

Birmingham Bash Soccer Tournament 2010 Tournament Rules

LENGTH OF MATCHES: All matches will be the length indicated by the following table:

AGE GROUP	PLAYER ELIGIBILITY	BALL SIZE	LENGTH OF GAME	Roster Size
U-9	08/01/01 and younger	4	25 Minute Halves	11 (6v6)
U-10	08/01/00 and younger	4	25 Minute Halves	11 (6v6)
U-11	08/01/99 and younger	4	25 Minute Halves	14 (8v8)
U-12	08/01/98 and younger	4	25 Minute Halves	14 (8v8)
U-13	08/01/97 and younger	5	30 Minute Halves	18 (11v11)
U-14	08/01/96 and younger	5	30 Minute Halves	18 (11v11)
U-15	08/01/95 and younger	5	35 Minute Halves	18 (11v11)
U-16	08/01/94 and younger	5	35 Minute Halves	18 (11v11)
U-17/18	08/01/92 and younger	5	40 Minute Halves	18 (11v11)

LAWS OF THE GAME:

The Birmingham Bash Soccer Tournament will be played by USYSA/FIFA rules, except as specifically superceded by these rules.

INCLEMENT WEATHER:

The tournament Committee has the express right to cancel, shorten, decide by penalty kicks or move any match it deems necessary due to inclement weather. Furthermore, the tournament committee has the right to cancel any match that has no bearing on the scoring and progression of tournament play.

WEATHER SIGNALS:

At larger complexes suspension and resumption of play may be signaled by use of a horn: ONE LONG TONE = Vacate fields and take shelter in vehicles; TWO SHORT TONES = Safe to return to fields.

REGISTRATION:

TEAMS MUST CHECK IN AT THE MANDATORY REGISTRATION AND TEAM CHECK-IN. Mandatory Registration is from 6:00 pm until 9:00 pm at the Hyatt Place Hotel located on Hwy 280. .

Friday, October 8, 2010

Please come by as soon as possible to verify your team credentials.

Failure to check in will result in automatic disqualification (without a refund of fee) from the Birmingham Bash. Team packets and pre-ordered T-shirts will also be available at that time.

CREDENTIALS:

1. Team Rosters: A state or USSF affiliated league approved roster must be presented at the credentials check (we must have a copy for our records so bring two (2) copies). A maximum of five (5) guest players are allowed with tournament approval.

2. Travel Permits: Teams outside the jurisdiction of the Alabama Youth Soccer Association may need to have proper travel permits. Check with your state association for details. **TRAVEL PERMITS NOT NEEDED FOR U.S. CLUB SOCCER TEAMS.**

3. Medical Release Form: One medical release form for each player on the form provided by your league or state association must be completed and signed by the parent/guardian and, if applicable, notarized. These are to be presented at **credentials check**, and all the forms must be presented **at the same time**. These forms will be checked and returned to your coach or manager for use in case of a medical emergency

4. Player Release Forms: These are to be signed and presented at **credentials check**, and all the forms must be presented **at the same time**. These will be retained by the tournament committee.

5. Player Passes: Each player must have Player Pass with picture. All player passes must be checked against the official team roster during the credentials check-in.

6. Contact/Lodging Information Form: You will need to complete a "Team Contact/Lodging Information" form. Please present the information form at the credentials check-in. This form will include necessary information in case tournament officials need to contact team coaches/managers regarding weather-related field assignments and/or schedule changes. ***This is extremely important.***

START OF GAME:

Games must start exactly at the scheduled start time. If you are unable to field the required minimum 7 players (5 for 8-a-side and 4 for 6-a-side) at the scheduled start time, your game will be declared a forfeit. Please have your team at the game site 30 minutes prior to the start time.

EQUIPMENT:

All players must wear tennis shoes, shoes with molded or plastic cleats, or screw-in cleats if approved by the Referee. Where the jersey color is similar or identical, the home team is responsible for changing colors. The home team is the first team listed on the playing schedule. All players must wear commercially manufactured shin guards. Properly padded casts will be allowed and must be approved by the referee prior to the start of the game.

COACHES:

1. Each team is responsible for bringing a regulation soccer ball to each game. The referee will select the game ball.
2. Only the COACH or TEAM MANAGER (as listed on the roster) shall be the representative and spokesman for his or her team. Only they should contact the Field Marshall or Soccer Central for his/her team.
3. They are held responsible not only for your players, but anyone associated with your team.
4. They may go on the field only at the Referee's request during play. **NO ONE** is allowed behind the end lines.

SUBSTITUTIONS:

Players may be substituted at the following times and only with the permission of the Referee:

1. Prior to throw-in your favor.
2. Prior to a goal kick by either team;
3. After an injury when the Referee stops play, by either team (one player for each player injured);
4. After a goal by either team;
5. At half time; and
6. When the Referee stops play to caution a player, only the cautioned player may be substituted for and prior to the restart of the game.
7. There are no restrictions on the number of times a player may reenter the match.

SCORING SYSTEM:

Divisional winners that advance to semi-finals (or finals where the format does not include semi-finals) will be determined by the point system. Teams with the most points win...

WIN = 6 POINTS

TIE = 3 POINTS

SHUTOUT = 1 POINT

LOSS = 0 POINTS

AND ONE (1) POINT FOR EACH GOAL UP TO THREE (3) GOALS PER GAME. A FORFEIT COUNTS 9 POINTS FOR THE PREVAILING TEAM.

WHERE A MATCH IS DECIDED BY PENALTY KICKS (SHOOTOUT), THE WINNER RECEIVES 6 POINTS.

TIE BREAKERS:

1. HEAD-TO-HEAD COMPETITION.
2. LEAST GOALS ALLOWED
3. GOAL DIFFERENTIAL (Total goals scored minus goals allowed, +/-3 max. per game)
4. MOST SHUTOUTS,
5. IF STILL TIED, PENALTY KICKS WILL BE TAKEN.

SEMI FINALS:

Games that end in a tie will immediately go to a shootout (penalty kicks).

FINALS:

Games that end in a tie will play overtime as follows:

1. Each team will receive a 5-minute rest period, during which time the choice of ends and kick-off will be decided by a coin toss.
2. Two 5-minute periods will be played with no rest between periods. (No Golden Goal).

3. At the end of the first 5-minute period, the teams will change ends of field and the opposite team that took the first period kick-off will take the kick-off.
4. If the match is still tied at the end of the two 5-minute periods, a shoot-out will be conducted.

PENALTY KICKS:

Penalty kick procedure to break a tie or otherwise determine a winner shall be as prescribed by the FIFA Laws of the Game with the following exception. If the shootout does not occur immediately following the competition between the teams, participating in the shootout, then rather than using the players who were on the field at the conclusion of play, each coach shall designate eleven (11) players, one of whom shall be a goalkeeper, to participate in the shootout.

SMALL-SIDED GAME FORMAT:

USYSA rules state that in 6v6 format offsides rule **does not** apply. We will only be using one ref in the 6v6 format.

REPORTING SCORES:

UPON COMPLETION OF EACH GAME:

1. The coach or team mgr. of the winning team **MUST** turn in to the Field Marshall at the assigned field a **GAME REPORT CARD**. Make sure the correct score is noted and the card is signed by both coaches. If a Field Marshall is not present, then the responsible coach should report the score directly to **SOCCER CENTRAL** as soon as the match is completed and retain the Game Report Card in case any dispute should arise.
2. In the event of a tie, the designated Home Team Coach will be responsible for turning in the **GAME REPORT CARD**. Make sure the correct score is noted and the card is signed by both coaches.
3. **FAILURE TO TURN IN THE GAME REPORT CARD WILL BE NOTED IN THE TEAM STANDINGS AS A LOSS TO THE TEAM WHOSE COACH WAS RESPONSIBLE FOR THIS ACTION.**

These cards will be issued at **TEAM REGISTRATION** and **CHECK-IN**. Each card must be properly filled out, have the correct score of the game and the signature of both coaches.

SOCCER CENTRAL: Located inside Rathmell Sports Complex Office AND The BUSA Office inside Sports Blast (205) 981-6629.

PROBLEMS:

If problems develop during the tournament contact Soccer Central or the Field Marshall at the fields.

PLAYER/COACH EJECTIONS:

A player or coach who is ejected (red card), from a match shall not take any further part in that match, and is **AUTOMATICALLY PROHIBITED FROM PARTICIPATING IN THE NEXT MATCH PLAYED BY HIS OR HER TEAM**. Any team violating this provision shall forfeit its match for using an illegal player or coach. The second yellow card in a single match evokes a red card for the offending player or coach. Yellow cards are not cumulative game-to-game.

OBTAINING A RESULT IN INCOMPLETE MATCHES:

It is the policy of the tournament committee for matches to be decided on the field of play. However, should the tournament committee deem it necessary to adjust the time of play or schedule due to circumstances, the following rules shall apply:

1. GENERAL RULE:

Matches will begin and end on time. Unless authorized by the Tournament Committee prior to or during the match, each match must conclude at the end of its allotted time. For example, a U-14 match schedule to begin at 10:00 a.m. must conclude at 11:05 a.m. (two 30-minute halves, plus a five-minute halftime). In the event matches are shortened by the Tournament Committee, the same rule applies within the shorter format.

2. ENTIRE GAME CANCELLED:

Where the committee determines that constraints of time and/or location prevent a match from being played, the result will be determined by shootout.

3. PART OF MATCH COMPLETED:

Where less than a full match has been played when the allotted time expires the result will stand, regardless of the number of minutes played.

FIELD MARSHALLS: The Field Marshall will be readily located and identified. The Field Marshall has no responsibility for reporting scores or standings to coaches, players, or spectators. This information will be available to coaches and can be received by coming by Soccer Central. In addition, scores will be posted on the tournament website, www.birminghamunited.com at the end of each day's play.

PROTESTS: *Protests will only be considered for coach, player or team eligibility. NO PROTEST WILL BE HEARD WHEN THE DISPUTE INVOLVES THE JUDGEMENT OF THE REFEREE. A protest, which may only be filed by the coach or team manager, must be submitted in writing within 2 hours after the completion of the competition (game in dispute). The protest fee is \$100. The protest should be filed with an official at Soccer Central. If protest is upheld, the fee will be returned.*

SIDELINES: All coaches should keep coaching from the sidelines to a minimum. If persistent infraction occurs, the Referee will warn and/or caution the offending coach. Harassment of players from the sidelines will not be allowed. Coaches, players, and spectators must remain 3 yards behind the touchline.

INJURIES/FIRSTAID: All coaches/managers shall bring first aid kits, water and ice to all games. In case of serious injury, Field Marshalls must be notified. They will be equipped to notify local EMS personnel.

RULES INTERPRETATION: The Tournament Committee Interpretation of these rules is final. The Tournament Committee reserves the right to decide on all matters pertaining to this tournament. NO REFUNDS OF TOURNAMENT ENTRY FEES FOR ANY REASON.

SPECIAL NOTE: The Tournament Committee needs your cooperation. Please bring a trash bag and remove all trash from your team's refreshments. We thank you for your help in keeping our grounds clean.

ALCOHOLIC BEVERAGES ARE NOT PERMITTED AT GAME SITES.

ARTIFICIAL NOISEMAKING DEVICES ARE NOT PERMITTED AT GAME SITES.