

2012 BORDER BATTLE

GSi SOCCER TOURNAMENTS - RULES OF PLAY

LAW 1 – LAWS

The rules of this tournament shall be in accordance with Kansas Youth Soccer, US Youth Soccer, FIFA and USSF except as modified and approved herein.

LAW 2 – TEAM ACCEPTANCE

The tournament committee reserves the right to accept or reject any team application. Once accepted by the Tournament Committee, the application fee is non-refundable.

LAW 3 - TEAM ELIGIBILITY

This tournament shall be open to all teams comprised of properly registered youth players (as defined by the rules of USYSA) and are in good standing with its state youth association.

Each team must provide the following at check-in:

- Official state Roster
- Player Passes/cards
- Travel Permits (for all out of state teams) – not applicable for US Club Soccer Teams
- Guest Player Loan forms (if applicable)
- Medical waivers

LAW 4 – GUEST PLAYERS

There will be a limit of five guest players allowed. All guest players must have player passes, medical waiver, and signed loan forms.

LAW 5 – AGE GROUPS

Border Battle will be open for teams ranging from U8-U19s.

Please note: *Players will be permitted to play on their own team and to “play up” within the same club. For example, a U12 player may also play for the U13 team of the same club.*

LAW 6 – TEAM CHECK-IN

A representative from each team is requested to attend the team check-in meeting prior to the tournament. Any changes to the schedule or any other tournament details will be passed onto the teams at this meeting. The tournament will not be held responsible for not passing on information to any team that does not attend the check-in meeting. It is highly recommended, therefore, that a team manager, coach or representative be present at the check-in meeting.

LAW 7 – PRE-GAME PROCEDURE

Field Marshals will conduct the pre-game check-in when appropriate, in order to minimize delay between games. The referee will review the results of the check-in with the field marshal and make the final ruling on any questions.

Only at this pre-game procedure may a player be challenged by an opposing manager/coach. Challenged players will be noted by the Referee on the Referee game report, but will be allowed to participate in the game so long as they have valid, verified player passes and are listed on the validated roster.

A player who arrives at the playing field after the Pre-game procedure, may enter the game once the game officials verify the player is eligible and with the permission of the center referee. A late arriving player may be challenged at the time he is allowed to participate by the center official.

LAW 8 – TEAM BENCHES

Both teams will be situated on the same side and the spectators will be on the opposite side of the field.

LAW 9 – MATCH BALL

Each team shall furnish a regulation game ball to the referee prior to the game. The referee will then select the game ball. U8-U12 age groups will use size 4 balls and U13 and above will use size 5 balls.

LAW 10 – NUMBER OF PLAYERS

U8, U9, U10 will play 6 v 6 with a maximum of 11 players on the roster. U11 and U12 will play 8 v 8 with a maximum limit of 14 players on the roster. U12 and above will play 11 v 11 with a limit of 18 players on the roster. (U16 – U19 teams can roster 22 players but only 18 can suit up for each game)

LAW 11 – COLOR CONFLICT

In cases where the referee deems there to be a color conflict the visiting team (listed second on the Official schedule) will be responsible for changing their uniforms.

LAW 12 - SUBSTITUTIONS

The team in possession may substitute at any time after any “dead ball” situation (corner kicks, free-kicks, throw-ins etc). However, teams not in possession of the ball can only substitute provided that the team in possession is also substituting.

Free substituting is allowed for both teams after goals, goal kicks and at half time. The substitutes must be at the centerline ready to enter before the referee will allow the substitution to take place. The referee has the authority not to allow the substitution if he/she believes that the procedure will stop the flow of the game or is being used as tactical time wasting ploy.

LAW 13 – CASTS OR ORTHOPEDIC BRACES

Both casts & braces must be approved by the referee to ensure that they are not dangerous to any of the players on the field.

LAW 14 – DURATION OF THE GAME

The duration of games will be as follows:

Age Group	Duration
U19, U18, and U17	2 x 35 = 70 mins
U16 and U15	2 x 35 = 70 mins
U14 and U13	2 x 30 = 60 mins
U12 and U11	2 x 30 = 60 mins
U10, U9, U8	2 x 25 = 50 mins

LAW 15 – SHOOT-OUT

In case of a tie after regulation, FIFA style penalty kick shootouts will determine the winner. (The best of five kickers, then sudden death between kickers)

LAW 16 - FORFEITS

A minimum of 7 players constitutes a team. A 10-minute grace period will be extended beyond the scheduled kick-off time before a forfeit shall be declared. Failure to complete a match, or a team leaving the field during play, will result in forfeiture. No team that has forfeited a match will be declared a group winner for advancement purposes, unless the tournament director deems the reason for the forfeit worthy. The purpose of this rule is to deter teams from not showing for their last games if they have already mathematically advanced. Worthy reasons for a forfeit would include but would not be limited to: highway traffic jams, team going to the wrong facility etc.

For tie-breaking purposes, the score of a forfeited game shall be set as the average of goals scored by the winning team rounded up to the nearest whole number, against the average of the goals given up by that team rounded down to the nearest whole number, as a minimum, the score will be recorded as 1-0.

LAW 17 – CONTROL OF THE SIDELINE

Players, reserve players, managers, coaches, assistant coaches and fans are expected to conduct themselves within the letter and spirit of "THE LAWS OF THE GAME." The site directors have the authority and responsibility to remove any person(s) from the tournament grounds for conduct abuse, in addition to any specific disciplinary action brought about by other authority.

LAW 18 - PROTESTS

There will be NO PROTESTS. The Site Director will resolve all disputes immediately. These decisions will be final.

LAW 19 – POST-GAME PROCEDURE

We ask that as a mutual courtesy, both teams congratulate each other after every game. The tournament committee recommends souvenir patches, pins, etc. may be exchanged during the handshake after the game. The following procedures should also be used:

The Referee or Field Marshals will insure the return of all player passes to each team

Manager/coach of both teams will confirm the score with the referees.

Referee will complete the Game Report and deliver it with any incident reports to the Site Director Desk.

Manager/coach of both teams will insure that their sideline area is clean and that all trash is in containers.

LAW 20 – RED CARDS & TEAM DISCIPLINE

A red carded player will automatically miss the next scheduled game, but depending on the severity of the unacceptable conduct, the Disciplinary Committee may recommend suspension up to the duration of the Tournament. Further disciplinary action by the State Association or national association may be recommended.

LAW 21 – POINT SYSTEM

3 points for win, 1 for tie, 0 for loss.

LAW 22 – TIE BREAKERS

If at the conclusion of the preliminary rounds a tiebreaker is needed the following criteria will be utilized:

- Head to head (not used if more than two teams are involved in the tie breaker)
- Goal difference (i.e. goals scored minus goals allowed with 4 goal maximum differential, e.g. 10-1 games will be deemed 5-1)
- Most shutouts
- Fewest goals allowed
- Most goals scored (no maximum)
- Sudden death penalty kicks

LAW 23 – SHORTENING OF GAMES

In the event unusual conditions necessitate rescheduling, curtailment, or cancellation of games, the Tournament Director shall have absolute authority to make these changes to best serve the interest of the tournament.

LAW 24 – REFUND POLICY

The Tournament Committee, and/or host affiliate will not be responsible for any expenses incurred by any team due to the cancellation in part or whole of this tournament. Refunds will be provided under the following guidelines:

If the tournament is cancelled prior to the first game being played due to circumstances outside the control of the Tournament Committee or GSI Sports, \$150 of the entry fee will be retained and the balance refunded to paid entries. \$75 per game will be refunded for every game cancelled after the start of the tournament. If not enough teams are realized within a specific age bracket, the Tournament Director shall notify the participants as soon as possible and the participants will be given the option to play up or receive a full refund.