

TOURNAMENT RULES for Omaha Soccer Tournaments

LAWS OF PLAY

Play will be governed by the FIFA Laws of the Game, except where amended by USSSA (or US Club if applicable) Rules of Play, The State Soccer Association Rules of Play and/or the tournament Rules. These rules may be modified before the beginning of tournament play, with notice. A player may only play for one team per age division during the tournament. Player may play up an age in equal or more competitive pool, cannot play down a level. Any ineligible player discovered will cause the team on which he/she played for to forfeit any game.

TEAM, PLAYERS AND COACHES CREDENTIALS

Players must be registered to the team making application. Teams must be registered and in good standing with their US Club, USSSA, US Youth Soccer/Canadian affiliated state/provincial association. Teams may have up to 5 guest players; guest player pass will be required. Player picture identification cards are to be present and available at all matches. Teams must comply with USSSA travel procedures. A roster certified by your sanctioning association must be submitted before or at tournament check in.

Any Team participating must carry valid player's passes. All player and coach passes must legible. All teams must follow the applicable procedures of the USSSA Travel Policy. Out of state teams must have US Youth Soccer Permission to Travel Papers on file at your state association office (if applicable). All teams are also required to carry written medical releases from parents/guardians in case emergency medical care is necessary.

Foreign teams or a team coming from a CONCACAF nation: Players must present passports at registration or, if from a nation that the United States does not require a passport, proof of entry into the United States that is required by the United States. Teams are also required to have player picture identification cards. You must also have the required completed form from your Provincial or National association approving the team's participation in the tournament.

TOURNAMENT CHECK-IN

1. All teams must have official certified rosters and ID cards issued by an organizational member of the US Soccer Federation (e.g. State Association, US Club, AYSO, USSSA, etc.). Check-in will take place at tournament site headquarters at minimum one hour before start of first match. To ensure integrity of the event all proper verification must be present as no exceptions will be made.
2. All teams must complete the tournament check-in procedures prior to the first game. Player passes with zip-tied or approved stamped roster must be presented for all players and coaches to one of the game officials before each game.

HOME TEAM

The home team will be responsible for wearing an alternate color jersey, if necessary, as determined by the referee. The team listed first in all rounds shall be the home team. Teams use the side of the field with team benches and spectators shall use the opposite side of the field.

EQUIPMENT/UNIFORMS – SHIN GUARDS ARE MANDATORY

Teams must have matching uniforms, and should have numbers on the jersey back. Goalkeeper must have a different color. If team colors conflict the "Home" team is responsible for changing colors.

All player equipment is subject to Referee approval. All players must wear shin guards, proper cleats, and the referee has the right to request players to put on shin guards that are sized properly.

PLAYING CONDITIONS

Teams will be expected to play according to the schedule of games regardless of weather. Only the Tournament Director(s) may reschedule games or alter the competitive format because of inclement weather or other just cause. Games shall be considered complete if one half has been completed and play is stopped by the Field Representative or Referee, Commissioner of Referees or the Tournament Director(s). When necessitated by playing conditions or just cause, the game format may be altered to include shortening of games, penalty kicks or coin tosses.

POINT SYSTEM AND BRACKET WINNERS

Bracket winners will be determined by the following point system:

Win -----3 (three) points

Loss -----0 (zero) points

Tie -----1 (one) point

A team that forfeits a game will give up 3 (three) points to the declared winner of the game and shall not advance to a final match. The match will be scored as a 4-0 win for the declared winner. If a team is not scheduled for three bracket games, that team's point total will be prorated based on the number of scheduled games played. Point total thus determined will not be rounded off.

DIVISION STRUCTURE

3 teams – Each team will play the other two teams in the group. On Sunday, #2 will play #3 in the Semi-Finals. The winner of the Semi-Final will play #1 in the Final.

4 teams – Each team will play the other three teams in the group. #1 will play #2 in the Final.

5 teams – Each team will play the other four teams in the group. Champion and Finalist will be determined by points. No Final in 5 team groups.

6 teams – Two groups of three. Each team will play the other two teams in their group and one team from the other group (opponent in other group determined at random). Top team in Pool A will play top Team in Pool B.

7 teams – Bracket A will have three teams. Bracket B will have four teams. On Saturday, each team will play two group games. On Sunday, Bracket A#3 will play Bracket B#4 in the Silver Semi-Finals. The winner of the Silver Semi-Finals will play Bracket B#3 in the Silver Final (5th place game). There will be no awards given to teams in the Silver Final (5th place game). Bracket A#1 will play Bracket B#2 and Bracket A#2 will play Bracket B#1 in the Semi-Finals. The winner of the Semi-Finals will play in the Final.

8 teams – Two groups of four. Each team will play the other three teams in their group. Bracket A#1 will play Bracket B#1 in the Final

AWARDS

U8 – U19 (if applicable) team player awards will be given to the players on the teams finishing first and second.

TIEBREAKERS

If at the conclusion of bracket play, two or more teams have the same point total, advancement to the semifinals will be determined using the following tiebreakers in the order listed until a team is eliminated. If more than 2 teams are tied proceed to step 2. 1. Head to Head (disregard if more than 2 teams are tied) 2. Goal Differential (max of 4) 3. Goals For (max of 4) 4. Goals Against 5. Most Wins 6. Most Shutouts 7. Penalty Shootout

SUBSTITUTIONS

U8 - U19 (if applicable) – with the consent of the Field Referee substitutions may be made according to the laws of the game with the exception that you can sub when the opponent subs (aka piggy-backing). A cautioned player may be substituted for before restart of play with the Referee's permission, this is not mandatory.

BUILD OUT LINE FOR U8-U10 (if applicable)

We will not use build out lines at U8-U10.

No punting U8 & U9. Punting is allowed for U10.

NO HEADING (if applicable)

No heading at until U12 and above ages.

TEAM ROSTERS

U8-U10 7V7 14 PLAYER ROSTER MAX (MIN 5 PLAYERS TO PLAY GAME)

U10-U12 9V9 18 PLAYER ROSTER MAX (MIN 7 PLAYERS TO PLAY GAME)

U12-U19 11V11 22 PLAYER ROSTER MAX – 18 ELIGIBLE TO PLAY IN EACH GAME (MIN 7 PLAYERS TO PLAY GAME)

RECREATIONAL BRACKETS

No premier/competitive teams may play in the recreational divisions. No premier/competitive guest players may play on teams in the recreational divisions.

PREGAME CHECK IN PROCEDURE

Managers/Coaches need to provide a zip-tied or approved stamp player passes before each game. Electronic copies will not be accepted on site. Referee is not to collect player passes.

GAME LENGTH (if applicable)

Age/Game length/Overtime

U8-U10 (7v7) Two 25 minute halves (Directly to PK's if tied - only semi-final and finals) U10-U12 (9v9)

Two 30 min. halves. (Directly to PK's if tied - only semi-final and finals) U12 - U19 (11v11) Two 35 minute halves (Directly to PK's if tied - only semi-final and finals)

SHOOT-OUTS (PENALTY KICKS)

Penalty kicks used in semi-final and final matches will be run in accordance with the FIFA Laws of the Game. The referee chooses the goal at which the kicks will be taken. The referee tosses a coin and the team whose captain wins the toss will take the first kick. Both teams take five kicks; kicks are taken alternately by the teams. If before both teams have taken five kicks, one has scored more goals than the other could score, even if it were to complete its five kicks, no more kicks are taken. If after five kicks the score is tied, kicks continue until one team has scored a goal more than the other (sudden

death) from the same number of kicks. Only the players on the field at the end of the match are allowed to take kicks. A different player must take each kick and all eligible players must take a kick before any player can take a second kick. If the player is under suspension they may NOT participate in the kicks.

RED CARDS

The player(s) receiving the Red Card and the Coach must report to Tournament Headquarters following the game. Players will be suspended for a minimum of 1 game. The suspension may be increased depending on the severity of the incident. If a Red Card is received in a Final Match, the player will have to serve suspension in the following year's event.

REFEREE ABUSE

Referee abuse will not be tolerated during the tournament. Referee abuse by the player, coach or fan will be reported to their Home State Association within 48 hours of the end of games. The player, coach or fan will be removed from the soccer complex and will not be allowed to return.

REFUND

Refunds shall be determined by the tournament staff.

In case of INCLEMENT WEATHER, (not a sprinkle) – we will update via emails and texts to managers through HTGSports and via our tournament website. In the event inclement weather forces the cancellation of all or part of the tournament, teams will have the option to receive a credit or cash refund of a percentage of their entry fee. This credit is to be used in future Omaha Soccer Tournaments (within one year), and will be given in the following increments:

a. No games played = 75% credit or 50% refund
b. One game played = 50% credit or 25% refund
c. Two games played = 25% credit

TEAMS, PLAYERS AND COACHES

All teams and players must be affiliated with the USSSA or a sanctioned affiliate. Players may be registered to only one team per age division. Player passes and roster may be checked prior to each match.

GAME ROSTER

After check-in/registration, teams may not alter their rosters or make additions/subtractions at any time.

TEAM DISCIPLINE

A coach is responsible for the words and actions of his players and their fans. Verbal abuse of the opponents or referees by players, coaches or spectators will not be tolerated. Violations may result in forfeiture of the game and/or expulsion from the tournament. A red-carded player and his/her coach must report to tournament headquarters immediately after the game in which the card was given to determine the player's status for subsequent games. Decisions will be based upon the rules of the sanctioning organization for the event.

PROTESTS

No Protests

The Director(s) may declare a forfeit. Any team that forfeits a game will not be allowed to advance out of their group to the finals.