

## 2011 Fun in the Sun Challenge Tournament Rules

Tournament Format: All games will be played under international rules (FIFA) with the following exceptions regarding player substitutions, which may only be made with the permission of the referee:

1. Before a throw-in in your team's favor. If a player for the opposing team is at the mid-field flag waiting to be a substitute when the team that is awarded a throw-in has a substitute to enter the game, the substitute for the opposing team may also enter the game. If the team that has been awarded a throw-in does not have a substitute, then neither team may substitute a player.

Exception is U-9 where it is free substitution at any stoppage.

2. Before a goal kick for either team
3. After a score by either team
4. At half-time
5. After an injury, 1 for 1, if the injured player is substituted
6. After a caution, 1 for 1, if the cautioned player is substituted

The length of each game and ball sizes will be as follows:

### Game Length and Ball Size

U-09-12      25 Minute Halves Game Ball # 4

U-13-14      25 Minute Halves Game Ball # 5

Each participating team will play a minimum of three games. No team will play more than two matches per day. All finalists will receive both individual and team awards. U-9 teams will receive participation awards. The first place team for a group, based on points or tie breakers, as described below, will play the first place team from the other group for the division championship. All matches: those within a group, crossover games with another group, and those forfeited, will be counted towards a team's total points. Ties will stand in all games except championship matches. In championship matches, overtime will consist of One five-minute half (Golden Goal). If the game remains tied after overtime period, a penalty kick elimination will be held per FIFA rules to determine the champion. All matches use certified referees.

Group standings will be determined as follows:

1. Point total: **WIN = 3 points; TIE = 1 point; LOSS = 0 points.**
2. Tie breakers, used in order to determine a divisional winner: Tie breakers do not reset.
  - a. Result of the match between the tied teams. This does not apply if three teams are tied.
  - b. Goal differential as defined by total goals scored minus goals allowed with a maximum difference of four goals per game. A forfeit is treated as a 4 - 0 verdict.
  - c. Lower number of goals allowed, with a 6 goal per game limit.
  - d. Penalty kicks elimination, as per FIFA rules of the game.

Shin guards are required for all players. Hard casts; soft and wrapped casts are permitted with the permission of the referee and/or a Tournament Director. No Jewelry is allowed.

Cautions and ejections will be clearly noted on the scorecard and tracked by the referee coordinator. Any red cards will automatically eliminate a player from their next two matches at this tournament or their next NOGSL games. Any red card given to a coach will require that coach to attend a hearing within 30 minutes after that game. Appropriate elimination of future matches will be determined at that time.

The first team listed for a match will be considered the home team and will be expected to change jerseys if the referee determines there is a color conflict. All teams should bring two colors of jerseys. Player passes must be available at all matches and may be checked by the referee or field marshal prior to the beginning of each match.