

# NSCAA College Showcase - Midwest Rules

## 1. GENERAL RULES

- A. NO protests.
  - i. All decisions made by the referee are final and may not be protested or appealed.
- B. The Tournament Committee reserves the right to decide on all matters pertaining to the tournaments and all interpretations of the rules are final. If a team disregards any decision by the tournament committee (including the inclement weather policy), all remaining games will be forfeited and therefore disqualified from the tournament.
- C. Under no circumstances will the Tournament Committee and US Club Soccer be responsible for any expenses (including tournament entry fee) incurred by any team; including situations in which the tournament or any game(s) is canceled in whole or part.
- D. Non-local teams are required to use the tournament's hotel booking service. Any team who does not use this system will be subjected to a fine of \$500 or refusal of entrance to any future tournament.

## 2. LAWS OF THE GAME

- A. All games shall be played in accordance with FIFA Laws, except as specifically modified by these rules.

## 3. REGISTRATION AND TEAM ELIGIBILITY

- A. Participation is open to accepted teams meeting the roster limit and player age limit as defined by US Soccer Guidelines and the tournaments' permission to host.
  - i. U15 will play full-sided (11 v 11) with a maximum roster of eighteen (18) players.
  - ii. U16 through U19 will play full-sided (11v11) with a maximum roster of twenty-two (22) players. Teams that use the 22 man roster may only dress a total of 18 players per game. All players over the 18 designated players must remain on the spectator side of the field during the games.
- B. Each team must be registered with a National Soccer Association affiliated with the United States Soccer Federation or their national equivalent and possess and present a valid state / provincial or national association roster.
  - i. Teams from the United States:
    - (1) Player registration cards authorized by the team's Federation Organization Member (USYS, US Club) will be required as proof of age. Players who do not present a valid player pass will not play. *All player passes must be present at the field for the duration of the game.*
    - (2) Teams registered outside of Kansas must have a copy of the approved Permission to Travel or Notification to Travel form, as required by their host association, in order to participate.
  - ii. Rosters submitted at tournament registration shall govern. *Each team shall have a roster properly stamped by its state or regional association present at every game.* Rosters may be inspected by the field marshal at the request of either coach or on the decision of the referee.
- C. No player shall play for more than one team during the tournament.
- D. A maximum of four (4) guest players will be allowed during the tournament. All guest players are required to have the same information included on the roster as the 'original' team members.

## 4. UNIFORM, EQUIPMENT, AND FIELDS

- A. Players must wear numbers on the back of their uniforms and these numbers shall coincide with the numbers listed on the team's official state / provincial roster. If the numbers are not the same, the player may not participate.
- B. Players are **required** to wear shin guards in accordance with FIFA Laws of the Game.
- C. When the uniform colors are similar, the designated home team will change colors. The home team is listed first on the schedule.
- D. Teams must be at the fields 20 minutes prior to the scheduled kick-off.
- E. Regardless of weather conditions, coaches and teams must appear on the field ready to play as scheduled. Failure to appear will result in forfeiture of the game, as only the referees and / or tournament committee can postpone or cancel a match.
- F. Game balls will be provided by the referees at the start of the match. If the balls provided are lost or damaged throughout the course of the day, the home team will provide the ball.

## 5. SUBSTITUTIONS

- A. Substitutions without limit may be made during any stoppage of play with the referee's permission and discretion. This can include throw-ins by either team in possession, goal and corner kicks, etc.

## 6. DURATION OF GAMES

- A. The following table shows the length of game halves for the tournament's matches. There is **no** overtime for this tournament.

Age Group	# of players on the field during player	Half length	Ball Size
U15 and U16	11 v 11	35 minutes	Size 5
U17 thru U19	11 v 11	40 minutes	Size 5

- B. In the event of inclement weather forces a cancellation of a game after at least 20 minutes have been played, the game shall be considered official; the score at the point of cancellation will stand as the final score. If the game is halted before 20 minutes has passed, the match will be rescheduled for complete replay, or recommenced at the discretion of the tournament director.

## 7. FAILURE TO SHOW AND FORFEITS

- A. A game may not start with fewer than seven (7) properly uniformed players on each team for any full-sided match. A small-sided match must have at least five (5) players for a minimum line-up. Once a game has started, it may not continue with fewer than stated minimum. If a match cannot start or continue because of a team having fewer than the minimum, that team shall forfeit the game.
- B. A team shall have a five (5) minute grace period from the scheduled kick off before the match is awarded to their opponent as a 5-0 forfeited win.
- C. If a team is the cause for a termination of a game, the match will be awarded to their opponents as a 5-0 forfeit win.
- D. Teams that have forfeited a game will have their performance bond cashed.

## 8. TOURNAMENT FORMAT AND MATCH SCHEDULES

- A. The NSCAA College Showcase- Midwest will have teams scheduled to play one match a day (unless previously discussed with the tournament committee).
- B. All teams are guaranteed 3 matches. No playoffs or winners will be determined during the event, but will be posted on the Elite Tournaments website at the conclusion of the event.

### i. DETERMINATION OF DIVISION WINNERS

- (1) The division winner shall be the team with the most points.
- (2) Each team shall be awarded three (3) points for a win, one (1) point for a tie and zero (0) for a loss.
- (a) In the event that two or more teams are tied within a division, the following criteria will be used, listed in order, until a winner is determined:
- (i) Head to head competition (*this does not apply if more than two (2) teams are involved in the tie*).
  - (ii) Most wins.
  - (iii) Positive Goal Differential.
  - (iv) This is the difference between goals for and goals against. Up to five (5) are awarded per game. For example, 8-3 and 5-0 scores each earn five points. Goal differential is only counted for games won; negative goal differential is not included in the calculations.
  - (v) Number of shutouts.
  - (vi) Fewest goals against.
- (b) In the event of a tie between more than two teams, once a tie is broken by the above system, and if ties among the remaining teams must still be decided, those ties would be broken by starting again from the top of the tie-breaking procedure.

## 9. GAME AND SCORE REPORTING

- A. The Elite Tournament's field marshal will ensure that the game report forms are properly completed with issued cards and score. The field marshal will obtain signatures from the referees, home and visiting coach to verify all of the information reported on the game report.
- B. The field marshal will ensure that the scores of each game and subsequent cards are reported to the site and tournament headquarters at the end of every game.

## **10. INCLEMENT WEATHER**

- A.** In the event of inclement weather, the tournament committee will have the authority to change game as follows:
  - i.** Relocate or reschedule any game(s);
  - ii.** Change the duration of any game(s);
  - iii.** Cancel any preliminary game(s) that have no bearing on the selection of division winners.
- B.** In the event inclement weather forces total cancellation of the tournament, teams may be refunded entry fees after costs are covered.

## **11. CONDUCT**

- A.** Smoking is NOT permitted at any game sites.
- B.** Pets are NOT permitted at any tournament fields.
- C.** Alcoholic beverages are NOT permitted at any game sites.
- D.** Players, coaches and spectators are expected to conduct themselves within the spirit of the law, as well as the letter of the law. Displays of temper and/or dissent are cause for ejection from the game and surrounding field area. Repeated violations may result in the suspension of the team or person from the tournament and/or future tournaments as decided by the tournament committee.
- E.** Both teams (players and coaches) will be on the same sideline. Spectators of both teams will take the opposite side of the pitch. No one will be allowed behind either end line.
- F.** A player or coach receiving a red card because of foul language or unruly conduct will not be able to participate in the tournament game following the game the card is issued. The tournament committee reserves the right to allow a coach or player who received a red card to participate in the tournament with a red card as long as the card was not due to foul language or unruly conduct. The tournament committee also reserves the right to suspend any player, coach, or team from the tournament for unruly conduct.
- G.** In the event of assault / abuse on a game official, a judiciary hearing shall immediately be convened at a tournament site to be designated by the tournament director. All terms described in the USSF Official Administrative Rule Book under Rule 3.2.8, Suspension for Assault on an Official, shall apply. In any event a player, coach, or other team official who is charged with assault on a game official is suspended from further participation in the tournament.
- H.** Any teams disregarding a decision by the referees and / or the tournament committee to either suspend or cancel tournament play, can be disqualified for the remainder of the tournament. A written complaint will be filed with the team's state, provincial or national association (if applicable).