

2010 FC MILWAUKEE INVITATIONAL

1. **GOVERNING RULES:** USYSA / FIFA RULES APPLY TO ALL GAMES.
2. **ROSTER SIZE:**
 - A. TEAMS U17-19 CAN ROSTER 22 PLAYERS FOR THE TOURNAMENT. ONLY 18 PLAYERS CAN BE ROSTER PER GAME.
 - B. MAXIMUM OF 18 PLAYERS INCLUDING A MAXIMUM OF 3 GUEST PLAYERS.
3. **PLAYER PASSES:** USYSA / AYSA PLAYER PASSES WILL BE VERIFIED AT REGISTRATION. TEAMS MUST REPORT TO THE FIELD MARSHAL AT LEAST 30 MINUTES PRIOR TO EACH GAME. PLAYER PASSES WILL BE COLLECTED PRIOR TO EACH GAME BY THE FIELD MARSHAL. IT IS THE RESPONSIBILITY OF THE COACH OR MANAGER TO PICK UP THE PLAYER PASSES AT THE CONCLUSION OF THE GAME.
4. **DURATION OF GAMES:** ALL GAMES WILL START AT THE ASSIGNED TIMES OR AS SOON AS THE PRECEDING GAME IS COMPLETED. LENGTH OF GAME SHALL BE AS FOLLOWS: **SEE INDIVIDUAL TEAM BRACKETS FOR GAME LENGTHS.**

THE TOURNAMENT DIRECTOR SHALL HAVE THE AUTHORITY, IN CASE OF SEVERE WEATHER, TO –

 - A. DESIGNATE WATER BREAKS DURING THE GAMES,
 - B. REDUCE, BY UP TO HALF, THE DURATION OF THE GAME,
 - C. CANCEL A PRELIMINARY GAME THAT HAS NO BEARING ON DECIDING THE GROUP WINNER.
5. **UNIFORMS / EQUIPMENT:** TEAMS LISTED FIRST ON THE SCHEDULE ARE CONSIDERED THE “HOME” TEAM. IT IS THE RESPONSIBILITY OF THE “HOME” TEAM TO CHANGE SHIRTS IN THE EVENT OF A COLOR CONFLICT. THE FOLLOWING ADDITIONAL EQUIPMENT RULES APPLY:
 - A. **NO CASTS (HARD OR SOFT) ARE ALLOWED.**
 - B. **AGE, SIZE APPROPRIATE, AND SUITABLE MATERIAL SHINGUARDS ARE MANDATORY.**
6. **BALLS:** EACH TEAM SHALL ALSO PROVIDE ONE BALL TO BE USED IF NEEDED. OFFICIALS SHALL DETERMINE WHICH BALL IS USED.
7. **PROTESTS:** NO PROTESTS WILL BE ALLOWED. ALL RULINGS BY THE REFEREES / TOURNAMENT DIRECTOR(S) ARE FINAL.
8. **RED CARDS:** ANY PLAYER RECEIVING A RED CARD WILL BE SUSPENDED FOR THE REMAINDER OF THE GAME AND THE NEXT GAME, AT A MINIMUM. NO SUBSTITUTION WILL BE PERMITTED FOR AN EJECTED PLAYER. VIOLENT BEHAVIOR OR UNSPORTSMANLIKE CONDUCT MAY RESULT IN SUSPENSION FOR THE REMAINDER OF THE TOURNAMENT AT THE DISCRETION OF THE TOURNAMENT DIRECTOR.

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9. **SUBSTITUTIONS:** UNLIMITED SUBSTITUTION WILL BE ALLOWED IN ACCORDANCE WITH FIFA RULES AS MODIFIED BY US YOUTH SOCCER.
10. **SCORING:** FIELD MARSHALS WILL REPORT ALL SCORES AND THE OFFICIAL SCORES WILL BE POSTED AT THE REGISTRATION TENT. EACH TEAM SHALL BE AWARDED POINTS AS FOLLOWS:
- A. WIN – 3 POINTS
 - B. TIE – 1 POINT
 - C. LOSS – 0 POINTS
11. **FORFEITS:** A GAME WILL BE FORFEITED IF A TEAM IS MORE THAN 10 MINUTES LATE FOR A SCHEDULED MATCH. A MINIMUM OF 7 PLAYERS IS REQUIRED TO START A GAME. THE WINNER OF THE FORFEITED GAME WILL BE AWARDED 3 POINTS AND AN 8-0 WIN.
12. **FAILURE TO SHOW:** ANY TEAM QUITTING THE FIELD OF PLAY BEFORE THE CONCLUSION OF A GAME WILL BE AUTOMATICALLY DISQUALIFIED FROM THE TOURNAMENT. ANY TEAM, HAVING BEEN ACCEPTED TO THE TOURNAMENT, FAILING TO APPEAR AS SCHEDULED MAY CAUSE ALL TEAMS FROM ITS CLUB OR COMMUNITY TO BE BANNED FROM THE FC MILWAUKEE INVITATIONAL FOR A MINIMUM OF 3 YEARS. IN ADDITION, THE APPLICABLE STATE ASSOCIATION WILL BE INFORMED OF EITHER OF THE ABOVE DESCRIBED TEAM MISCONDUCT'S, WITH A RECOMMENDATION FOR FURTHER ACTION.
13. **TIE BREAKERS:** THE FOLLOWING CRITERIA WILL DETERMINE THE DIVISION OR "ROUND ROBIN" WINNER IN THE EVENT OF A TIE:
- A. HEAD TO HEAD COMPETITION
 - B. GOAL DIFFERENTIAL (MAXIMUM 5 PER GAME)
 - C. MOST GOALS SCORED –MAXIMUM 5 PER GAME (EX#1: A 5-3 WIN IS WORTH MORE THAN 3-1 WIN, GOAL DIFFERENTIAL IS EVEN, GOALS FOR GOES TO THE TEAM THAT WINS 5-3. EX #2:A 6-1 WIN IS A 5 GOAL DIFFERENTIAL WITH 5 GOALS SCORED, A 5-0 WIN IS A 5 GOAL DIFFERENTIAL WITH 5 GOALS SCORED, THUS, IT WOULD COME TO TIE BREAKER D. LEAST GOALS ALLOWED AND THE 5-0 WIN WOULD ADVANCE.)
 - D. LEAST GOALS ALLOWED
 - E. COIN TOSS
 - F. IF A WILD CARD MUST BE SELECTED FOR THE PLAYOFF ROUNDS, THAT TEAM WILL NOT BE ASSIGNED TO PLAY AGAINST THE WINNER OF ITS OWN DIVISION IN THE FIRST PLAYOFF ROUND.
 - G. TOURNAMENT COMMITTEE, ACTING WITHIN THE PARAMETERS OF THE ABOVE RULES, WILL DETERMINE THE TEAMS TO ADVANCE INTO THE FINAL ROUNDS.
14. **CHAMPIONSHIP GAMES:** IN AGE GROUPS WHERE SEMI-FINAL AND/OR CHAMPIONSHIP GAMES ARE SCHEDULED, IN THE EVENT OF A TIE:

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- A. Two (2) – 5 MINUTE OVERTIMES WILL OCCUR WITH THE TEAMS CHANGING ENDS AT HALF.
- B. IF THE GAME IS STILL TIED, THE GAME WILL BE DECIDED BY A PENALTY KICK SHOOTOUT. ONLY PLAYERS ON THE FIELD AT THE END OF THE GAME WILL BE ALLOWED TO TAKE PENALTIES. EACH TEAM WILL SELECT FIVE SHOOTERS. IF IT IS STILL TIED, THEN EACH TEAM WILL SELECT ONE PLAYER UNTIL THERE IS A WINNER.

15. AWARDS: TEAM TROPHIES WILL BE AWARDED TO FIRST PLACE TEAMS; INDIVIDUAL MEDALS WILL BE AWARDED TO 1ST AND 2ND PLACE TEAMS IN EACH AGE GROUP.

AGE GROUPS: U-10 AND UNDER –EACH PLAYER WILL RECEIVE INDIVIDUAL PARTICIPATION AWARD.

16. SCORE PARK REGULATIONS:

- A. NO DOGS ALLOWED ON THE GROUNDS
- B. NO CARRY-IN ALCOHOLIC BEVERAGES.

17. TOURNAMENT REFUND: A TEAM IS GUARANTEED A MINIMUM OF THREE GAMES. IF WEATHER, FIELD CONDITIONS, ETC.. REQUIRE A GAME, GAMES, OR THE TOURNAMENT TO BE CANCELLED A REFUND OF 1/3 THE TEAM REGISTRATION WILL BE GIVEN BACK FOR EACH OF THE GUARANTEED THREE GAMES NOT PLAYED.

HOWEVER: IF A TEAM WITHDRAWS FROM THE TOURNAMENT AFTER THE APPLICATION DEADLINE AND THE TOURNAMENT IS COMPLETED AS EXPECTED, THE TEAM WITHDRAWING FORFEITS THEIR REGISTRATION FEE.

***** **HIV POLICY** *****

ALTHOUGH ALL EXISTING DATA WOULD INDICATE THAT HIV IS NOT EASILY TRANSMITTED ON A SOCCER FIELD, IT IS FC MILWAUKEE NATIONAL CLUB'S POLICY TO ERR ON THE SAFE SIDE. THEREFORE, THE FOLLOWING CLUB RULES WILL BE ENFORCED AT THIS TOURNAMENT.

- ◆ ANY PLAYER WITH AN OPEN WOUND MAY NOT PLAY UNTIL THE WOUND IS COMPLETELY COVERED.
- ◆ ANY PLAYER WHO STARTS TO BLEED MUST BE REMOVED FROM THE GAME IMMEDIATELY. THEY CANNOT RE-ENTER THE GAME UNTIL THE BLEEDING HAS STOPPED AND ANY WOUND IS COVERED COMPLETELY.
- ◆ ANY PLAYER WHO HAS DRIED BLOOD ON HIS OR HER SKIN MUST LEAVE THE GAME AND WASH IT OFF BEFORE ATTEMPTING TO RE-ENTER THE GAME.
- ◆ ANY PLAYER WITH BLOOD ON HIS OR HER UNIFORM (WITHOUT REGARD FOR IT BEING HIS OR HER OWN OR SOMEONE ELSE'S, AND REGARDLESS OF WHETHER IT IS DRY OR WET) MUST LEAVE THE GAME IMMEDIATELY AND CHANGE INTO A "CLEAN" UNIFORM.
- ◆ SUBSTITUTES CAN TAKE THE PLACE OF THESE PLAYERS IMMEDIATELY, AS THEY WOULD FOR ANY INJURY.
- ◆ PLAYERS WHO LEAVE THE GAME FOR ANY OF THESE OR SIMILAR REASONS, MAY RESUME PLAYING WHEN THEY HAVE RECTIFIED THE PROBLEM. HOWEVER, THE REFEREE, WITH JUSTIFICATION, CAN REFUSE TO RE-ADMIT ANY PLAYER WHO HAS TO LEAVE THE FIELD FOR ONE OF THESE REASONS.