

DEEP RUN TURKEY TOURNAMENT RULES

- I. General Rules.
 - A. The Tournament Director's interpretation of these rules shall be final and binding.
 - B. The Tournament Director reserves the right to decide all matters pertaining to this tournament.
 - C. First and Second place trophies will be awarded to Champions and Finalists.
 - D. Refunds will not be given to teams who withdraw after acceptance into the tournament.
 - E. Under no circumstances, whatsoever, will the Tournament Director or the Deep Run Valley Sports Association be responsible for any expenses (hotel, travel, food for example) incurred by the team.
 - F. Teams should arrive at the scheduled field 20 minutes prior to game time to be checked in by the appropriate official.
 - G. Teams may warm-up in any area other than the field of play and directly behind the goal area while a game is in progress.

- II. Team, Player and Coach Eligibility.
 - A. All players must have current validated passes from their appropriate State Association for the team on which they are participating.
 - B. Teams may register a maximum of 5 guest players (U9-U12) and 7 guest players for (U13-U16).
 - 1. Guest players may not put the team over the maximum roster size.
 - 2. Secondary players and club pass players shall be considered a guest player for the purposes of this tournament and be included the maximum guest player amount.
 - 3. All guest players must have a current validated pass from their appropriate State Association.
 - C. No player may play for one team in the tournament for the duration of the event.
 - D. Teams traveling from outside of Region 1 MUST have a copy of the permission to travel form approved and signed by a USSF representative or their State Association if required by the traveling teams State Association. This may also apply for some states within Region 1.

- E. Only coaches on the team's roster with valid passes shall be allowed in the bench area.
 - F. No person other than a coach with a valid pass shall speak with a referee or tournament official.
- III. Laws of the Game.
- A. All games shall be played in accordance with the FIFA Laws except as specifically modified by these Tournament Rules.
- IV. Roster Size.
- A. U9-U10 teams may have up to 14 players.
 - B. U11-U12 teams may have up to 16 players.
 - C. U13-U16 teams may have up to 22 players. Only 18 players may dress for each game.
- V. Duration of Play.
- A. All matches shall consist of 2 halves of equal length as follows:
 - 1. U9-U10: 20-minute halves
 - 2. U11-U12: 25-minute halves
 - 3. U13-U16: 30-minute halves
 - B. The break between halves shall be 5 minutes.
 - C. Referees will keep running clocks on all games including finals and consolation matches.
 - D. No injury time or other compensating time will be added.
- VI. Player Equipment.
- A. All teams must wear uniforms with numbers. In case of conflicts in color, team listed first on the schedule is the home team and must change team jerseys.
 - B. No jewelry or metal cleats will be allowed.
 - C. Eyeglasses should be safety glasses or sport glasses and shall require a tether, strap or headband to secure the eyeglasses to the player's face.
 - D. Players wearing casts, splints or any other such item will be subject to the discretion of the referee.

1. If the referee decides that such cast, splint, or other item poses a dangerous threat to other players, that player will not be eligible to play.
 2. If a referee allows a player to compete while wearing a cast, splint or other item, referee retains the right to remove that player from the field if player uses such item in a manner that is dangerous to the remaining players on the field.
- E. The Tournament Director will make every effort to allow players to compete.

VII. Field and Game Equipment.

- A. Host club will be responsible for the field markings, goals, nets and corner flags.
- B. Ball size:
 1. U9-U12 Size 4
 2. U13-U16 Size 5

VIII. Substitutions.

- A. FIFA Laws of the game concerning substitutions will be followed with the referee's permission:
 1. After a goal has been scored.
 2. Before a goal kick by either team.
 3. At the beginning of the second half of play.
 4. At a throw-in by the team in possession.
 5. At a throw-in by the team without possession if, and only if, the team with possession elects to substitute (This is done to minimize the time lost due to substitutions).
 6. To replace a cautioned (yellow card) player.
 7. In case of a stoppage of play for an injury, on a one-for-one basis for the injured player(s). The opposing team may substitute one player for each substituted injured player.
- B. Players receiving a red card may not be substituted for.
- C. No substitutions will be permitted on corner kicks or after the game has ended in a tie prior to penalty kicks.
- D. All substitutions must enter from mid-field with the permission of the referee.

E. The referee may disallow substitutions if that request is judged to delay the game.

IX. Conduct.

A. Coaches are not only responsible for their own conduct, but also for the conduct of their players, parents and spectators.

B. Players and coaches ejected from a match (red card) must sit out the remainder of that match and another player may not replace such players.

C. Any such player or coach receiving a red card shall be suspended from the remainder of the tournament.

D. The Tournament Director reserves the right to impose a two-game suspension for violent misconduct or one-game suspension for personal foul where no red card is issued.

E. All red cards will be reported to the appropriate State Association within 48 hours of completion of the Tournament for further disciplinary action from the appropriate State Association.

F. Red cards issued after the end of regulation play or because of physical assault are subject to review by the Tournament Director and a more strenuous penalty may be imposed.

G. Spectators, parents and coaches may be ejected for unruly behavior.

H. The Deep Run Valley Sports Association will not tolerate verbal abuse of the players, referees, or other guests.

I. The authority of the referee shall continue during the exchange of patches.

J. Should a coach or team official be sent off (ejected from the match by the referee), the coach or team official must leave the field.

K. The Tournament Director may file a report with the league in which the team is registered.

L. The Tournament Director shall retain discretion to suspend players and coaches from further participation in the Tournament.

M. Players, coaches and spectators ejected for assault are suspended from the remainder of the tournament and shall leave the tournament site.

1. The Tournament Director shall report any and all assaults to the appropriate law enforcement authority.
- X. Number of Matches.
- A. All teams will play 3 matches.
 - B. In a 4- Team Division, each team will play 3 matches.
 - C. In a 6 Team Division, the division will be divided into two 3- team brackets. Each team will play the other 2 teams in the respective bracket and then will be seeded. The winner of each bracket will play for the Division Championship. The second-place finishers of both brackets will play each other in the 3rd Place match. The last place finishers will play a consolation match.
- XI. Protests.
- A. All game results shall be final. No protests will be allowed or entertained.
- XII. Team Field Position.
- A. Every player, coach and team official from both teams will be on one side of the field. All Spectators will be on the opposite side of the field.
 - B. No spectators are permitted to stand behind the goal area, except for designated fields.
 - C. Coaches shall be responsible to make sure their spectators abide by these rules.
- XIII. Forfeits.
- A. Each team shall have the minimum number of players to start a match:
 1. U9/U10: 5 players.
 2. U11/U12: 7 players.
 3. U13+: 9 players.
 - B. A team shall be allowed a 10-minute grace period after the scheduled kick-off in the preliminary rounds before the match is awarded to their opponent. If after the 10-minute grace period, a team does not have the minimum number of players, that team shall forfeit the match.
 - C. If the minimum number of players are present the match may not be delayed.

- D. If during the match a team falls below the minimum number players, the game will be forfeited to their opponent.
- E. All forfeited matches shall be recorded as a 4-0 win for the non-forfeiting team.

XIV. Procedure for Determining Placement in Division.

- A. At the end of all matches in 4- team divisions, or at the end of the preliminary round matches for 6- team brackets, each team will be ranked according to its performance. This ranking will determine placement for 4- team brackets, and it will determine the teams that will meet in the championship, third place and consolation matches for 6- team divisions.
- B. Teams will be ranked in order of match points, based on the following:
 - 1. Win-3 points
 - 2. Tie-1 point
 - 3. Loss-0 points.
 - 4. The team with the most match points finishes first.
- C. Tie-Breaking Procedures.
 - 1. Winner of head-to-head competition.
 - 2. Goals against.
 - 3. Goal differential (maximum of 4 per game).
 - 4. Goals for (maximum of 6 per game).
 - 5. Penalty kicks.
 - 6. If 3 or more teams are tied for any position, the above process will be used, except head-to-head competition will be eliminated, and the first tiebreaker will be goals against.

XV. Ties.

- A. Ties will stand at the end of regular play for the preliminary round matches, third place matches and consolation matches.
- B. If the score is tied in a championship match of a 6- team division, penalty shots will decide the outcome. No overtime period shall be played.

1. Only the players on the field of play at the end of the overtime period are eligible to participate in the penalty kicks.
2. The referee shall decide the goal at which all the kicks shall be taken.
3. The team winning the coin toss shall take the first kick.
4. Each team takes 5 shots alternately. The team scoring the most goals wins.
5. If the score is tied after 5 shots by each team, the taking of shots continues alternating, until one-team scores and the other team does not.
6. No player may shoot an additional time until all eligible players, including the goalkeeper have taken their opportunity to shoot.
7. Other than the shooter and the 2 goalkeepers, all eligible players must remain in the center circle while the shots are in progress.

XVI. Match Cancellation.

- A. A match that has been cancelled by the Tournament Director will be awarded a 0-0 tie.

XVII. Inclement Weather.

- A. Regardless of weather conditions, coaches and their teams must appear on the field of play as scheduled, ready to play unless notified by a member of the Tournament Director. Failure to appear will result in forfeiture of the match (see Rule XIII, Forfeits).
- B. Only the referee or the Tournament Director can cancel or delay a match.
- C. Inclement Weather before the Match: Referee and/or the Tournament Director may reduce the length of a match, and subsequent matches by 50%; however, the halves of the match must be of equal duration. If a match is cancelled, the Tournament Director, will award a 0-0 tie.
- D. Inclement Weather during the Match: The match will be considered completed and the score will stand if one-half has been completed. If less than one-half of the match has been completed, the Tournament Director will award a 0-0 tie.
- E. Inclement Weather before the Start of the Tournament: In the event severe weather causes the cancellation of the tournament, the entry fees, less any administrative costs will be refunded.

XVIII. Cancellation Policy.

- A. There will be no registration refunds for partial cancellation of the tournament for any reason.
- B. There will be no refunds for a team withdrawing from the tournament after the payment deadline.
- C. In the event of a full tournament cancellation (no games played), the tournament will provide refunds of team application fees, less any administrative costs.