

Durango Shoot Out 2008 Tournament Rules

Check In and Credentials

Mandatory Check In: Mandatory Check In takes place on Friday evening. Teams will be notified of the time and location of the Mandatory Check In. Failure to check-in results in automatic disqualification (without refund of fee) from the tournament. Games not played by a disqualified team will be classified as "Forfeits" or "Byes" as determined by the Tournament Director.

Credentials: At the Mandatory Check In, teams must provide all required credentials; a Team Roster, laminated USYSA Player ID cards, proof of birth dates, player registration and Separate Medical Release forms. (The consent to treat statement on registration forms is NOT a Medical Release.) In addition, out-of-state teams must provide appropriate Travel Papers. Guest players will require the same credentials as rostered players.

Rosters: U10 Teams may register a maximum of fourteen (14) players; U11 and older teams may register a maximum of eighteen (18) players. A team may have up to four (4) guest players. Teams utilizing guest players are limited to the maximum roster sizes listed here.

Rules of Play

FIFA Laws: FIFA Laws of the Game apply as modified by USYSA as described herein.

Duration: Duration of games and overtimes (by halves) and ball size are as follows:

U10, U11, U12	Prelim * /	25 minutes	
	Semi-finals **		
	Finals		30 minutes
	Overtime (per half)		5 minutes
	Ball size	4	
U13, U14	Prelim * /	30 minutes	
	Semi-finals **		
	Finals		35 minutes
	Overtime (per half)		7 minutes
	Ball size	5	
U15, U16, U17, U18, U19	Prelim * /	35 minutes	
	Semi-finals **		
	Finals		40 minutes
	Overtime (per half)		10 minutes
	Ball size	5	

* Preliminary Games may be terminated five (5) minutes prior to the scheduled start of the next game regardless of the amount of time played in each half up to that point. A game is complete upon completion of one half of play regardless of the circumstances of termination during the second half with final results based on the score at termination. A preliminary game can end in a tie.

** Semi-final or Final games, if tied after regulation, continue with up to two overtime halves. A goal scored during overtime ends the game (Golden goal). If a tie still exists after overtime halves in a Semi-Final or Final game, Penalty Kicks determine the winner. Penalty Kicks immediately follow the game. Players taking the penalty kicks may be chosen from the whole team.

Halftime: Halftime is five (5) minutes.

Substitution: Free substitution is allowed in all age groups; however, teams may substitute only with the referee's permission and only at the following times (including overtimes):

- Prior to a throw-in, by the team in possession
- Prior to a goal kick, by either team
- After a goal, by either team
- After an injury when the referee stops play, by either team
- At halftime, by either team
- On a caution, only the cautioned player may be substituted at that time.

Player's Equipment: Shin guards are mandatory for all players. It is at the Referee's discretion to allow a player to play wearing an orthopedic cast or hard brace.

Coaching: All coaches have total responsibility for the conduct of their players, friends and spectators at all times. Coaching from the sidelines (giving direction to one's own team on points of strategy and position) is permitted, provided:

- No mechanical devices are used.
- The tone of the voice is instructive and not derogatory.
- Each coach or substitute remains within ten (10) yards on either side of the halfway line.
- No coach, substitute, or spectator makes derogatory remarks or gestures to the referees, other coaches, players, substitutes or spectators.
- No coach, substitute, or spectator uses profanity or incites, in any manner, disruptive behavior.

Cautions and Ejections: A player receiving two cautions (Yellow Cards) in a single game is considered to have received an ejection (Red Card) for the purpose of awarding points for the tournament competition. A player who has been ejected (sent off) cannot be replaced. A player or coach who has been ejected cannot return for the game and is not allowed to participate in the next scheduled game. A player who is ejected for violent conduct or serious foul play is not allowed to participate in the next two (2) scheduled games. Any player or coach who assaults a referee is expelled from the tournament. For the purpose of this tournament, a coach can be carded.

Suspended Games: If, in the opinion of game officials, a game must be terminated for misconduct of players, coaches, or spectators, the offending team forfeits that game and may be suspended by the Tournament Director from all remaining games. All previous points earned remain as played. Additionally, the home league and state association are contacted as appropriate.

Injury: A delay of the game due to injury results in appropriate time being added to the full game time, based on the judgment of the referee; however, all preliminary games are terminated not less than five (5) minutes prior to the scheduled start of the next game.

First Aid

First Aid services are available at all fields during the tournament. A Field Marshall is on site to direct participants to first aid services as well as to other medical and ambulance services. Ice is available for player injury use.

Tournament Competition

Determining Winners: Teams are awarded points on the following basis:

- Six (6) points for each win
- Three (3) points for each tie
- Zero (0) points for each loss
- One (1) point for each goal scored up to a maximum of three (3) per game
- One (1) point for each shutout
- Minus one (1) point for each player or coach ejected
- A 0-0 tie is scored as four (4) points for each team (3 for the tie, 1 for the shutout)

In the event of a tie in points at the end of bracket play, the winner for advancement or placement play is determined as follows:

1. The winner in head-to-head competition
2. Fewest goals against
3. Most goals for
4. Most total wins
5. Most shutouts
6. If a tie exists after steps #1 through #5, winner is decided by Penalty kicks in accordance with FIFA Law taken fifteen (15) minutes prior to the scheduled start of the Quarterfinal, Semi-Final or Final game

In the event of a three-way tie at the end of bracket play, the winner for advancement or placement is determined as above, without consideration for comparison of head-to-head competition to eliminate one team. Advancement for the remaining two teams is determined as above with consideration for head to head competition.

Home Team: The home team is the team that appears first on the game schedule. The home team supplies the game ball, which is subject to referee approval. The home team is required to switch to alternate jerseys if a color conflict is declared by the referee. If the home team cannot supply alternate jerseys, the home team forfeits the game. Both teams must be located on the same side of the field and spectators on the other side of the field. The home team chooses the team side of the field and the half of the field where the home team will be situated.

Forfeits and Byes: Teams failing to report ready to play within five (5) minutes of the scheduled kick-off time, home teams unable to supply alternate jerseys, or teams failing to register at Mandatory Check In forfeit the game(s) with a score of 1-0. The winner is awarded eight (8) points (6 for the win, 1 for the goal, and 1 for the shutout). The same points are awarded for a bye.

Protests: No protests are allowed.

Disputes: The Tournament Director or his designee settles all disputes and the decision is final.

Inclement Weather Contingency Plan

In the event of inclement weather, the Tournament Director reserves the right to modify all tournament rules to fairly and safely complete the tournament. The health and safety of the players is the first priority. The second priority is to protect Durango's limited fields and facilities. All decisions are guided by these principles. Coaches are asked to remain flexible because there may be opportunities to switch game locations to facilitate successful completion.

Modified game schedules do not affect tournament scoring.

As a result of inclement weather, the Tournament Director may implement one of the following:

1. Eliminate pre-game warm-up on the field (to protect the field), game times to continue as scheduled.
2. Eliminate pre-game warm-up on the field (to protect the field) and shorten all first-round games to no less than 15-minute halves
 - If the interruptions alter the schedule so that 15-minute halves are not possible, the games are decided by Penalty Kicks in accordance to FIFA law.

All inclement weather decisions are made by the Tournament Director, Field Marshals and/or Tournament Officials. Coaches will be informed of any anticipated changes in the schedule during player check-in or as soon as possible prior to scheduled games.