



**F.C. Portland Academy  
2012 Winter College Showcase  
Tournament Rules**

FIFA Laws of the Game, including any 2011-2012 changes, apply as supplemented by the following rules of the competition:

**Tournament Headquarters**

The tournament headquarters will be located at 53<sup>rd</sup> Ave. Sports Complex

**Contact info:**

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53<sup>rd</sup> Ave. Sports Complex (Tournament Headquarters)- 300 N.E. 53<sup>rd</sup> Ave., Hillsboro, OR 97124

**Credentials**

**Please note that we will be using the 2011-2012 seasonal year to determine age groups.**

Teams must check in the night before the tournament begins. If there is a situation that cannot be helped, each team will be allowed to check in no later than 1 1/2 hour before a team's first game of the competition. The team representative must present the credentials of the team to the tournament director/cup coordinator for approval.

The credentials of the team consist of:

Teams traveling as non US Club teams using USYS (state association teams) cards:

1. USYS teams traveling from any state in Region 4 (Alaska, Arizona, California, Colorado, Hawaii, Idaho, Montana, Nevada, New Mexico, Oregon, Washington, and Wyoming) are **not** required to have travel papers - however please notify your state office via email that you will be attending an Oregon tournament with the dates of the tournament. All other states **MUST** have travel papers.
2. All USYS teams must have a roster that is approved by your club's registrar or state office
3. Player cards issued by your USYS/State Association
4. Medical release forms for each player
5. Guest player loan forms only if you are not from Region 4

Teams traveling as a US Club Soccer Team

1. US Club player passes for each player
2. US Club official roster
3. US Club Medical release
4. Guest player loan forms for any player outside of the club

Traveling from Canada

1. Provincial Association approved roster
2. Permission to travel from Provincial Association
3. Medical release
4. Loan forms for guest players (guest player approval forms from Provincial Association or club where players are borrowed from)

### **Rosters**

Roster changes cannot be made following the credential check. **Four** guest players may be used to complete a roster of 22 players for U16-U18 age groups. Each guest player must have a valid USYS player pass or US Club Soccer player pass, or a Canadian Soccer Association or Passport, and be of proper age.

### **Uniforms**

Each team must have two sets of jerseys. The team listed first on the tournament schedule is designated as the home team and must change in the event of color conflict. No player may play while bleeding or while having excessive amounts of blood on the uniform.

### **Minimum Number of Players**

The minimum number of players for a team required to start a match is seven. Any team that is not ready to start with the minimum number of players within 10 minutes following game time will forfeit the game with a score of 3-0 to the opposition.

### **Tournament Format and Results and Standings**

- Each team will play a minimum of 4 games per team. Teams in all age categories will be placed in one group regardless of the number of teams. The tournament will use a standard FIFA point system – 3 points for a win, 1 point for a tie and 0 points for a loss. The team with the most points in the group will be deemed tournament champion.
- If 2 teams are tied in points in a group/age category the following criteria (in order) will be used to determine a champion:
  1. Result of the head to head match.
  2. Goal differential
  3. Most goals scored
  4. Least amount of goals given up
- If 2 or more teams are still tied after this, then these teams will be deemed as co-champions.

### **Duration and Game Balls**

- Game duration will consist of 2 x30 minute halves, no stoppage time allowed. There will be no overtime periods.
- Half-time interval is 5 minutes, subject to reduction by the referee to keep the tournament schedule.
- All teams will use size 5 NIKE balls which will be provided by the tournament.

### **Technical Area**

Only coaches, managers, players, substitutes, game officials and tournament staff are allowed in a team's technical or "bench" area. ***All spectators must position themselves on the opposite side of the field,*** at least two yards behind the touchline, and at least 18 yards from the goal lines. The tournament director may require spectators to relocate to avoid interference with play or with game officials.

College coaches will be permitted to stand/sit on either side of the field but NOT in the technical area.

### **Substitutions**

Due to running time, teams will be limited to two (2) substitution opportunities per half. An unlimited number of players can be substituted during these substitution opportunities, with player re-entry, but each team will only have 2 opportunities per half. An unlimited number of player substitutions can be made at half time as well. Substitutions are only allowed at any stoppage of play with the consent of the referee.

### **Responsibility of Coaches**

Coaching is permitted from the technical area by one of the persons who have been identified on the roster as a coach. Coaching means giving directions to his/her players on points of strategy and position in an informative tone of voice. No mechanical or electronic devices may be used.

Dissent (by word or action), offensive, insulting or abusive language, or other threatening or insulting words or gestures by a coach, player, or spectator directed toward another player, opponent, game official, or spectator will not be tolerated under any circumstances.

The coach is responsible for the misconduct of the team's coaches, managers, players, and spectators whether or not the coach has participated in or encouraged the misconduct.

### **Misconduct**

Fair Play Please!

In general, two yellow cards accumulated by a player in one game will equal a suspension from that game and the next scheduled game. 3 yellow cards accumulated by a player throughout the tournament equals a suspension from the next scheduled game. One red card in any game will result in the player being suspended from the remainder of that game plus the next scheduled game of the tournament, and possibly more depending on the severity of the infraction.

**Warning.** The minimum punishment for a player who is sent off and for a coach who is cautioned or ejected is suspension for one game after the game in which the misconduct occurs. A player who is sent off because of serious foul play may be disqualified from all further play during the tournament/competition. Any player, coach, or manager who is sent off or ejected because of violent conduct will be disqualified from all further play in the tournament/competition. A player, coach, or spectator who assaults or threatens a game official is subject to more severe penalties.

A coach who is ejected from a game must leave the premises immediately and without dissent. Failure to do so may result in additional punishment for the coach and/or team. A coach who is ejected from a game will be suspended from other tournament matches. Another coach, the manager, or another responsible adult may then coach the team for the remainder of the game, but if no such person is available the game will be terminated and the team will forfeit the game with a score of 3-0 to the opposition.

The team of a player, coach, or manager who is sent off for serious foul play, violent conduct, or offensive, abusive, threatening or insulting words or actions may be further punished by the loss of points in the preliminary round or by forfeiture of a semi final or final game.

### **Protests and Appeals**

The Laws state that the decision of the referee on points of fact is final as far as the outcome of the game is concerned. No protests or appeals will be heard.

### **Miscellaneous**

All decisions of the tournament committee are final and may not be appealed.

There will be a Sports Injury Trainer/Booth on site during the tournament for both preventative services such as taping ankles and in response to injuries.

Once a team has been accepted, there will be no refunds.

The tournament committee reserves the right to suspend and reschedule games and to alter the duration of games because of the failure of pre-supposed conditions such as weather, fields, etc.

**Note: These rules are subject to change prior to the start of the tournament.**

**Supplemental Information on Fouls and Misconduct**

The referee is required to refrain from punishing breaches of the Laws that are doubtful, trifling, or when punishment would result in an advantage to the offending team.

Most casual spectators do not know that "hand ball" is defined by Law XII as deliberately carrying, striking, or propelling the ball with the hand or arm.

A player is supposed to be whistled for being in an offside position only if he/she is actively involved in play at the time the ball is played or passed by a teammate.

Direct free-kick fouls (fouls which are awarded with a direct free-kick) include (a) spitting, holding, when tackling making contact with the opponent before making contact with the ball, and deliberately handling the ball, and (b) kicking, tripping, jumping, charging, or pushing carelessly, recklessly, or with disproportionate force.

Indirect free-kick fouls include impeding, dangerous play, charging the goal keeper, and certain actions by the goal keeper such as handling the ball after it has been deliberately passed from the foot of a teammate or thrown in by a teammate, and time wasting tactics.

A player will be cautioned for unsporting behavior, dissent, entering or leaving the field without the permission of the referee, and persistent infringement of the laws. A player will be sent off for serious foul play, violent conduct, offensive, insulting or abusive language, or committing a second cautionable offense.

**ALCOHOLIC BEVERAGES AND TABACCO PRODUCTS ARE PROHIBITED. NO DOGS, EVEN ON A LEASH, WILL BE PERMITTED ON SCHOOL GROUNDS.**