

# ***Directors Mortgage Summer Slam Soccer Tournament***

## ***2017 General Rules***

### ***What Kind of Tournament***

The Directors Mortgage Summer Slam Soccer Tournament is a competitive soccer tournament for club teams that are select, classic, and recreational U-9 to U-19, both boys and girls. All teams are guaranteed to play four games. The Summer Slam is not intended for 'Premier' level teams.

### ***Dates***

The tournament will be held on August 25-27, 2017 in Camas / Vancouver, Washington and Portland, Oregon. All teams must check-in/register one hour prior to their first game at tournament headquarters. The tournament is expected to end on or about 4:00pm on Sunday, August 27.

### ***Registration***

Registration closes August 10, 2017, 11:59pm.

Registrations after July 27 will incur a \$25 late registration fee and must be paid in full by either a credit card or electronic check at time of registration.

Teams that registered before July 27 must be paid in full by August 1, 2017.

Refund: Prior to acceptance, or prior to July 27, 2017, a 100% refund (minus \$25 service fee). After acceptance and prior to August 10, 2017, a 50% refund (minus \$25 service fee). After August 10, 2017 no refund.

### ***General Rules***

No pets allowed at any tournament game site (service dogs 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.

### ***Rosters***

- All players (except guest players) must be registered to the team making application. No "All Star" teams or ODP teams are allowed without written permission from the Tournament Director.
- Players are only allowed to be rostered, and play for, one team during the tournament. The tournament director can waive this requirement in the event of extenuating circumstances.

### ***Check In -***

All teams must have a representative check in at the designated check-in location, at least one hour prior to playing their first game. Prior to Tuesday August 22 rosters must be finalized in the GotSoccer system by the team manager or coach. The roster in GotSoccer will be the team's official roster during the tournament. The players on the roster may be a combination of any association. At check-in the team representative will be required to present one of the following verification documents for each player on the roster; 1) a player card, or 2) an official association/club roster with the player listed. The birth date of the uploaded player roster must match the provided verification document.

A medical release for each player will also be inspected at check-in. Medical releases are to be kept by the team and available at each game. There is no official medical release form required by the tournament, it is just the one used by the teams club.

### ***Teams***

- 1) Home and away teams are determined at scheduling time with each team scheduled for at least one home game and one away game.
- 2) 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.

- 3) 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.

### **Awards**

1st Place teams receive a Team Trophy  
1st & 2nd Place teams receive individual medals  
All players receive a tournament memento

## **Rules of Competition and Conduct**

### **FIFA Laws of the Game**

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

### **Small Sided Format**

U9 to U12 games will be played in the small-sided format as follows:

- U9 – 7v7
- U10 – 7v7
- U11 – 9v9
- U12 – 9v9

### **U9/U10 Rules**

U9 and U10 teams will have the following modified rules in place...

- No Punting - Goalkeepers will not be allowed to 'punt'/'dropkick' the soccer ball.
- Attacking players to retreat to the half-line during goal kicks - During a goal kick all players from the attacking team (the team not taking the goal kick) will be required to remain behind the half-line until the kick was been taken by one of the defending players. Defending players may remain on the defending half.

### **Heading**

Heading a soccer ball by players U-12 and under will result in an indirect free kick for the opposing team at the spot where the player headed the ball.

### **Game Duration (Length of each half)**

U9-U10 games will be 25 minute half's.  
U11-U19 games will be 30 minute half's.

All games will have a five-minute halftime unless shortened by the authority of the Field Marshal or referee. 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. Preliminary games may end in a tie. All quarterfinal/semifinal/final games will have a winner. There will be no overtime periods for quarterfinal, semifinal, and final games. Kicks from mark (KFM) per FIFA rules are used to determine a winner if quarterfinal, semifinal, or final games end in a draw at the end of regulation time.

### ***No Protests***

No protests are allowed and all referee decisions will be final, except those concerning the use of overage or ineligible players. The opposing coach and referee must be notified of an overage/ineligible protest prior to leaving the field of play and the protest must be submitted in writing to the Field Marshal within 30 minutes of the match completion. A protest bond of \$50 in cash (no checks) must accompany the written appeal. The bond will be returned if the appeal is granted. A protest committee of three neutral persons will be appointed by the tournament director(s) to hear the appeal and make a decision before the next games for the teams involved. Their decision will be final. If a protest is upheld, forfeiture will be awarded for the protested match (a 1-0 victory for the non-offending team) and all previously played matches that included the overage/ineligible player.

### ***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.

### ***Roster Size***

U9 and U10 may have a roster of 11 players.

U11 and U12 may have a roster of 16 players.

U13-U14 may have a roster of 18 players.

U15-U18 may have a roster of 22 players but only 18 can dress for each game. Players not playing need to be wearing "street clothes".

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.

### ***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.

## **Game Balls**

Game balls are supplied by the tournament.

## **Scoring for Preliminaries**

- 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) game(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. Difference between goals scored for and goals scored against (limit 3 per game)
3. Least number of goals scored against
4. Most number of wins
5. Most Shutouts victories
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 for U13 and up. For 7v7 the minimum is 5, for 9v9 the minimum is 7.
- A team that forfeits a match will be permitted to proceed in the tournament to the playoff rounds if otherwise qualified to do so.
- The forfeiture score of 1-0 will be awarded for the non-offending team.

**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.**