

Timbers Alliance Showcase Tournament

2017 General Rules

Alliance Showcase Rules are not applicable to FWRL league games. FWRL teams will follow league rules.

Entry Deadline

The entry deadline for all monies and paperwork is 11:59pm on Saturday November 24th. Other arrangements can be made by contacting the tournament director.

Refund Policy

Teams withdrawing after November 30, 2017 will forfeit their entire entry fee. All teams not accepted into the tournament will receive a full refund. In the event of tournament cancellation, 90% of monies will be returned.

General Rules

No pets allowed at any tournament game site (service animals excluded). If supporters of a team refuse to remove a pet when asked by a tournament official the tournament may forfeit the game for the team with the supporters. No alcoholic beverages allowed at any tournament game site.

Check In -

There will be no check-in for Showcase teams. All teams are to carry with them Medical Release forms for each participating player. There is no specific tournament medical release form. Bring the one currently used by the team for league play.

Teams

- 1) Each team should bring two sets of numbered uniforms (differing colors) to each game. In the event of a conflict the **home** team will be required to change colors.
- 2) The home team is required to provide the game balls, unless supplied by the Tournament.
- 3) Teams will be allowed up to 6 guest players
- 4) Teams may have 22 players on a roster but only 18 players may dress and be on the team sideline for each game. The Tournament Director can approve exceptions to this rule. Any exceptions must be in writing and a copy kept with the team at all games.
- 5) Player equipment:
 - a. Shin guards are required for all players (no exceptions).
 - b. Casts: Casts are permitted with the permission of the referee. The tournament director should be contacted before-hand in the case of a player expected to play with a cast but the ultimate authority of playing with a cast will be with the referee.

Rules of Competition and Conduct

FIFA Laws of the Game

FIFA Laws of the Game will apply, except as amended below.

Game Duration (Length of each half)

All games will be 30 minute half's.

All games will have a five-minute halftime unless shortened by the authority of the Field Marshal. If the start time of a game is more than 15 minutes behind schedule, the Field Marshal may make a decision to shorten the game. He/She will do so by informing the coaches, prior to the start of the game, if the game time will need to be shortened by 5 minutes for each half.

Overtime

All games will have **NO OVERTIME** period.

Team sidelines

Both teams are to be located on the same side of the field with spectators on the opposite side of the field of the teams.

No Protests

No protests are allowed and all referee decisions will be final.

Eligibility

All players are to be eligible to play in their age division (including guest players). The Tournament Direction can approve exceptions to this rule. Any exceptions must be in writing and a copy kept with the team at all games.

Conduct

All coaches have total responsibility for the conduct of their players, coaching staff, and team spectators. At no time shall foul or abusive language or misconduct be permitted at any field or other facilities being used for the tournament. Coaches who are either unable or unwilling to control themselves or their sidelines may be cautioned or sent off. The referee will file a written report with the tournament Judiciary Committee. A copy of the report and a statement of any action will be sent to the respective association office.

Termination of Play

If in the opinion of the referee, game play must be terminated for misconduct of the coach, players and/or spectators, the offending team will be charged with a loss and the score will be determined by the Judiciary Committee. If, in the opinion of the referee, both teams are offending, the game will be terminated and the Judiciary Committee will determine the score. If a game is terminated due to weather or unsafe field conditions (as determined by the referee), the score of the game at the time of the termination will be the official game score.

Red and Yellow Cards

Any player, coach or bench personnel sent-off or dismissed (red card) may not participate in the team's next game of the tournament. Any player, coach or bench personnel sent off for violent conduct may not participate in any further games of the tournament and will be referred to their state or national association for further sanctions. If a player, coach or bench personnel participates in any game for which they are suspended, his or her team shall forfeit that game and the player or coach may not participate in an additional game of the tournament. A coach who is suspended may not be present at any game for which they are suspended.

Substitutions

- a) Substitution may be made with the consent of the referee during any stoppage of play.

- b) The number of substitutions shall be unlimited.
- c) Players not on the field of play must remain (2) yards behind the touchline and not within 18 yards from the corner of the field.

Tournament Format

Reporting of Scores

Referees are responsible for the game and will report the score of all games to the Field Marshal. Field Marshal report scores to the tournament scheduler.

Scoring for standings

- Win - 6 points
- Draw - 3 points
- Loss - 0 points
- One point for each goal up to a maximum of 3
- One point for a shutout

0-0 Draw - 3 points total awarded to each team for the draw and 1 shut out point = 4 pts/team); 1-1 draw = 4 pts/team; 2-2 draw = 5 pts/team; 3-3 = 6 pts/team.

Note: In the case of a "Bye" because of no show or cancellation, a score of 1-0 (8 points) will be awarded to the winning team. (The Tournament Committee will make every effort to try to find a replacement team when a cancellation occurs.) If a no show or canceling team has already played a game(s) this (these) games(s) will be rescored with a 1-0 (8 point) result, upon confirmation and approval from the tournament director.

Tie Breaking

1. Head to head competition
2. Least number of goals scored against
3. Difference between goals scored for and goals scored against (limit 3 per game)
4. Most number of wins
5. Least number of losses
6. Coin toss or Penalty Kick (Tournament Director discretion)

When selecting more than one team using the tie breaking rules, the tie breaking rules will be re-applied from the beginning after each team is selected.

Forfeits

- A forfeiture may occur when a team does not arrive by or within 5 minutes of the scheduled starting time for a match or not having the minimum number of players present. The tournament director may choose not to forfeit a game due to extenuating circumstances.
- The minimum number of players required to start play will be based on FIFA Laws of the Game.
- A team that forfeits a match will be permitted to proceed in the tournament if qualified to do so.

The Tournament Director has the authority to modify or waive these rules in unusual circumstances for any game(s), which have not yet begun. Any modification, waiver, or failure to enforce any of these rules of competition does not require the granting of further modification, waiver, or lack of enforcement.