



ALPINE SOCCER STAMPEDE

1) Eligibility

Players must be born on or after the August 1st of the year of the divisional year in which they are participating. **USYSA/FIFA pass cards** or accepted regional pass cards must be presented along with a team roster and tournament roster to registration when the coach checks in. **Tournament roster** will contain no more than (18) players, (22) for U16 and above, and include all required information on each player and coach (Name, Address, City, State, Zip Code, Phone Number, Date of Birth, League, Club, and State Association). For the U 11&12 divisions, 8v8, is the maximum number of players on a roster is (14) players. U-10 division, 6v6, the maximum number is (11). **No changes to the roster will be permitted after roster is verified at Registration. No exceptions.** Maximum of (4) guest players may be added to a team's roster for the tournament, but in no case will the number of players on a team exceed maximum allowed per division. All guest players must be documented with an MSYSA approved **Guest Roster form** (or other sanctioning body equivalent) at check in. Once a coach has registered to play by checking in at registration, **no additional player changes or additions may take place.** The roster is "frozen" once the coach has checked his or her team in for the first time. At check in, coaches must have in their possession, **notarized Medical Release forms** for each rostered player. Any player(s) who appears on the team roster, but does not have a pictured **player pass card(s)** will not be allowed to participate in any tournament games. **Must have Fall 2010-2011 season roster, No Premier League teams Level 1 & 2** will be allowed to participate.

2) Length of Games

U10 preliminary games will be forty minutes (two twenty minute halves). U11 and up preliminary games will be fifty minutes long (two twenty five-minute halves.) There will be five minutes between halves.

Semi-final and Final games will be as follows:

U-13-& up Sixty minutes (two thirty minute halves)

3) Uniforms and the Game Ball

Home team (the first team on the schedule) will change uniforms in the case of conflict in colors. Teams should have an alternate color jersey. **All players will wear the same team uniform.** All players **MUST** wear shin guards, which will be covered by their socks. The home team will provide the game ball. Total face paint is not acceptable. Guest players must wear the appropriate uniform of the team for which they are participating.

4) **Substitutions**

Substitutions can be made only at the following times and under the following conditions.

- a) After a goal is scored.
- b) Prior to restarting the game with a goal kick by either team, or a throw in has been awarded for the team in possession, both teams may enter if present.
- c) At half time. Referee notification is only required for a goalkeeper substitution at this time.
- d) In the case of an injured player. Only the injured player may be substituted.
- e) For a player who has just received a yellow card, but only if the game has not been restarted.

5) **Protests**

Protests will **NOT** be allowed.

6) **Game Cards**

The home team Coach will be required to report thirty (30) minutes prior to each **subsequent** game of the tournament to pick up the game cards at the registration area. The winner of the game needs to return the completed & signed card to the Registration area immediately following the game. (**once the game cards are signed by the coaches, the score is final and will not be changed**) In the event of a tie, the home team is responsible for returning the game card.

7) **Ejections**

Any player or coach that is ejected (Red Card) for two cautionable offences in one game will be suspended for the remainder of that game and the next game. Any coach, assistant coach, manager or player that has received a red card during this tournament and did not sit out the required number of game(s) during the tournament, must sit out the required number of games starting with his or her next League Game.

The **ALPINE SOCCER STAMPEDE** is in agreement with the **USYSA Tournament Hosting Agreement** which states:

- I. The assurance of all red or yellow cards and other matters involving the conduct of a team, its players, coaches or supporters will be recorded by our organization and that this information shall be reported immediately to the home state association and the home club or league.
- II. Any Player/Coach/Assistant/Manager, etc...that receives a red card and does not sit out the required number of games during the tournament, must sit out the required number of games starting with his/her next League Game.

The field coordinator will pull the pass card of the ejected Player/Coach/Assistant/Manager, etc. and turn it in at tournament headquarters. Coaches may pick up the pass card(s) after the required number of games that has been sat out. Red cards issued in the semi and final games will be sent to the MSYSA office for return to appropriate state/club/league.

8) **Rule Changes**

FIFA rules will apply to all games unless otherwise specified within these tournament rules.

9) **Ties (Semis/Finals)**

Ties will be allowed in preliminary games but will not be allowed in semi-finals. During semi-finals, if two teams are tied at the end of regulation, two five minute overtime periods will be played. If the game is still tied, penalty kicks will be taken according to FIFA rules to decide the game. The time and field location will be determined by the Tournament Director.

10) **Division of Four Teams**

- a) A round robin competition will be held.
- b) After the conclusion of the round robin play, all teams will be ranked as to their performance over the three games (preliminaries). Ties will be broken according to Performance Ranking Criteria. This ranking will determine the Division winner.

Performance Ranking Criteria

The teams will be ranked in order of points earned for wins and ties. Three points for a win, one point for a tie and zero for a loss. Among teams with the same number of points final placing will be determined by the following tie breaker rules which will be applied in order:

First Tie Breaker:

Total points earned. Not applicable if tie involves more than two teams.

Second Tie Breaker:

If the teams are still tied after head-to-head competition, the tournament will use a bonus point system. A team will receive a bonus point for each goal scored up to and including the third goal. No team can receive more than three bonus points per game. However, goals allowed in a game will be subtracted from their bonus point total.

If team A beats team B by a score of 3-0, they receive 3 bonus points.

If team A beats team B by a score of 3-2, they receive 1 bonus point.

If team A beats team B by a score of 6-3, they receive 0 bonus points.

Third Tie Breaker:

In cases where the above goal spread does not differentiate between teams, goals against each team will be totaled for the first three games (preliminaries). The team having the fewest goals against them will be determined as having the better record.

Fourth Tie Breaker:

Most wins during the three preliminary round games.

Fifth Tie breaker:

Goals scored by each team will be totaled for the first three games (preliminaries). The team having the most goals will be determined as having the better record.

Sixth Tie Breaker:

Penalty kicks. Time and Field location will be determined by the Tournament Director.

11) **Pre-game Check-in:**

You must check in either Friday night or at least (60) sixty minutes prior to the start of your first game.

12) **Forfeits**

A maximum of five minutes grace period will be allowed after scheduled kick-off time before the game is awarded to an opponent. A minimum of seven players constitutes a team and only less than seven players present may delay the start of the game. A forfeit will be recorded as a 3-0 score. The team which is responsible for a forfeit shall not advance in the tournament.

13) **Schedules**

All schedules are final once posted.

14) **Inclement Weather**

Regardless of weather conditions, coaches and their teams **MUST** appear **on** the field of play, ready to play as scheduled. Failure to appear will result in forfeiture of the game. Only referees and/or the Tournament Director can shorten, cancel, or postpone a game.

Inclement weather before the game:

In cases of severe weather conditions before play, referees and/or the Tournament Director **MAY** reduce the length of the game.

Inclement weather during the game:

Should a game's process be terminated due to weather conditions after (20) twenty minutes of play; the game will be considered official and the score at that time will stand.

15) The Tournament Director reserves the right to decide on all matters pertaining to the tournament and their judgment is final.

16) Teams and Coaches will be stationed on the side of the field opposite the spectators.

17) In divisions where a wildcard team advances to the semi-finals, Division One plays Division Two and Division Three plays the wild-card team. If the wild card team is from Division Three, then Division One plays the wild card team and Division Two plays Division Three.

18) All coaching staff present within the technical area must have valid **Risk Management** cards, or their state or country's equivalent to such card. Cards must be presented at check-in. **No more than 3 adults with valid risk management cards allowed on the sideline with the team.**

19) **Cancellation of the Tournament/Fines/Penalties**

A portion of the registration fee will be returned based on expenses (to be decided by the Tournament Committee) if the tournament is cancelled. There will not be any refund due to cancellation or shortening of games once the tournament has begun. If a team is selected by the Tournament Committee, but is unable to complete the tournament registration process, within the dates and times outlined in the acceptance letter, the team will forfeit the tournament fee, and will not be eligible to participate in the tournament.

NOTE:

The game clock will not be stopped because of an injury to any player unless, at the direction of the referee, the injured player must be removed from the field by medical personnel. Due to time allowed for completion of all games, the clock runs continuously.