

HALLOWEEN BLAST TOURNAMENT RULES

BLAST SOCCER CLUB

SCOPE: This manual is applicable to the annual U10-U18 girls and boys Halloween Blast Tournament. Times and locations of the Halloween Blast will be set by the Blast Club Board of Directors. Any discrepancies or omissions to this manual are to be resolved by the Tournament Director. There will be a minimum of three (3) games per team.

AVAILABLE DOCUMENTS: FIFA “Laws of the Game” as amended annually.

FEES: \$350 for U-10 Academy Teams; \$400 for U-11/12 Teams & \$450 for U-13 to 18 teams. A club may submit one check for any or all of its teams participating. All checks are to be payable to: “Blast Soccer Club”.

PLAYER/COACH PASS (ID card): Each player/coach participating in the Halloween Blast Tournament must have an official pass issued by their governing organization. The pass shall have a current photograph of the player/coach permanently attached. These cards will be required at the tournament check-in and prior to each game.

REGISTRATION: Each team is required to have a representative check-in at the Tournament Registration Headquarters on Friday, between 6:00 PM to 10:00 PM. Check-in may be performed the day of the tournament at the sole discretion of the Tournament Director. Teams wishing to check-in on the day of the Tournament must notify and receive authorization from the Tournament Director no later than 6:00 PM on the Thursday prior to the tournament. Each team must check-in at least 1 hour prior to their scheduled start of its 1st match. Each team must provide the following information so that each team may be contacted in the event of circumstances require it:

- The hotel or place where the team is staying.
- The hotel room number(s) of the team’s coach and/or assistant coach and/or manager with their respective cell phone number(s).
- A signed Medical Release Form Waiver for each rostered player participant

TEAM ELIGIBILITY: To be eligible for Halloween Blast Tournament play, a team must be comprised of properly registered and rostered youth players and, additionally, the team and its affiliated organization shall both be in good standing with USSF.

TEAM ROSTERS: All teams entering the Halloween Blast Tournament must obtain an Official roster issued by their governing organization. The roster will list the team coach, assistant coach, team manager, and all team players. No player may play for more than one (1) team. If a player is double rostered, that player must play with his/her primary team. There will be a maximum of three (3) guest players allowed on a Tournament roster.

PLAYER EQUIPMENT: All players, including the goalkeeper, must wear shin guards during the entirety of all matches. Additional equipment or clothing worn to reduce the chance of injury or to protect existing injuries may be used only with the approval of the referee. The referee is the sole judge of whether player equipment, casts or protective or other assistant devices shall be allowed as prescribed in the FIFA “Laws of the Game.” In general, hard casts will be allowed only if they both are (a) wrapped in their entirety with cushioning material and (b) are, in the opinion of the referee, safe. At the first indication that a player with a cast or other protective device is using it in an unsafe manner, or to gain an advantage, the player shall be removed from the match not to return for the duration of the tournament, or until the cast or device has been removed. Should the referee in any match determine that the equipment worn by a player does not meet the FIFA criteria as documented for non-dangerous player equipment, and prevents the player from match participation, that referee shall be required to submit a report to the Tournament Director or his designee detailing the reason(s) for the decision. The report is to be submitted within two (2) hours after the match is completed.

TOURNAMENT FORMAT – In all divisions there will be **NO OVERTIME** in group play. The advancement and resolution of ties will be handled in accordance in the following two sections. . In the U-10 division, teams will not play to a final, only playing in a round robin format – each team playing a minimum of 3 games.

- **FOUR TEAM DIVISIONS:** A single group of four teams will be guaranteed three matches in a round robin format. The two teams with the most points will advance to a final game.
- **FIVE TEAM DIVISIONS:** A single group of five teams will be guaranteed four matches in a round robin format. The two teams with the most points at the end of the round robin will be declared the Winner and Finalist.
- **SIX TEAM DIVISIONS:** Teams will be divided into two 3 team groups with each team playing two matches within its group, and crossing over to play one team in the other group as its third game. The top team in each group will advance to the finals.
- **SEVEN TEAM DIVISIONS:** Teams will be divided into a four-team group and a three-team group. The four team group will play in a round robin within their group. The team with the most points advances to the finals. The 2nd place team will play a consolation match against the other group. The three team group will play each team in their group once. The top two teams will play a semi-final match to determine which team advances to the finals. The third place team plays a consolation match against the 2nd place team from the other group.
- **EIGHT TEAM DIVISIONS:** Teams will be divided into two 4-team groups with each team playing three matches within its group. The top team with the most points in each group will advance to the finals.

DECORUM: Coaches are responsible for the behavior of all players, coaches, parents, and spectators associated with their team. Both teams will populate the same side of the field while all parents and spectators will populate the opposite side of the field. Players, coaches, parents, and spectators will remain away from the goal lines. As per FIFA requirements, there shall be no coaching from the sidelines.

DETERMINATION OF STANDINGS: During regular play, teams will be awarded game points as follows:

- Six (6) points for a win.
- Three (3) points for a tie.
- Zero (0) points for a loss.
- One (1) point for each goal up to a maximum of three (3).
- One (1) point for a shut-out.

TIE BREAKING PROCEDURE:

- Head to head competition.
- Goal differential, with a maximum differential of +3 (or -3) goals per game (i.e., in each match, goals scored minus goals allowed).
- Fewest total goals allowed in all matches.
- Teams with the most shut-outs.
- Kicks from the penalty mark per FIFA rules.

DETERMINATION OF SEMI-FINAL & CHAMPIONSHIP WINNERS: Semi-final matches shall be played to a conclusion, including two 5 minute overtime periods, if necessary. There is no "GOLDEN GOAL". Should the semi-final matches remain tied at the conclusion of the second overtime, the winner shall be determined by kicks from the mark, using FIFA guidelines.

DISMISSALS: If a player is dismissed from any match, the game report of the incident shall be turned over to the Tournament Referee Director or his designee by the referee. The minimum penalty for a dismissal is that the player shall not be permitted to play in the remainder of the current match and the entirety of the team's next match. This penalty may be increased at the sole discretion of the Tournament Committee. The Tournament Committee shall notify the player's club and league of the ejection. If a coach is asked to leave any match, he/she will not be allowed to be present for the remainder of that match, and his/her team's next scheduled match. This penalty may be increased at the sole discretion of the Tournament Committee.

EQUAL REST: All teams are entitled to sufficient and, to the extent practical, equal rest between matches. When scheduling matches the Tournament Committee will do everything possible to provide equal rest.

FORFEITS: A team which forfeits any game shall have the scores of that game recorded as a 0-3 loss, thereby awarding the other team a 3-0 wins over the forfeiting team. Any team, which forfeits a match during the Halloween Blast Tournament, will be ineligible to advance or receive any awards.

GAME BALLS: Each team shall furnish a playable game ball to the referee at the beginning of each match. Size five balls will be used for all U13 and above matches and size four balls will be used for all U10 – U12 matches.

GRACE PERIODS: Teams should be ready to start their matches at the scheduled starting time. There will be no grace period. Any team not ready to play at the scheduled time shall be reported

to the Tournament Committee or its designee by the referee. The game shall be recorded as a forfeit (3-0 win for the non-forfeiting team).

HOME TEAM: The team listed first in each pairing on the schedule is the home team. The home team shall change jerseys if, in the opinion of the referee, there is a color conflict.

LENGTH OF MATCHES AND OVERTIME PERIODS:

- U18 Two 40 min. halves, two 5 min. overtimes, if applicable
- U17 Two 40 min. halves, two 5 min. overtimes, if applicable
- U16 Two 35 min. halves, two 5 min. overtimes, if applicable
- U15 Two 35 min. halves, two 5 min. overtimes, if applicable
- U14 Two 30 min. halves, two 5 min. overtimes, if applicable
- U13 Two 30 min. halves, two 5 min. overtimes, if applicable
- U12 Two 25 min. halves, two 5 min. overtimes, if applicable
- U11 Two 25 min. halves, two 5 min. overtimes, if applicable
- U10 Two 20 min. halves, two 5 min. overtimes, if applicable

In regular play, the score at the end of regulation time shall stand, unless otherwise noted. In semi-final and championship matches, two 5 minute overtime periods shall both be played as described in this manual. There is no “GOLDEN GOAL”. If a match is abandoned by the referee for any reason not related to the performance of a team, the match shall be determined at the sole discretion of the Tournament Committee, which may include the replaying of the match in its entirety, replaying only the portion not previously played, or letting the score stand as indicated at the conclusion of play. When making this decision, the Tournament Committee shall take into consideration the reason for the abandonment, the playing conditions, availability of referees, and any other elements that the Committee may deem pertinent. If a match is abandoned for cause due to actions of a team, coach or spectators, the Tournament Committee shall determine whether to allow the score at the time of termination to stand, to forfeit the match in favor of the non-offending team, or to replay the match in its entirety. The referee shall report, with explanation, all abandoned games to the Tournament Committee or its designee within one hour of the termination.

PROTESTS: Judgment decisions of the referee are not subject to appeals or protests. All judgment decisions of the referee are final and binding.

OTHER: The Blast Soccer Club, Tournament Committee, sponsors, organizers, or volunteers shall not be responsible for any expenses incurred by any team or club in the event the tournament is canceled in whole or part, nor will any refunds be given. The Tournament Committee reserves the right to decide on all matters pertaining to the tournament and its judgment is final.

GAME REPORTS: The center referee each team’s coach/manager shall sign the match report. This is for score verification. The match report will be given to the field marshal.

INCLEMENT WEATHER: Regardless of weather conditions, coaches and their teams must appear at the respective venue ready to play as scheduled. Failure to appear will result in a

forfeit of the match. Only the Tournament Director or designee may cancel or postpone the match. In case of severe weather, the Tournament Director, in his discretion, may cancel any and all matches. In the event of severe weather that occurs after the beginning of play, the Site Coordinators or Tournament Director may reduce the length of the match and may discontinue or cancel the match. Should a match be terminated after 20 minutes of play, the match will be considered official and the score at the time will stand. Referees and Site Coordinators will not consider beginning or continuing matches when a lightning storm exists. The Tournament Director reserves the right to make the following changes in the event of inclement weather:

- Relocate and/or reschedule a match
- Change division structure
- Reduce scheduled duration of match
- Cancel a match

SUBSTITUTIONS: Substitutions may be made, with the consent of the referee, at the following time:

- Prior to a throw-in in your favor.
- Prior to a goal kick by either team.
- After a goal by either team.
- After an injury by either team when the referee stops play (unlimited substitutions).
- At the beginning of the second half or overtime periods.

UNIFORMS: All teams shall wear matching uniforms consisting of jersey, shorts, and socks. Additional garments may be worn to protect against the elements, but all players must present a uniform appearance and all extra clothing is subject to the approval of the referee. Socks must be pulled up over each player's shin guards and all shirts must remain tucked in for the duration of all matches. No jewelry, except medical alert and religious (these must be taped) may be worn during a match. **THERE WILL BE NO EXCEPTIONS.**

AWARDS: Awards will be presented after each championship game. For all divisions except Academy both 1st and 2nd place awards will be presented. U-10 Academy players will receive a participation award.