

Galaxy Shootout XIV: Rules & Regulations

GAME CHECK-INS

Coaches must check-in with the field marshal at least 30 minutes prior to each match and present an approved match roster to the referee. Player passes should be available at each match. At the conclusion of the match, the two coaches are to verify the score of the match with the referee and retrieve their match rosters from the referee.

PLAYER ELIGIBILITY

All players must be within the proper age grouping as determined by USYSA. No player shall play for more than one team during the tournament nor transfer from team to team during the tournament. Teams must be properly registered and in good standing with their respective state or national associations and each player must have a current player pass. All players must be properly registered with the team on which they are playing. Each player must have a medical release to be eligible to play.

ROSTER SIZE AND GUEST PLAYERS

The maximum team roster size is dependent on age.

U09 – U10 has a maximum of 12 players.

U11 - U12 has a maximum of 14 players.

U13 - U15 has a maximum of 18 players.

U16 – U17 has a maximum of 22 players.

All age groups are allowed a maximum of three (3) guest players. Guest players may not bring the total team roster size above the maximum number of players allowed for their specific age group. Guest players must have a guest player form from their state association.

MATCH LAWS

FIFA "Laws of the Game" as modified by USYS shall apply to all matches unless otherwise provided.

MATCH DURATION

U09-U10: two 25 minutes halves;

U11-U12: two 30 minute halves;

U13-U14: two 35 minutes halves;

U15, U16, and U17: two 40 minutes halves

BALL SIZE

The U09, U10, U11, and U12 age groups shall use a size 4 ball. Age groups U13 and older shall use a size 5 ball. A tournament game ball will be provided to each team to be used for match play.

PLAYERS' EQUIPMENT

- (A) Shin guards are mandatory
- (B) All field players must have matching uniforms with individual numbers on the shirts.
- (C) When the colors of the Jerseys are similar or identical, the designated home team shall change jerseys (home team: team listed first on official schedule).

SUBSTITUTIONS DURING THE MATCH

Teams are permitted unlimited substitutions during the following:

- (A) Possession throw-ins
- (B) Goal kicks for either team
- (C) Following a goal
- (D) Injured players
- (E) Cautioned players
- (F) Between periods of play, including OT.

*All players entering and leaving the field of play must do so at mid-field nearest the designated team bench area.

REFEREE

The referee shall insure all players are properly equipped. The score of each match must be reported to the field marshal by the referee immediately following each match. Names of cautioned and ejected players must also be reported to the field marshal.

LINESMAN

The linesman shall assist the referee with the field and play inspections prior to each match and shall perform those other duties as dictated by the laws of the game and the referee.

TIES

Ties in preliminary group matches will stand (no overtimes). Should a semi-final or championship match end in a tie, teams will be given a 5 minute rest and immediately proceed with two 5 minute GOLDEN GOAL periods. If neither team scores in the two periods, FIFA penalty kicks will be used to determine the winner of the match. Teams must have an equal number of players for the penalty kicks which follow the overtime periods.

FORFEITS

A forfeit shall be awarded if the team is not present to play within five (5) minutes following the scheduled time of its match. (The coach is to report to the Field Marshal 30 minutes prior to the scheduled start of the match.) Any team which forfeits a game before championship play, will not be eligible for the championship match.

CHAMPIONSHIP MATCH DETERMINATION

Win-Loss-Tie points and Bonus points will be awarded as follows:

- 3 points for a win
- 1 point for a shut out
- Up to 3 points per match for score differential
- 0 points for a loss
- 1 point for a tie
- 1 point for a double forfeit

Win-loss-tie records at the conclusion of match play will be used to determine the first and second place teams to play for the Semi-final or Championship Matches.

A team winning by forfeit gets 3 points for a win, 1 point for a shut-out and score differential point(s) for that match equal to the average of bonus points from that team's other matches played. Matches terminated due to fighting will be considered double forfeits and the teams involved will have one (1) point subtracted from their totals.

At the end of the preliminary group play, any ties in the win-loss-tie points standings shall be broken for semi-final or championship matches in the following order:

- (1) Head-to-head competition
- (2) Bonus points Scored
- (3) Fewest goals allowed
- (4) FIFA Penalty Kicks (After the last match of both teams).

FAIR PLAY AND GOOD SPORTSMANSHIP

Teams are encouraged to exhibit good sportsmanship throughout the tournament. Trading of patches and club standards is highly encouraged.

FOULS AND MISCONDUCT

Any player ejected from a match will not be allowed to participate in his team's next match. Ejection for fighting will result in the player not being allowed to participate in any remaining tournament matches. The protest and appeals committee shall make this decision with the recommendation of the referee. Any coach ejected from a match will not be allowed to preside as coach in his/her team's next match. Any parent sent off from a game will not be allowed to attend the next game of his/her team. EACH COACH IS RESPONSIBLE FOR THE CONDUCT OF THE TEAM'S PARENTS AND SPECTATORS.

INCLEMENT WEATHER

Regardless of weather conditions, coaches and their teams must appear on the field and be ready to play as scheduled. Failure to appear for the match will result in a forfeiture of the match.

Only Tournament Director or his designee has power to cancel, postpone, or shorten a match prior to its commencement.

Matches will not begin and matches will not be allowed to continue if lightning exists.

Should a match in progress be terminated due to weather conditions and one half has been completed, the match will be considered official and the score at that time will stand. If a match in progress is terminated before the end of the first half or postponed due to inclement weather and cannot be rescheduled, each team will be awarded one (1) point.

If an age group's competition cannot be completed through the championship match due to poor weather conditions, the division winner and runner-up will be determined by the Tournament Director in consultation with the protest and appeals committee. They will determine, as equitably as possible, the performance of the teams based upon points accumulated in the matches that have been completed at that time. Such decisions will be final and will not be subject to appeal or subject to protest.

PROTESTS

Protests regarding alleged mis-application of the Laws of the Game shall be made in writing and must be submitted with a \$150.00 cash fee to the tournament headquarters within one (1) hour following the completion of the match. The fee will be refunded only if the protest is upheld. No protests regarding referees' application and interpretation of the laws of the game will be considered. The decision of the protest and appeals committee is final and binding and not open to any appeals.

QUESTIONS REGARDING THE TOURNAMENT RULES SHOULD BE DIRECTED TO THE TOURNAMENT DIRECTOR.