

2011 KEN SMITH MEMORIAL DAY TOURNAMENT

May 27 - 30, 2011

TOURNAMENT RULES

I. TEAMS:

1. Each team must have a minimum of 7 eligible players to start a game, 7 players to continue play.
2. Both teams must sit on the same sideline opposite parents and spectators.
3. Home Team is listed first and must wear white or 50% light color jerseys to avoid color conflict.
4. Visitor Team must wear darker opposing color of Home Team to avoid color conflict.
5. Both teams will present an acceptable ball to the referee to choose for use as the game ball. If a tournament ball is available then only that ball will be used for games.
6. Can only have Rostered Players, Coaches, Assistant Coaches and Managers on their sideline bench area. Team Trainers must be registered as Assistant Coaches to be allowed at the team's bench area. A limit of three (3) rostered adults will be allowed with each team during the games.

II. PLAYERS:

1. Are required to wear shin guards that are age appropriate and must be completely covered by the player's socks.
2. Each team must wear matching uniforms: jerseys, shorts, and socks must be the same color as all players on the same team. Numbered T-shirts are allowed for this competition provided they are all the same color.
3. Each player must have a clearly discernable permanent number on the back of their jersey (including alternate jerseys), which will correspond to their name on the Tournament Game Roster.
4. The goalkeeper's jersey will be distinct from both teams and the referee. Goalkeepers jersey does not require a number. Referees will change in case of color conflict with teams or goalkeepers.

III. POINT SYSTEM AS FOLLOWS: (10 point max per game)

*6 POINTS FOR A WIN *3 POINTS FOR A TIE *0 POINTS FOR A LOSS
*1 POINT FOR A SHUT-OUT *1 POINT FOR EACH GOAL UP TO A MAX OF 3

FORFEITS WILL BE SCORED AS A 3-0 WIN (10 POINTS), FOR DETERMINING POINTS FOR ADVANCEMENT. IN THE CASE OF A FORFEIT, ALL GAMES FOR THE FORFEITING TEAM WILL BE COUNTED AS "FORFEIT GAMES" INCLUDING ANY GAMES PLAYED IN THE ROUND OF PLAY.

IV. LENGTH OF GAMES AS FOLLOWS:

	<u>Preliminary and</u>	<u>Semi and</u>		
	<u>Quarter Games</u>	<u>Final Games</u>	<u>Ball #</u>	<u>Overtime</u>
U10 Academy	2 x 25 minute halves	2 x 25 minute halves	4	2 x 10 minute halves
U11 - U12	2 x 25 minute halves	2 x 30 minute halves	4	2 x 10 minute halves
U13 - U14	2 x 30 minute halves	2 x 35 minute halves	5	2 x 10 minute halves
U15 - U16	2 x 35 minute halves	2 x 40 minute halves	5	2 x 10 minute halves
U17	2 x 40 minute halves	2 x 45 minute halves	5	2 x 10 minute halves

All Preliminary and Quarterfinal games will be ten (10) minutes short of full length. Quarterfinal matches tied after game time has ended will go directly to FIFA kicks from the penalty mark. Semi and Final games tied at the end of game time will play two-ten (10) minute overtime periods. If a tie still exists after the two ten minute overtime periods, FIFA kicks from the penalty mark will determine the winner. Games must start on time or immediately after the previous game is completed. Coaches and Managers are responsible for their team being at the correct field at their scheduled time. In the event a team withdraws from the tournament once games have started, all games against that opponent will be declared a forfeit for calculation of standing points. Any team that withdraws within two weeks of the start of the tournament or does not complete all required scheduled games will not be allowed to enter any NTSSA sanctioned tournaments until the coach of that team appears before the NTSSA Cup and Games Committee for a hearing explaining their actions and will be sanctioned for the following year from participating in the KSMDT.

V. TIE-BREAKERS:

All games may end in a TIE in the preliminary round of games. If ties exist after the preliminary round, the following TIE-BREAKERS will be used to determine teams that advance:

1. Head-to-Head game results-winner will advance
2. Goal differential-team with highest goal differential against opponent will advance (Maximum of 5 goals scored per game)
3. Fewest goals allowed-team with fewest goals allowed will advance
4. Goals scored (Maximum of 5 goals scored per game)
5. FIFA Kicks from the penalty spot

IV. INCLEMENT WEATHER:

In the event of inclement weather, the Tournament Committee will determine if games are to be suspended. If games are suspended teams and spectators should go to the parking lot and stay in their cars-do not leave the complex until you know the games will not be resumed. If play can be resumed a tournament official will sound the ALL CLEAR and play will resume at the point it was suspended. Games may be temporarily suspended in the 1st or 2nd half with the intention of resuming play as soon as possible. If games can not be resumed, reschedule information will be posted to the internet website and on the league hotline. **DO NOT LEAVE THE COMPLEX UNTIL YOUR COACH OR MANAGER TELLS YOU GAMES ARE CANCELED.** Either the coach or manager should check with the tournament complex headquarters for more information before leaving.

Games which have completed the first half and can not be resumed will be considered complete games. The score at the stoppage of play will be the final score for that game. If games have not reached halftime and can not be resumed they may be rescheduled and replayed if time permits, not starting from the point of stoppage. Rescheduled games may be mini-games. Incomplete games will be rescheduled only if they effect advancement.

WEATHER HOTLINE – 972/738-9000-Option 1 WEBSITE: WWW.CCSAI.ORG

V. PROTESTS:

1. ALL REFEREE DECISIONS ARE FINAL!
2. No protests will be allowed except for an ineligible player.
3. All protests must be submitted in writing by the Coach or Manager to the Tournament Committee at the Complex Headquarters within two (2) hours after the incident with a \$200.00 cash fee.
4. If the protest is upheld the fee will be refunded. If denied the fee will be forfeited to the tournament.
5. Decisions made by the Tournament Committee will be final.

IF A SITUATION ARISES THAT IS NOT COVERED IN THESE TOURNAMENT RULES THE NTSSA AND/OR USYS RULES WILL GOVERN.

VI. MISCONDUCT:

A "ZERO TOLERANCE" POLICY FOR SIDELINE MISCONDUCT WILL BE ENFORCED FOR THIS TOURNAMENT. THIS INCLUDES INAPPROPRIATE LANGUAGE OR VERBAL ABUSE TOWARD REFEREES, PLAYERS, AND TOURNAMENT OFFICIALS ON AND OFF THE PLAYING FIELD.

1. Coaches and Managers are responsible for the behavior of their players and spectators.
2. Any player, coach, manager, parent, or spectator who is asked to leave the field by a game or tournament official must report to the Tournament Complex Headquarters immediately-not at the end of the game. Players must be accompanied by their team manager or parent. After reporting to the Tournament Headquarters they must remain at the headquarters location until their game is over or leave the complex.
3. The minimum suspension for anyone sent-off is one game. A suspended player must be present at their next scheduled game with their team but not in uniform. An NTSSA Sit-Out Verification Form signed by the referee of the game they sit-out must be turned in before they can play in their next scheduled game.
4. Suspended Coaches can not attend their next scheduled game with the team they received their suspension with. If they have another team(s) playing in the tournament they may attend those games. Coaches and Managers are also required to have an NTSSA Sit-Out Verification Form turned in before they return to their next scheduled game.
5. Foul & Abusive Language and Violent Conduct will not be tolerated and may require a hearing before a player, coach, manager, parent, or spectator can return to the tournament. Every attempt will be made to schedule the hearing prior to the next game of the suspended individual. Again NTSSA Sit-out Verification Forms must be signed for each game the suspended individual sits out.
6. Additional game suspensions may be added by the Tournament Committee depending on the severity of the misconduct. Fighting, Foul & Abusive Language, Racial Slurs, and Violent Conduct will not be tolerated either on the playing field or sidelines and will be dealt with severely.
7. Misconduct on the part of any player, coach, manager, parent, or spectator considered detrimental to the tournament or the welfare of those participating, may be cause to withhold participation from future KSMDT tournaments. All persons participating in and/or attending this tournament are expected to conduct themselves in a mature and sportsmanlike manner.
8. All Complex Rules are to be followed with regard to parking/no parking areas, NO DROPOFFS in the traffic lanes, no spectators behind or on the same side of the field as the player area, no pets allowed, no scooters/skateboards/rollerblades/bicycles, and trash pickup. Any team, player, coach, manager, parent, or spectator not complying with these rules will subject their team to tournament standing points being removed at the discretion of the Tournament Committee.
9. Field Marshall Volunteers will be on hand to assist with information pertaining to the games at their complex. These are volunteers and should be treated with respect for helping out. All issues pertaining to field conditions and problems should be directed to the Tournament Complex Headquarters.
10. Presbyterian Sports care Trainers will be on hand at the complex to assist with playing injuries. If medical assistance is required, the trainers will assist in making the call for emergency medical notification.
11. NTSSA Tournament Rule 3.11.2(3a, b, c), for Misconduct of Youth Players/Coaches/Assistant Coaches, will apply to this tournament event regarding "cumulative cards". A player receiving a "double yellow" sendoff in a single game will not be required to sit out their next game unless they have accumulated 3 or more cards in the competition.