

RULES

KAOS Invitational

A. Credentials Check

All teams must have their rosters approved and stamped, medical liability release forms, and travel permits (for USSF affiliated out-of-Region 3 teams) turned in at the coaches' check-in. **Copies of birth certificates are recommended (NOT Required) if proof of age is challenged.** Player passes will be checked at this time. Player passes shall also be checked prior to each match by the Referee or Field Marshall. Field Marshals or referees will hold the player passes for the duration of the game. The player pass of any ejected player will be delivered to the Field Marshal with a report written on the team's game card concerning the reason for the ejection. An ejected player is automatically banned from their Team's next tournament game. Violations that are deemed of a serious nature (i.e. fighting) might require further disciplinary action such as banning further tournament play. If a player who is not properly registered participates in any match, that match shall be automatically forfeited to the opposing team 3-0. A maximum of three (3) guest players may be added to the original roster. All guest players must meet eligibility requirements

B. Eligibility: All teams must be currently registered with their local USSF or USYSA state organization. Five copies of the roster must be presented at registration. The maximum number of players on a team will be 12 for U-9/10 (6v6), 14 for U11/12 (8v8) – 18 for U11/12 (11v11) and 18 for U-13 through U-18 (11v11). No player will be allowed to register with more than 1 team during the tournament I/A/W TSSA policies. Coed teams will play in the boys division. All players (including guest players) must have a valid, laminated, USSF/USYSA player registration card with current player photo ID. In addition, a medical release form is required at check-in and should be available during games.

For this tournament, age definitions are as follows:

Born on or after	Born on or after
Under 18 August 1, 1992	Under 13 August 1, 1997
Under 17 August 1, 1993	Under 12 August 1, 1998
Under 16 August 1, 1994	Under 11 August 1, 1999
Under 15 August 1, 1995	Under 10 August 1, 2000
Under 14 August 1, 1996	Under 9 August 1, 2001 but not later than July 31, 2002

NO UNDER 8 PLAYERS ARE ALLOWED TO PARTICIPATE IN TN TOURNAMENTS

C. Uniforms & Equipment

All players on a team shall wear identical uniforms (shirts, shorts, & socks) (excluding the keeper). Shirts shall be tucked in according to FIFA rules. The **Home** team is listed first on the official schedule. The designated home team will wear a light colored jersey and the visiting team will wear a dark colored jersey. When colors of competing teams are similar, the designated home team must change to colors distinct from the opponent. Player numbers must be affixed to the backs of the uniform shirt (goalkeeper exception) and no two players from the same team may wear the same number. The keeper does not require a number. Shin guards must be worn during all matches. The designated home team will furnish the game ball. All equipment is subject to referee approval.

D. Game Rules

Except as otherwise stated herein, FIFA Laws of the Game shall apply.

E. Coin Toss

There will not be a coin toss for the Start of the Game. The Home team will kick off – visitors will chose goal to defend.

F. Length of Matches and Ball Sizes – Home team will provide the game ball

Group	Game	Length	Ball Size (State League Games I/A/W TSSA Rules)
Under	17/18	80 min	5
Under	13/16	70 min	5
Under	11/12	60 min	4
Under	9/10	50 min	4

G. Starting Times

A team that is unable to field enough players to constitute a team (minimum of 7 players shall be considered a team in U-13 and older, 5 players in U-9 through U-12) shall be allowed a 10-minute grace period after the scheduled kickoff. However, this grace period takes away from the duration of the match. Time out for injuries may also take away from the duration of the match. Referees are instructed to end all matches no later than 10 minutes prior to the start of the next scheduled match

H. Forfeits

Forfeit is scored as a 3-0 game win and a maximum of 10 points will be awarded to the opposing team. **No team that forfeits a game will be allowed to advance beyond bracket play nor will they be eligible for awards in round robin play.**

I. Substitutions

Substitutions shall be **unlimited**, with the consent of the referee, at the following times:

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| 4) Prior to a throw-in in your favor. | 1) For an injured player(s) when the referee stops play and an injured player is substituted, both teams may substitute. |
| 5) Prior to a goal kick of any team, both teams may substitute. | 2) Red card players may not be substituted. Team must play short for the rest of the game. |
| 6) After a goal by either team, both teams may substitute. | 3) Players must enter and leave the field at the half-line. |
| 7) At half-time and each overtime period, both teams may substitute. | |
| 8) For a cautioned player(s), if substituted, both teams may substitute. | |

J. Game Reports

Game reports shall be signed by the referee and one official from each team. At this time, player cards shall be returned to the team coach/official by the referee or Field Marshall and the game reports (along with the player cards of any ejected players or Bench Personnel) shall be turned in to the scores table by the Field Marshall as soon as possible. Player cards of any ejected players must be given to the tournament director immediately after the game.

K. Scoring

Games will be scored as follows:

Win = 6 points // Tie = 3 points // Loss = 0 points // Shutout = 1 point //

Goals = 1 point each goal (Max of 3 points per game)

NOTE: This is a 10 point maximum system

L. TIE BREAKERS

1. Head-to-head competition
2. Highest goal differential – goals for minus goals against (max. 3 goal differential per/game)
3. Least total goals allowed (max. 3 goals per game)
4. Most shut outs
5. Least amount of cards – Yellow and Red (a red card will count as two cards).
6. Most goals scored (maximum of 3 per game)
7. If still tied, penalty Kicks I/A/W FIFA Laws of the Game will determine the winner. In the event three or more teams are tied at this level:
 - Three coins will be displayed by the three captains where the odd coin will chose to kick 1-2-or 3rd. The remaining captains will chose heads or tails in a normal coin toss with the winner picking their position.
 - Each kicker will kick on both opposing keepers and the score recorded.
 - Kicks will proceed with teams being eliminated until only two teams remain.
 - Return to tie breaker # 1 above when all but two teams are eliminated.

M. MULTIPLE TEAM TIES:

Within a division, if a multiple tie exists apply tie breaker until a team is identified and eliminated as the lowest seed among the tied teams – stop - return to tie breaker #1 repeating the process as many times as necessary until all but one team is eliminated.

N. GAMES That Require a Winner:

Any Match that requires a winner except the Championship match will proceed directly to penalty Kicks I/A/W FIFA Laws of the Game will determine the winner. Championship match tied at the end of regulation play will go into overtime. The overtime period for U-9 to U-12 shall consist of two 5-minute halves with half time existing only for teams to switch ends. U-13 and older will play two 10-minute halves. These overtime periods **will be golden-goal**. If the match is not decided in the overtime, penalty kicks according to FIFA rules will be used. Any such overtimes and/or penalty kicks may be moved to a vacant field.

O. Protests

There will be no formal protests allowed. If a coach wishes to file a complaint, they may do so within 1 hour after the conclusion of the game in question by notifying the Tournament Director in writing.

P. Inclement Weather

Only the referee or the Tournament Committee may cancel a match due to weather conditions. In the event of inclement weather, the Tournament Committee has the authority to restructure or cancel the tournament. There

can be no refunds in case of cancellation. The Tournament shall NOT be responsible for any expenses incurred by any team or individual if the tournament is canceled in whole or in part for any reason.

- ⚽ If inclement weather causes the referee to stop the match at any time, and conditions do not permit restart of the match within the allowed time, the score will stand as it is at the time the match is stopped.
- ⚽ If a match is delayed from starting due to weather conditions, it will be started as soon as weather permits within the allowed time, and will end at the scheduled time.
- ⚽ If no portion of the match is played, the best efforts will be made to reschedule the match, but no such guarantee is made. There will be no refunds for any cancellations.

Q. Sidelines

Team benches shall be on one side of the field and spectators on the opposite side. Players, coaches, and spectators are expected to conduct themselves within the spirit and letter of the LAWS OF THE GAME. There shall be no dissent between players and /or coaches and the referees. Questioning a referee's call is considered dissent. Coaches are responsible for the actions of spectators and players and are expected to enforce these rules. Referees can issue warnings to the "Bench" and may eject any coach/spectator that is interfering with the good conduct of the match. A match that is terminated by the Referee or Tournament Officials will have the score of the match recorded, at the Tournaments discretion, as no contest **OR** the score at time of termination will stand as the official score. Coaches ejected from the game are automatically banned from their Team's next tournament game. **No team that is responsible for a Terminated game will be allowed to advance beyond bracket play nor will they be eligible for awards in round robin play. Send-Off (Red Card) PLAYERS must remain in the control of the Team Bench. Any additional misconduct from the player sent-off MAY result in Suspending the game.** Teams may elect to escort the player from the field but under no circumstances will the player be unsupervised. Non-Players asked to leave the field area will exit the complex or retire to the Tournament Headquarters area.

The tournament committee will administer the tournament rules as stated, but reserves the right to adjust and/or amend any of these rules as necessary to accommodate unforeseen problems or circumstances before and during the tournament.

For Lost and Found, see the attendants at the headquarters tent.