



## **Bowling Green Football Club Tournament – Competition Rules**

### **1. *Intro / General Information***

- The following rules apply to the Tennessee Soccer Club outdoor tournaments.
- The Tournament Director / Committee reserves the right to relocate, reschedule, or change the duration of any game.
- The Tournament Director / Committee reserves the right to decide on all matters pertaining to the tournament, and his/her decision is final.
- Teams are not considered accepted for any event until **PAYMENT IS RECEIVED**.
- Any teams withdrawing from the event after registration close will be subject to a 50% refund. Depending on the time of withdraw, BGFC reserves the right to hold the entire entry fee to recover costs for unrecoverable work. BGFC reserves the right to request funds if the team does not pay in a timely manner.

### **2. *Eligibility***

- Competition is open to any and all teams.
- Players may play on **ONLY ONE** team.
- All players under the age of 18 **MUST** have a parent or guardian sign a liability waiver in order for them to participate.
- All players **MUST sign a liability waiver in order to participate in the competition**. This will be done onsite at the tournament.

### **3. *Rules / Exceptions***

- No protests will be allowed.
- All FIFA rules will apply except for the following:
  - The Field and Ball
    - Games will be played on a modified-size field. The boundaries will be clearly identified on the pitch and specified to the teams by the referee. The goalkeeper's area will be the small box directly in front of the goals.
    - Regulation size 5 footballs will be used.
  - The Number of Players
    - Teams may have a maximum of 9 players per team; 6 players are on the field at one time; 5 open-field players and 1 goalkeeper.
    - Unlimited substitutions are allowed, with the referee's discretion. The referee must be notified if there shall be a goalkeeping change.
  - The Player's Equipment
    - Players are strongly recommended to wear shin pads
    - All players within a team must wear the same color playing shirt with numbers on the back. In the event there is a clash between two teams' colors, bibs will be supplied by the tournament staff.
    - Players may not wear jewelry or any other sharp adornments while playing.
  - The Duration of the Match
    - The games will be played as such: (1) 20-minute continuous game. Stoppage time given at the discretion of the referee.
    - The Tournament Committee reserves the right to adjust game length due to weather, schedule conflicts, daily minutes played, etc.
  - Start and Restart of Play
    - Opposing team must be 5 yards from the kickoff point during goal restarts.
    - When the ball goes out over the sideline, it is placed on or behind the sideline. From a stationary position, the ball is kicked NOT thrown into the field of play to another player.
    - Corners will be taken in the instance a defending player touches the ball before crossing the end line. A goal kick will be awarded in the instance an attacking player touches the ball before it crosses the end line.
    - All kick-ins (including corners, goal kicks, free kicks, etc.) must be completed within 6 seconds. The 6 seconds begins at the referee's discretion.
    - The opposing team must stay at least 5 yards from the ball for any restart of play.
    - A goal CANNOT be scored directly from a sideline kick-in, kickoff restart, or goal-kick.
  - Free Kicks
    - Direct and indirect free kicks will be awarded at the discretion of the referee.

- A direct free kick allows the kick taker to make a scoring attempt; an indirect free kick requires the ball to be touched by another player prior to scoring.
- A direct free kick will be awarded as such:
  - A foul e.g. tackle from behind, incorrect slide tackle, careless/excessive contact. A direct free kick may also be awarded if the referee deems a player to have acted in an unsportsmanlike manner e.g. purposely stopped the ball with his/her hand etc.
- An indirect free kick will be awarded for all other offences such as; - accidental handball, goalkeeping infringement, breach of the goalkeeping area by open-field players, restart of play.
- All opposing players must be 5 yards from the ball on direct and indirect free kicks.
- Fouls and Misconduct
  - There is absolutely **NO** slide tackles or tackling at all. Playing on the ground is not permitted and will result in an indirect free kick.
  - Minimal shoulder-to-shoulder contact will be allowed, and judged by the referee. A direct free kick will be awarded in the instance of excessive contact.
  - There are NO offside.
  - The referee has the ability to remove a player from the game for unsportsmanlike conduct. This will result in a complete removal from the remainder of the game.
  - Yellow Cards = Immediately must leave field and unable to return to the field for 2 minutes, time will be monitored by the referee
  - Red Cards = Player must immediately leave the field, cannot return, must sit the team's next game, and the team plays the remainder of the match down a player.
- The Penalty Kick
  - A penalty kick is awarded if a defending teams' player commits an offence denying an attacking player an obvious goal scoring opportunity e.g. foul in the goalkeeper box, handball within goalkeeper's box from an outfield player.
  - The penalty taker must be identified, and taken from the top of the goalkeeper's box.
  - All players other than the taker and goalkeeper must be no closer than the midfield line while the kick is taken.
- Goalkeepers
  - Goalkeepers have 6 seconds to control the ball with their hands inside their own penalty area.
  - Goalkeepers are not allowed to pick up a back pass from any of their teammates.
  - Goalkeepers restart with a goal kick when the ball crosses the end line, out of play, from the opposition team.

#### 4. *Play*

- Both teams will be benched on the same central side of the field, with all spectators on the opposite/outer side.
- Teams must check with the REFEREE at least 10 minutes prior to their scheduled kickoff time.
- There will be NO COIN TOSS. The HOME team will have the opening kick-off.
- The game clock will be kept on the field and will not be stopped because of an injury to any player unless, at the discretion of the referee, and if the injured player is removed from the field by medical personnel.
- Teams failing to report ready to play at the scheduled time will forfeit the game. If both teams fail to report on time, both teams will acquire a loss. **There is NO grace period.**
- A team may begin play with a minimum of players determined by the total amount on the field. The Referee will outline the minimum needed should this become an issue (minimum number to play is 4 players). Addition of late players will take place at regular legal substitution periods. The opposing team will play at full strength.
- **RED CARD POLICY:** Players sent off and/or coaches removed from a game are **automatically suspended from their team's next tournament game. No exceptions!**
- If a coach is ejected, another team representative (manager, treasurer, parent) is allowed to coach the team's next game. The coach is allowed to attend the next game, while sitting on the parent's sideline, but will not instruct the team in any manner. Any reported violation of this rule will result in a forfeit by the team.

#### 5. *Brackets / Scheduling / Scoring*

The Tournament Committee will bracket and schedule the tournament. Exceptions will be noted but cannot be guaranteed. Official scoring is at the Tournament HQ.

16 Teams = 4 Groups of 4; Group Winners Advance; 3 group stage games minimum (Semi-Finals + Final)

12 Teams = 3 Groups of 4; Group Winners Advance + Best 2<sup>nd</sup> place finish; 3 group stage games minimum (Semi-Finals + Final)

10 Teams = 2 Groups of 5; Top-2 Group Winners Advance; 4 group stage games minimum (Semi-Finals + Final)

#### *Scoring / Point System for Group Stage Games*

- Win = 3 points
- Tie = 1 point
- Loss = 0 points

### ***Tie Breaker***

- In the event of a tie within a bracket after preliminary games are complete, the following tiebreakers will be used to determine the winner of the bracket.
  - Winner of head-to-head competition (These criteria will not apply if more than 2 teams are tied.)
  - Most wins
  - Net Goal Differential. (Goals for minus goals against)
  - Most goals scored
  - Least goals allowed
  - Kicks from penalty mark using FIFA rules
- If more than 2 teams are tied, the tiebreaker sequence will be followed starting at bullet #2 until a team is eliminated. The remaining teams will restart the sequence until the tie is broken.
- If 3 teams or more teams are tied after the tiebreaker sequence, FIFA kicks will be taken. A blind draw will determine the order in which the teams kick. A coin toss will determine the order of kicks.

### ***Forfeiture***

- Forfeits will be scored 3-0 for the winning team.

### ***Knockout play - Ties will be settled as follows***

- If the score is tied at the end of the sudden death periods, FIFA kicks from the penalty mark will decide the outcome.

### **6. *Inclement Weather***

- No games will be played if lightning is in the area. **THERE WILL BE NO EXCEPTIONS!**
- Only the Tournament Director/Committee may cancel a game due to weather.
- Games shall be considered completed if half of the match has been played and play is stopped either by the Field Referee or the Tournament Director(s). The score at stoppage of play will be the final game score. If half of the match has not been completed and the game is stopped, every effort will be made to complete the game, or play to complete at least 10 minutes of play and record the score as final. If a game is cancelled before it has started, every effort will be made to reschedule the game.
- In the event that the rescheduling is not possible, and game cancellation creates a situation where teams within the division are unable to play an equal number of qualifying games, the group winner will be determined on the basis of average tournament points for games played (including the tie breaker procedure). The team with the highest average points will be declared the winner of the group. In the event of a tie that cannot be resolved by point averaging, the advancing teams will be determined by a coin toss or by FIFA penalty kicks as directed by the Tournament Director(s).
- The Tournament shall NOT be responsible for any expenses incurred by any team or individual if the tournament is canceled in whole or in part for any reason.
- No refund will be guaranteed if the whole or part of the tournament is cancelled.

### **7. *Referees***

- Referees are authorized to take appropriate action to maintain proper control of matches.
- Referees have the right to warn, ask to leave, or eject from the field, any player or spectator who, they feel is bringing the game into disrepute.
- The referee's decision is final.

### **8. *Prize Money***

- Dependent on the total number of teams accepted into the tournament.
  - 16 Total Teams = \$5,000 First Place Prize; \$1,000 Second Place Prize
  - 12 Total Teams = \$3,500 First Place Prize; \$500 Second Place Prize
  - 10 Total Teams = \$2,500 First Place Prize; \$250 Second Place Prize

## **LAWS CHANGES AND CLARIFICATIONS**

In June 2019, US Soccer distributed the following to its Member State Associations and State Referee Committees outlining the changes to the Laws of the Game:

<https://ussoccer.app.box.com/s/u475o2m6aa7ao13mxme5siemcufugsei>

Regarding the Substitutions section, please know that the current procedure of managing substitutions on the team bench side is to continue. Substituted players must leave the field of play at the half line near their team bench. Please do not allow players to leave the field of play other than at the team bench side.

While the new procedures adopted by IFAB assist in eliminating time wasting at the professional level where playing fields are surrounded by barriers and security measures, our concern at the youth level is to avoid any possible conflict between a player leaving the field and spectators that may line the field in areas other than at the team bench area. In the youth soccer environment, generally there are no barriers or security between the playing field and spectators, thus there is an opportunity for interaction between a player leaving the field of play and spectators. This should be avoided by continuing to manage the substitution process at midfield between the team benches.