The opposing team must also move behind the build out line during a goal kick until the ball is put into play
- If a goalkeeper punts or drop kicks the ball, an indirect free kick should be awarded to the opposing team from the spot of the offense
- If the punt or drop kick occurs within the goal area, the indirect free kick should be taken on the goal area line parallel to the goal line at the nearest point to where the infringement occurred
- The build out line will also be used to denote where offside offenses can be called
 - Players cannot be penalized for an offside offense between the halfway line and the build out line
 - Players can be penalized for an offside offense between the build out line and goal line