

"SHOOT FOR A CURE"
2010 MOTHER'S DAY
FEVER SOCCER SHOWCASE



Presented by
Fort Wayne Fever Academy

U9/U10 (6 v 6) and U11/ U12 (8 v 8) Rules

1. Length of Games

All games will be 50 minutes in length, divided in to two (2) 25-minute halves. All games will have a two (2) minute break between halves.

2. Uniforms and Game Ball

All teams must provide an alternate set of jerseys. In the event of a conflict of jersey colors, the home team will change uniforms. All players must wear shin guards, covered by socks. No hats allowed except for the goalkeeper. A size 4 game ball will be used. Arm casts must be checked at registration by the Director of referees prior to the first game.

3. Registration and Check-In

Coach or manager must register at the registration site on Friday between 3:00 and 8:00 p.m., unless previous arrangements have been made with the tournament registrar. Player pass cards, league rosters, guest rosters, and medical release forms will be needed at this time. Team check-in will take place **15 minutes before each scheduled game at the fields.**

4. Team Rosters

A maximum of 12-14 players per team is allowed on the roster, depending on the division. At the time of tournament registration, you must submit your final tournament roster with up to three (3) guest players marked with an asterisk (*). Players can be registered with only one (1) team per age division. USYSA/FIFA pass cards (or accepted regional pass cards), official league roster, and **all required ISYA guest player forms** must be presented with the team roster to the Registrar at time of check-in.

For U-9 and U-10 divisions:

Format: 6 v 6

Roster size: 12 (maximum)

For U-11 and U-12 divisions:

Format: 8 v 8

Roster size: 14 (maximum)

5. Schedules and Scores

All schedules are final. In the event of adverse weather conditions, game times may be shortened. Regardless of weather conditions, coaches and teams must appear on the field of play as scheduled. Failure to appear will result in forfeiture of the game. Only referees or Tournament Director may cancel or postpone a game. Should a game's progress be terminated due to weather conditions after 20 minutes of play, the game will be considered official and the score at the time will stand. Coaches are responsible for checking the accuracy of game scores on the boards.

6. Rules

a. USYSA 6v6 and 8v8 Rules will apply to all games unless otherwise specified in this set of tournament rules.

The tournament director and tournament committee reserve the right to decide on all matters pertaining to the operation of the tournament and its judgment is final.

b. Coaches and players will be required to stand on same side of field during competition; spectators will be required to remain on the opposite side of the field.

c. The referee will keep the official time of all games. Game clock will not be stopped in event of an injury to any player unless the injured player must be removed from the field by medical personnel. Due to the time allowed for completion of all games, the clock runs continuously.

d. No offsides will be called at U9/10.

e. Offsides will be called at U11/12.

7. Protests

No protests or appeals will be allowed. In all cases, the ruling of the official is final.

8. Substitutions

Substitutions can be made under the following conditions:

a. throw-ins (on possession only)

b. before any goal kick

c. after a goal is scored

d. at beginning of any period of play

e. any time in case of injury (1 for 1)

f. When a player is removed from the field because of an open sore or wound. The opposing team, if desired, may substitute (1 for 1) at this time also. After clean-up, bleeding player may return at discretion of referee

9. Ejections

a. Three yellow card cautions to any one player during the tournament will result in ineligibility for the next scheduled tournament game.

b. One red card ejection will eliminate that player from the remainder of the game in which he or she is redcarded and will sit out the next game of the tournament. No substitutions can be made for the dismissed player during the red-carded game.

c. Foul and abusive language is cause for ejection.

d. Any player, coach, assistant, or manager who does not sit out the required number of games during the tournament must sit out the required number of games starting with her/her next league game.

e. All red and yellow cards will be reported to the State Association pursuant to ISYA tournament rules.

10. Ties

Ties will be allowed to stand in all games.

11. Conditions of Play

- a. Divisions will consist of four or more teams.
- b. A round-robin competition may be held. A minimum of three games is guaranteed. The Tournament Directors reserve the right to adjust the competition format, as necessary, and will make appropriate efforts to communicate any changes to all registered teams as far in advance as possible.
- c. At age U9/U10 each team will be presented with participation awards, which will be made available to the coach at registration. There will not be championship awards or trophies given at the U9 and U10 age groups; only participation medals.
- d. At U11/U12 Championship and runners up awards will be given.

12. Performance Ranking Criteria

Teams will be ranked in order of points earned for wins and ties (three (3) for each win, one (1) for each tie, and zero (0) for each loss). For teams with same number of points, final placing will be determined by the following tie-breaker rules:

First tie breaker: Head-to-head competition (not applicable if tie involves more than 2 teams).

Second tie breaker: If the teams are still tied after head-to-head competition a bonus system will be used. A team will receive one (1) bonus point for each goal scored up to and including the third goal. No team can receive more than three (3) bonus points per game. However, each goal a team allows up to three (3) goals in a game will be subtracted from their bonus point total. For example:

- A. If Team A beats Team B by a score of 3-0, Team A will receive 3 bonus points
- B. If Team A beats Team B by a score of 3-2, Team A will receive 1 bonus point
- C. If Team A beats Team B by a score of 6-3, Team A will receive no bonus points

Third tie breaker: In cases where the above spread does not differentiate between teams, goals against each team will be totaled for the first three or four games. The team having the fewest goals scored against them will be determined as having the better record.

Fourth tie breaker: Most wins during the preliminary round of three or four games.

Fifth tie breaker: Goals scored by each team will be totaled for the first three or four games. The team having the most goals will be determined as having the better record.

Sixth tie breaker: Penalty Kicks: The Tournament Directors will determine time and field location. In divisions where a wild card team advances to the semi-finals, bracket A plays bracket B and bracket C plays the wild card team. If the wild card team is from the C bracket, then bracket A plays the wild card and bracket B plays bracket C winner. In the event of a forfeit, the winning team receives three (3) points for the win plus maximum bonus points.

U13-U18 (11 v 11) Rules

1. Length of Games

All games will be 70 (U13-U14), 80 (U15-U16), and 90 (U17-U18) minutes in length, divided into two equal minute halves. All games will have a 5 minute break between halves.

Championship Games: Not all ages and genders will have semi-final games. Semi-final games will end at regulation and be determined by a shoot-out if tied at the end of regulation. Championship games that are tied at the end of regulation will have two five (5) minute overtime periods. If the game remains tied the championship will be determined by a shoot-out. Final games may be shortened at the discretion of the Tournament Directors.

2. Uniforms and Game Ball

All teams must provide an alternate set of jerseys. In the event of a conflict of jersey colors, the home team will change uniforms. All players must wear shin guards, covered by socks. No hats allowed except for the goalkeeper. A size 5 game ball will be used. Arm casts must be checked at registration by the Director of referees prior to the first game.

3. Registration and Check-In

Coach or manager must register at the registration site on Friday between 3:00 and 8:00 p.m., unless previous arrangements have been made with the tournament registrar. Player pass cards, league rosters, guest rosters, and medical release forms will be needed at this time. Team check-in will take place **15 minutes before each scheduled game at the fields.**

4. Team Rosters

A maximum of 18 players per team is allowed on the roster, depending on the division. At the time of tournament registration, you must submit your final tournament roster with up to three (3) guest players marked with an asterisk (*). Players can be registered with only one (1) team per age division. USSF pass cards, official league roster, and **all required guest player forms** must be presented along with the team roster to the Registrar at time of check-in.

5. Schedules and Scores

All schedules are final. In the event of adverse weather conditions, game times may be shortened. Regardless of weather conditions, coaches and teams must appear on the field of play. Failure to appear will result in forfeiture of the game. Only referees or the tournament director may cancel or postpone a game. Should a game's progress be terminated due to weather conditions after 20 minutes of play, the game will be considered official and the score at the time will stand. Coaches are responsible for checking the accuracy of game scores on the boards.

6. Rules

FIFA Rules will apply to all games unless otherwise specified in this set of tournament rules. The tournament director and tournament committee reserve the right to decide on all matters pertaining to the operation of the tournament and its judgment is final.

Coaches and players will be required to stand on same side of field during competition; spectators will be required to remain on the opposite side of the field.

The referee will keep the official time of all games. Game clock will not be stopped in event of an injury to any player unless the injured player must be removed from the field by medical personnel. Due to the time allowed for completion of all games, the clock runs continuously.

Forfeits –

A maximum of five (5) minutes grace period will be allowed after the scheduled kick-off time before a game is awarded to an opponent.

A minimum of seven (7) players constitutes a team and if seven are present, the game not be delayed.

If a team does not appear at the tournament and no replacement can be found, all games will be listed as a 2-0 win for each team within the affected bracket.

7. Protests

No protest for any reason except player or team eligibility. A protest, which may only be filed by the coach or team manager, must be submitted in writing within one hour of the completion of the game. Referees' decisions may NOT be the basis for protesting the game. \$100 in cash must accompany the protest and will be returned only if the protest is upheld.

FINAL RULINGS - The final interpreter of the foregoing rules and regulations, and also any matters not provided for in these rules will be the Tournament Directors, whose decisions shall be final.

8. Substitutions

Substitutions can be made under the following conditions:

throw-ins (on possession only)

before any goal kick

after a goal is scored

at beginning of any period of play

any time in case of injury (1 for 1)

When a player is removed from the field because of an open sore or wound. The opposing team, if desired, may substitute (1 for 1) at this time also. After clean-up, bleeding player may return at discretion of referee

9. Ejections

Three yellow card cautions to any one player during the tournament will result in ineligibility for the next scheduled tournament game. One red card ejection will eliminate that player from the remainder of the game in which he or she is red carded and will sit out the next game of the tournament. No substitutions can be made for the dismissed player during the red-carded game. Foul and abusive language is cause for ejection. Any player, coach, assistant, or manager who does not sit out the required number of games during the tournament must sit out the required number of games starting with her/her next league game. All red and yellow cards will be reported to the State Association pursuant to ISYA tournament rules.

10. Ties

Ties will be allowed to stand in all games.

11. Conditions of Play

A round-robin competition may be held. A minimum of three games is guaranteed. The Tournament Directors reserve the right to adjust the competition format, as necessary, and will make appropriate efforts to communicate any changes to all registered teams as far in advance as possible.

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Teams will be ranked in order of points earned for wins and ties (three (3) for each win, one (1) for each tie, and zero (0) for each loss). For teams with same number of points, final placing will be determined by the following tie-breaker rules:

First tie breaker: Head-to-head competition (not applicable if tie involves more than 2 teams).

Second tie breaker: If the teams are still tied after head-to-head competition a bonus system will be used. A team will receive one (1) bonus point for each goal scored up to and including the third goal. No team can receive more than three (3) bonus points per game. However, each goal a team allows up to three (3) goals in a game will be subtracted from their bonus point total. For example:

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13. Risk Management

Fever Soccerfest presented by the Fort Wayne Fever requires adherence to ISYA risk management policies. ISYA risk management information may be located at the ISYA website risk management information page. All ISYA registered teams will be required to present Risk Management cards for coaches, assistant coaches and team managers.

14. Tournament Cancellation Policy

In the unlikely event of tournament cancellation due to circumstances beyond our control, a % of the initial tournament registration fee will be returned to each team. The refund % will be no less than 60% of the registration costs and will be provided within 60 days of the tournament date.

15. Security Plan

A security person will be on site at all times while games are being played. Security will begin approximately one-half (1/2) hour prior to the start of games and end approximately one (1) hour after the conclusion of the last game. The security will have communications with the Tournament Director and HQ Tent personnel via a walkie-talkie radio communications or cell phone.

16. Weather Policy

This position paper provides basic guidelines for dealing with lightning, windstorms, and other severe weather conditions. The peak season for severe weather occurs in the United States between May and August, typically in the late afternoon and early evening.

1. Lightning

Recognizing the threat

- Apply the 30-30 rule
- When you see lightning, count the time until you hear thunder. If this time is 30 seconds or less, seek proper shelter. If you can't see the lightning, just hearing the thunder is a good back-up rule. Wait 30 minutes or more after hearing the last thunder before leaving shelter.
- Know and heed warning systems and community rules
- Many communities or park systems have lightning detection and warning systems. Use this information and obey the rules established by the community or park system.
- Know and apply the rules or procedures established by the competition authority
- Minimize the risk of being struck
- Referees must protect the safety of all participants by stopping game activities quickly, so that participants and spectators may retire to a safer place before the lightning threat becomes significant. Remember, if you can hear the thunder, you are within reach of lightning.

Seeking proper shelter

- No place outside is safe near thunderstorms

The best shelter is a large, fully enclosed, substantially constructed building. A vehicle with a solid metal roof and metal sides is a reasonable second choice.

If there is no proper shelter, avoid the most dangerous locations:

- Higher elevations
- Wide open areas, including fields
- Tall isolated objects, such as trees, poles, or light posts.
- Unprotected open buildings
- Rain shelters
- Bus stops
- Metal fences and metal bleachers

If you cannot avoid these locations, crouch down on the balls of your feet, with your head tucked into your chest and your hands over your ears. All deaths from lightning result from cardiac arrest and stopped breathing. CPR and mouth-to-mouth resuscitation, respectively, are the recommended first aid. Referees should become involved in such assistance only if they have proper training. Remain calm. A calm official will often be able to prevent panic by young players.

2. Other types of severe weather

Severe storms or tornadoes - Obey local rules and heed warnings (meaning that a severe storm or tornado has been sighted). Clear the field and seek proper shelter immediately – see above. Remember, according to standard weather warning terminology a "warning" represents a more immediately likely occurrence than a "watch."

Hurricanes - There is usually plenty of advance notice, so games will probably have been cancelled. Look for warning signs.

Hail - Stop the game, clear the field, and seek proper shelter – see above.

NO SEVERE WEATHER SAFETY GUIDELINES WILL GIVE 100% GUARANTEED TOTAL SAFETY, BUT THESE STEPS WILL HELP YOU AVOID THE VAST MAJORITY OF CASUALTIES.

If there is a possibility of severe weather, the referee and assistant referees should discuss these guidelines in their pregame meeting and ensure that all officials have a clear understanding of their respective duties. Referees in particular should clearly identify what assistance they expect in detecting and bringing to their immediate attention any dangerous weather conditions which may not be directly visible to them. If such conditions develop only after a match has begun, the referee should take the first stoppage opportunity to quickly review these matters with the assistant referees. A brief word to the coaches regarding steps the referee will take to ensure player safety in threatening weather conditions would be useful.

Teams are instructed if the horn goes off go to their cars not tents and return to the field only when the horn goes off again.