

COLORADO FUSION KELVIN NORMAN INVITATIONAL TOURNAMENT RULES

Coaches should read these rules in their entirety and carefully.

GENERAL

All games shall be played in accordance with the FIFA Laws of the Game as most currently modified by the Colorado Youth Soccer (CYS), and with additional modifications, requirements, procedures, or restatements for this tournament as outlined in these rules. Any situation that may occur which is not covered within these rules or the rules of CYS, or which cannot be resolved in a timely fashion by application or interpretation of these rules or the rules of CYS, said situation shall be determined in the most expedient manner at the sole discretion of the Tournament Director. All decisions made by the Tournament Director are final with no protest.

TEAM ROSTERS and PLAYER PASSES

All developmental teams must have USYS member passes and rosters validated by their club registrar. Advanced teams must have USYS player passes and rosters issued by CYS or appropriate state regulatory agency with the issuing state's endorsement and registrar's signature. If the team is from outside Region IV, a travel roster is required. Any other rosters shall be considered null and void. A maximum of twenty-two (22) players may be listed on the team's roster for 11v11- U17 & U18 teams, eighteen (18) players may be listed on the team's roster for 11v11, fourteen (14) players for 8v8 (except for high school developmental teams, which is 18 per roster) and twelve (12) players for 6v6 teams.

GAME CANCELLATIONS AND TEMPORARY SUSPENSIONS

In the case of inclement weather, games may be canceled or temporarily suspended. If the fields are in an unplayable condition due to rain, excessive winds, or lightning, games will be suspended. The Tournament Director or his/her designee will have the responsibility of game cancellations or suspensions. Referees and coaches will be notified at the field of cancellations or suspensions. The referee will file a game report for games interrupted outlining the score of the game to that point, the amount of time played and the reason for the stoppage of play. The tournament committee will determine if the game stands or is to be continued.

Teams should not leave the playing area until checking with a field marshal or tournament committee representative after a game cancellation or suspension. Should the games be suspended for any reason coaches should visit the Colorado Fusion website at www.coloradofusion.org or call the Colorado Fusion Soccer Club office at (303) 399.5858 ext. 5 for a recorded message. This message will outline the status of the games and or changes.

TOURNAMENT MODIFICATIONS TO THE LAWS OF THE GAME

LAW III – PLAYERS AND SUBSTITUTES

1. All games will be played by two teams consisting of eleven (11) players, eight (8) players for 8v8, six (6) players for 6v6, one of whom shall be the goalkeeper. A minimum of seven (7) players, five (5) players for 8v8 and 6v6, including a goalkeeper are required to begin a game.
2. A 5-minute delay after the scheduled game time will be allowed for a team to field the minimum number of players and the required roster and player passes. After the 5-minute delay, the absent team shall lose by forfeit.

LAW VII – DURATION OF THE GAME

1. All games will be regulation length with two (2) halves with 5 minutes between halves.
2. All games shall be started on time. If the games on a field are running behind, the Tournament Director, at his/her sole discretion, may shorten the duration of the games.
3. There will be no overtime periods or tiebreakers for preliminary round games.
4. If a semi-final or final game is tied at the end of regulation time kicks from the mark shall be taken.

All games shall be played in accordance with the FIFA Laws of the Game. All decisions made by the Tournament Director are final with no protest.

| Game length and Ball Size: | | | | |
|-----------------------------------|-------------|-------------|--------------------|---------------------------|
| Ball | | Half | Preliminary | Championship Games |
| Division | Size | Time | Games | Regulation |
| U17-U19 | 5 | 5 | 2 X40 | 2 X 40 |
| U15-U16 | 5 | 5 | 2 X 40 | 2 X 40 |
| U13-U14 | 5 | 5 | 2 X 35 | 2 X 35 |
| U11-U12 | 4 | 5 | 2 X 30 | 2 X 30 |
| U9-U10 | 4 | 5 | 2 X 25 | 2 X 25 |

There is no overtime in preliminary games. Quarterfinal, Semifinal and Championship games that are tied at the end of regulation will be decided by kicks from the line.

LAW X – METHOD OF SCORING

| Team Standing and Tie Breakers: | |
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| Team standings will be based on the following scoring system: | |
| Win = | 6 points, plus 1 point for each goal scored, (max of 3 goals) |
| Tie = | 3 points, plus 1 point for each goal scored, (max of 3 goals) |
| Loss = | 0 points, plus 1 point for each goal scored, (max of 3 goals) |
| Bonus = | 1 point is awarded for a shutout |
| Forfeit = | Scored as a 3-0 win and a total of 10 points will be awarded |
| Winner, runner-up, and wild card teams will be determined in the following priority: (1) Point Total (2) Head to Head (3) Goal difference (not to exceed 4 per game) (4) Fewest goals allowed (5) Cards will count as minus points. Red cards will be -2 and a yellow card will be -1. Deduction of points shall only be used when all of the above tie breakers fail to determine a winner. (6) Penalty kicks from the mark. Each team and the referee will report scores. The coach must verify the posted score prior to the team's next game. If any discrepancy between the two teams reported scores, then the referees score will be final. If, in the first round of the championship series, the predetermined pairings result in two opponents from the same bracket, realignment of the pairing may be made. | |

Coaches should realize that in some divisions with odd numbered teams and/or flights or crossovers, your team may not play every team in your flight for advancement.

There will be 1st and 2nd place awards given for all divisions.

If teams show up in similar colored jerseys, the home team shall wear dark and the visitor shall wear light.

LAWS XII & XIII – FOULS AND MISCONDUCT

1. The referee's decision is final. There are **NO APPEALS OR PROTESTS.**
2. Yellow and red cards will be used in all age groups. All cards shall be noted by name on the scorecard and reported to the Referee Assignor. Players or coaches receiving a red card (send off) shall be suspended in accordance with CYS rules, and such suspension shall be noted on the next scheduled game's scorecard that the player or coach must sit out.

The consumption of **Alcoholic** beverage is strictly **PROHIBITED** on or near any soccer fields being used by this tournament.