

SUPERIOR DOME SOCCER TOURNAMENT

April 10 - 12 & 24 - 26, 2015

TOURNAMENT RULES

1. The teams play each other in a round robin format.
 - 6 points for a Win
 - 3 points for a Tie
 - 0 points for a Loss
 - 1 point for a Shut-Out except for a 0-0 Tie or Forfeit
 - 1 point for each Goal Scored with a maximum of 3 per game

2. Division winners will be determined by:
 - a. Total Points
 - b. Head to Head Competition
 - c. Fewest Goals Allowed
 - d. Number of Shut-Out's
 - e. Goals Differential (+/-)
 - f. Shoot-Out

3. If the championship game played for the six-team age brackets ends in a tie, we will proceed immediately to a shoot-out to determine the winner. The six team age brackets will have two, three team divisions with the top team in each division advancing to a championship game. Second and third place teams will play each other for their third game of the tournament. Remember this is intended to be a fun tournament and providing early season games.

4. Any shoot-out in this tournament will be held as follows:
 - a. 5 different players on the field at the end of the game are selected by the coach of each team to be shooters, (The goalie can also be a shooter)
 - b. A coin toss will determine which team shoots first
 - c. Everybody is off the field except the shooters, goalies, and the referees
 - d. Each team alternates kickers
 - e. If a tie exists after each teams' first five kickers, 1 player at a time from each team, (none of the original 5), alternate kicks, and the 1st unanswered goal wins

5. **This tournament uses FIFA rules for field dimensions and participants.**
 - *U11/12 Divisions Play 9 v. 9 with max roster of 16 on a 72 yd. x 50 yd. field**
 - *U13 and up Play 11 v. 11 with max roster of 18 on a 112 yd. x 72 yd. field**

6. All divisions will play (2) 25-minute halves with a 5-minute half time. The referee will have the official game time on the field and there will be no stop time except for injury--referees judgment. Tournament officials reserve the right to reduce the half time if necessary to keep games on schedule.

7. To prevent delays 3 different game balls will be available, one extra on each sideline.

8. No substitutions allowed in the last 2 minutes of each half of the game except for injury or a cautioned player. Normal substitutions must be made quickly, and substitutes must report to the halfway line before a normal substitution will be honored.
 - a. Team substitution will be of a free flow concept. Substitutions can take place anytime when the ball is in or out of play. Substitutes will report to the halfway line **before** a normal substitution can occur. Substituting players **cannot** enter the field of play **until the on-field player leaves** the field at the halfway line. Early entry by the substitute will result in a caution. Substituting players should be in the designated area at the half line prior to all substitutions.

2014 TOURNAMENT RULES: (Continued)

9. Any player red carded does not play the next game. A yellow-carded player must leave the field for a minimum of 10 minutes, (substitution allowed). Exception: U11, U12 players may not have to sit 10 minutes, (at referee's discretion).
10. Teams will be "briefed" and equipment checked by an official, in the designated warm-up area, 15 minutes before their scheduled game time. The designated areas are in the hall behind the bleachers of section 21 for the home teams and section 13 for the visiting teams. U11, U12 teams will be directed to their warm-up areas
11. **ALL GAMES MUST START ON TIME!!!** If a team is not ready to play at their scheduled time they will forfeit. The opposing team will win by a (1, 0) score and receive seven (7) points for the game. No on-field warm-up's, (except for first game of the day).
12. No player shall be allowed to register with more than one team per weekend or switch to another team during that weekend division tournament play.
13. Uniforms:
 - a. Indoor soccer shoes, soccer cleats, or tennis shoes only
 - b. Kneepads and/or striker shorts are encouraged
 - c. No hats allowed by field players
 - d. Teams must have matching Jerseys and Socks, and jerseys must be tucked in
 - e. Goalies are encouraged to wear long pants
14. Shin guards are mandatory and must be covered by a sock.
15. Coaches are responsible for player's conduct; troublesome teams will not be invited back. No stray balls on the fields during games.
16. The team listed first on the schedule is the Home Team, will defend the east goal to start the game and will be required to change jerseys if the referee deems necessary. The team listed second on the schedule is the Visiting Team, will kick off to start the game and defend the west goal, (scoreboard end). U11, U12 teams will be advised before their games.
17. Harassment of officials will not be tolerated. All referee decisions are final.
18. No protests are allowed.
19. **Spectators must remain on the South side of the field, (entrance side). The opposite side of the field is reserved for teams that are playing, or teams that are scheduled for the next game. Spectators may stand on the east and west sides of the fields for the 8v8 games.**
20. A player with blood on the uniform or the body must be substituted out. The bleeding must be stopped and the injury covered with a bandage. The uniform must be blood free before the player may return to play.
21. The tournament and tournament officials are not responsible for expenses incurred by any team or individual if the tournament is cancelled or a team cannot make it to the tournament because of weather etc. Refunds for team registrations are not considered if a team cancels.
22. Players and coaches must register 45 minutes before their first game. There is a mandatory coaches meeting 45 minutes before each team's first game.
23. There will be no electronic communication of any kind allowed between the stands and the team benches.
24. Coaches need to make sure they have enough players to field a full team during games. The tournament has an obligation to provide the best possible competition to all the tournament participants. Teams that can't field a full team detract from the tournament and may not be asked to participate in future tournaments.