

2009 Regional Championship Region IV North Rules of Play

The regional championships will be governed by NCAA rules with the following modifications

DURATION OF GAMES AND HALFTIMES

Running time will be used throughout the entire tournament. All games up to the semifinals will consist of 35 minute halves separated by a seven minute halftime. Semifinal and final competition will have 35-minute halves separated by a ten minute halftime. Pool play games that are tied at the end of regulation time will remain tied. Playoff games that are tied will go into overtime play. . Overtime in the semifinals and finals will involve a maximum of two ten-minute sudden victory overtime periods. Teams will change ends after the conclusion of the first overtime period. If still tied, penalty kicks will be taken to determine a winner. Please note that the tournament format and game length may change due to a lower number of entries in that division.

GAME CHECK-IN CONDUCT:

At least fifteen minutes prior to the start of each scheduled game, the Field Marshall will check the teams in for play. Each player must have a picture ID that must match to the team's player roster. The Field Marshall's are there to assist you with anything you might need and to handle the administrative concerns of the match. They do not have any authority over any decision made by the referee. Immediately after the match the Field Marshall will make sure the match card is signed by each team representative and taken to the tournament headquarters. A team who fails to properly check in with the Field Marshall will forfeit that game.

FORFEITURES:

Teams failing to check-in (15) minutes prior to their scheduled kick-off time or failing to report ready to play within (5) minutes of scheduled kick-off time may forfeit their match. All teams must have a minimum of (7) players present to start the match. Teams who have forfeited may continue on in the tournament.

PLAYERS' EQUIPMENT:

All players are required to wear shin guards under socks. No jewelry may be worn in competition, except medical alert or religious necklaces (taped to chest) Players shall wear approved footwear (no center cleats). All players must wear numbered (minimum 6" on back of jersey) uniforms with no duplicated numbers on a team. **NO** unpadded hard casts permitted. If player has a soft cast, must have a doctor's release and approval from the referee to play. **NO** knee braces made of hard, unyielding material are permitted, unless hinges are covered on all sides with approved padding, and all its edges are overlapped. Players not in compliance will be CAUTIONED (yellow carded) and sent off the field until the changes are made and the requirement is met.

SUBSTITUTIONS:

Substitutions are allowed during goal kicks or corner kicks by either team, for an injured player (one for one), for a yellow card (one for one) although not mandatory, and after a goal has been scored. Substitutions by the team with possession of the ball shall be permitted prior to a restart by a throw-in. If the team in possession chooses to substitute, the team not in possession may substitute as well. If the team in possession chooses not to substitute, the team not in possession may not substitute either. Substitutes entering before goal kicks, corner kicks or throw-in's must wait at the half-way line prior to the ball going out of play, so that a team may not stall by sending a substitute in after the ball is already out of play.

COACHING/Team Rep

All Coaches have total responsibility for the conduct of their players, substitutes, friends and spectators at all times. Coaching from the sidelines (giving direction to one's own team on points of strategy and position) is permitted, provided:

- No mechanical devices are used;
- The tone of the voice is instructive and not derogatory;
- Each coach or substitute remains within 10 yards on their team bench side of the halfway line;
- No coach, substitute, or spectator makes derogatory remarks or gestures to the referees, other coaches, players, substitutes, or spectators;
- No coach, substitute, or spectator uses profanity or incites, in any manner, disruptive behavior.

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) for the purposes of awarding points for the Tournament competition. 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 will not be allowed to participate in the next scheduled game. A player or coach who is ejected may be removed for more than one game, following the game when the ejection occurred, depending on the severity of the infraction. For the purpose of this Tournament a coach can be carded. A team will be disqualified from the Tournament if any player or coach fails to comply with the provisions of this section.

Any player that receives three yellow cards during the course of the tournament will be ineligible for the team's next game.

SUSPENDED AND TERMINATED GAMES:

If in the opinion of tournament officials 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 tournament officials, a game must be terminated for misconduct of players, bench coaches, or spectators, the offending team could be suspended from further play and forfeits that game and all remaining games. All previous points earned remain as played. Additionally, the sponsoring University will be contacted as appropriate.

If a game is terminated due to problems associated with the fields, including lighting for a night game, or due to the serious injury of a player (see the next section entitled "INJURY") the resumption of play for that game will be at the discretion of the tournament officials. Tournament officials may at their option conclude the game, require completion of the game or utilize penalty kicks to determine the winner of the game depending upon the circumstance and taking into account the potential effect of the game results on the standings of the teams.

INJURY:

Delays of the game will only be allowed for an injury requiring professional medical attention and the inability to remove the injured player from the field until and while the medical attention is being provided to the player. The delay will result in appropriate time being added to the full game time, based on the judgment of the referee. Otherwise, each game will be played with a running clock and no suspension of the clock time. However, all preliminary games will be terminated not less than five (5) minutes prior to the scheduled start of the next game. The failure to complete any game due to a serious injury requiring suspension of the game play shall be controlled by the preceding section," SUSPENDED AND TERMINATED GAMES."

DETERMINING WINNERS:

Teams will be awarded points on the following basis:

- Three (3) points for each Win
- One (1) points for each Tie
- Zero (0) points for each Loss

In the event of a tie in points at the end of pool play, the teams to advance will be determined as follows:

1. The winner in head to head competition.
2. High point differential (goals scored minus goals allowed)
3. Most goals for.
4. Fewest goals against.
5. Most total wins.
6. Most shut outs.
7. If a tie still exists after steps 1 through 5, NCAA Penalty Kick procedures will be taken fifteen (15) minutes prior to the scheduled start of the appropriate Quarterfinal or Semifinal game.
8. 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 NCAA Penalty Kicks to eliminate one team prior to proceeding to NCAA Penalty Kicks with the third team. The coin flip and time of the NCAA Penalty Kicks will be determined at the fields.

HOME TEAM:

The Home Team will be designated on the game schedule with an (HT). The Home Team will wear light jerseys. The home team will use the team bench on the North or West side of the scorer's table.

PROTESTS:

Only protests of eligibility and misapplication of the Rules of the Game will be considered. **PROTESTS OF JUDGMENT CALLS BY THE REFEREE WILL NOT BE ACCEPTED!**

To be valid and eligible for consideration, each protest:

- 1) Must be verbally lodged with the referee and with the opposing coach at the game site before entering the field of play or before leaving the game site.
- 2) The Tournament Director must be verbally notified of the intent to lodge a protest within 30 minutes of the end of the match or decision being protested.
- 3) Must be filed with the Tournament Director within 1 hour after the completion of the game being protested and include:
 - a) Legible written copy of the protest, which must include full particulars of the grounds on which the protest is lodged
 - b) Legible written copy of any information to be presented by witnesses.

The Tournament Appeals Committee will meet in closed session within a reasonable time after the receipt of the protest. If any documentation or "proof" is provided, it will be the sole discretion of the Committee on how to view/consider the proof/documentation.

The decision of The Tournament Appeals Committee will be considered final and not subject to further review.

The Tournament Appeals Committee reserves the right to adjust the schedule when the formal Protest is received.

A game upon which Protest is upheld will be replayed at the earliest possible date. The date, time and location of the match will be determined by the Tournament Appeals Committee.

INCLEMENT WEATHER OR ACT OF GOD:

In the event of inclement weather, or act of God that occurs once the games have begun, winners will be decided based on points earned up to that point, with any tie breakers being determined using the protocol outlined above in numbered paragraphs 6 and 7 of the section entitled, "DETERMINING WINNERS".