

Top Gun 5v5 Shootout

FIFA RULES APPLY IF NOT MODIFIED WITHIN.

PLAYER REGISTRATION:

All teams must be registered with USYSA or US Club Soccer. All players must have a player pass and medical waiver. Players can play on more than one team only if it is in a different age division. The divisions will be age pure unless there are not sufficient teams in a given division. If there are not enough teams in a division you could be combined with another division.

NUMBER OF PLAYERS:

A team may consist of a maximum of eighteen (18) players. One (1) goalkeeper and four (4) field players on the field per team. A team must have a minimum number of three (3) players on the field to start a game. No changes may be made to the roster once the first game is started. Any changes to the roster must be approved by the Tournament Director prior to a team's first game.

TEAM UNIFORMS:

All players must wear like jerseys during play. Home team must change in case of color conflict. The home team is the first team listed on the schedule. **SHINGUARDS ARE MANDATORY.**

PLAYING RULES:

A goal kick or corner kick will be awarded if the ball travels over the end line. Goal kicks will be taken from your defensive penalty box. When a ball travels across the side-line it will be restarted by a kick-in from that same point on the line. Kick-offs may be taken in any direction. All dead ball restarts, including corner kicks and fouls, are indirect. In all dead ball situations, defending players must stand at least five yards away from the ball. Substitutions may be made on any stoppage of play, except free kicks and penalty kicks. A game ball is to be provided by each team.

GAME DURATION:

A team will forfeit the game if not ready to play at the scheduled time, at the discretion of the tournament staff. **It is the responsibility of the coach or team captain to check the schedule for any changes the Friday before and the day of the tournament.** Games will consist of two 20 minute halves separated by a two minute halftime. Games ending in tie will be considered a tie, except during playoffs, where there will be one 10 minute sudden death overtime period. **The overtime period will be played with two field players and a goalie.** If a team received a red card during regulation play, the team will play with only one field player and a goalie during the overtime. A coin toss will decide direction and a drop ball will be used to start play. The first team to score during that period will be declared the winner. If the game is still tied after the ten minutes, penalty kicks will be taken to determine a winner. The three players from each team that were on the field at the end of the overtime period will alternate taking the penalty kicks. The team that has scored the most penalty kicks at the end of the first round wins. If it is still tied at the end of the first round, the same players will rotate in a sudden death penalty kick format until a winner is decided.

Field Dimensions:

U8-U9- 42 yards in length and 25 yards in width

U11-U18- 50 yards in length and 30 yards in width

SCORING: Winning team is responsible for reporting the score to the registration tent!

A goal may be scored only from a touch within a team's offensive half of the field. If a goal is scored from the defending half of the field, a goal kick is awarded to the opposing team.

POINT SYSTEM

ROUND-PLAY POINTS

All preliminary round games count when assessing Round Play Points (including cross-over games).

A. Three (3) points for a win B. One (1) point for a tie C. Zero (0) points for a loss

Teams with the most Round Play Points advance to single elimination play (Quarter-Finals, Semi-Finals or Finals).

TIE BREAKERS - In case of a tie in Round Play Points, the following tie breakers will be used:

1. **HEAD TO HEAD** - Winner of head to head competition advances.
2. **GOAL DIFFERENCE** - Goals scored minus Goals allowed to a maximum of four (4) goal difference per game, positive (+) or negative (-). Highest Goal Difference advances.
3. **GOAL POINTS** - One (1) point for each goal scored - to a maximum of five (6) per game. Goals Points are awarded to winning teams only. Highest Goal Points advances.
4. **GOALS SCORED** - Most total goals scored to a maximum of six per game.
5. **LEAST GOALS CONCEDED** - Fewest goals given up.
5. Coin toss.

Tie breaking methods are designed to discourage teams from running up the score.

A wildcard team will not be assigned to play the winner of its own sub-division in single elimination play.

Please note: Each position, either within a division or between divisions, will be determined separately. For example where 3 teams within a division are tied on game points and all 3 beat each other and the fourth place team during round play then the team with the best goal difference will advance as division winner. If a second team advances from round play out of that division then the tie breaking sequence will begin again and head to head competition between just those two teams will be the second tie breaker. All division winners will automatically advance to elimination round play.

TOURNAMENT RULES

USSF rules as modified for youth by USYSA will govern play with the following additions:

Entry fee - \$305 per team

SEEDING - No third place teams from round play will advance to single elimination games. Seeding for elimination rounds will be based upon game points & tie-breakers (on this page). Division winners will be given no preference when seeding i.e. a division winner with 6 game points will be seeded behind a division runner up with 7 game points.

For elimination round seeding purposes. Teams will not play against another team from their group in the first elimination round. The lower of the two seeds affected will rotate with the next lowest seed. Where the lower of the two seeds is the bottom seed that team will be rotated with the seeded team immediately above them. I.E. In a 16 team division, advancing teams seeded #2and #7 will play in the elimination round. However, if they have already played in round play team #7 will rotate with team #8. However, where advancing teams seeded #1and #8 are scheduled to play in the elimination round and they have already played in round play team #8 will rotate upward with team #7. **Please note:** Teams will not be rotated if this forces the number 1 and number 2 seed to play each other in the single elimination rounds.

PLAYERS' UNIFORMS AND EQUIPMENT -

Teams must wear numbers on the back of their shirts. Each player shall have a different number. In the event team colors conflict, the designated home team (first on schedule) is responsible for changing. In semi-final and final games, the loser of a coin toss will change. Shin guards are mandatory equipment. "Slide shorts" can be worn. Players wearing casts will be allowed to play if the cast is sufficiently protected (padded). Knee braces and orthopedic appliances can be worn if all hard surfaces, hinges, and edges are appropriately padded. All players' equipment is subject to Referee approval.

FORFEITED GAMES - Any team quitting and/or leaving the field of play prior to the conclusion of a game shall forfeit the game. Teams will be allowed a ten (10) minute grace period from the scheduled kickoff time before they forfeit a game. The watch of the Head Referee is the official time.

Forfeit – In the case of single game forfeits the team receiving the forfeit win will get the average score of the other two games that that the forfeiting team played within the group. Where all teams in the group receive a forfeit against the same opponent then all teams will receive a forfeit win of 4-0. If two out of the three games in group play are forfeited against the same team then both teams receiving the forfeit victory will receive the score achieved by the team who played the single game against the forfeiting team. Note: If, at the discretion of the Tournament Committee, it is deemed unfair or unsportsmanlike that a team did not complete a game or show up for a game, then that team shall forfeit any right to advance to final round play.

PROTESTS - **No protest on judgment calls will be upheld.** Protests can only be made by the designated coach/manager within 30 minutes of the completion of the game. A protest must be in writing and be submitted with \$100 cash or a money order to a member of the Tournament Protest Committee. All protests will be ruled upon prior to the next scheduled game that would be affected by such a ruling. The Tournament Protest Committee is made up of the Tournament Directors, and Referee Assignor. The protest fee is not refundable if the protest is not upheld.

LENGTH OF GAMES - (including semi-finals and finals)

AGE	GAME TIME	HALF TIME
All Age Groups	2 X 20 min halves	NO MORE THAN five (5) minutes

Overtime will only be played in quarter, semi-final and final games. Overtime will be one ten (10) minute period.

OVERTIME MODIFICATIONS – ELIMINATION ROUNDS ONLY

Please note: reduced player overtime modifications will be used to provide a fairer and more positive way of tie breaking. Overtime will be sudden death, (“Golden Goal”).

1. Each team will play with only three (3) players on the field. Ejections will reduce the number of players on the field as normal and the game will proceed unless one team is reduced to 1 player as a result of referee ejection. In this case the team with only one player forfeits.
2. If teams remain even at the end of overtime the game will be decided by F.I.F.A. style penalty using only the 3 players remaining on the field at the end of overtime.

The Tournament Director reserves the right to shorten game times in order to keep the tournament on schedule. In the event of inclement weather, the Tournament Committee shall have the authority to change the above format as follows: (1) Relocate and/or reschedule any games. (2) Shorten game times. (3) Cancel any games in the preliminary rounds that have no bearing on group winners, (4) Modify rules for tie breakers in case all games are not played in full.

REFUNDS/CANCELLATION - Teams not accepted will receive a full refund. Teams that withdraw after the entry deadline forfeit their entry fee. If tournament is canceled due to inclement weather, other acts of God or other factors beyond the tournaments control , all but \$150 will be refunded. After the tournament starts, if games are canceled or shortened due to inclement weather, other acts of God or other factors beyond the tournament’s control, there shall be no refunds of entry fees.*

ROSTER & PLAYER PASSES - Each team must have a USYSA/US SOCCER state affiliate or tournament roster with up to 18 players. All players must have a valid USYSA player pass or US Club Soccer player pass. The number of guest players is unlimited as specified on the Application To Host A Tournament Form. All players must be USYSA/US Club Soccer registered and have 2009/2010 player passes (laminated, with pictures).

RED CARDS - Ejected Players/Coaches will serve a minimum one game suspension. Tournament officials reserve the right to extend the disqualification based upon the nature of the offense.

THE KC LEGENDS SOCCER CLUB, SOCCER EXCELLENCE INC., RAYTOWN SOCCER CLUB, USYSA, US SOCCER, US CLUB SOCCER, TOURNAMENT SPONSORS OR ANY AUTHORIZED REPRESENTATIVE, AGENT OR EMPLOYEE OF THESE SHALL NOT BE RESPONSIBLE FOR ANY EXPENSE INCURRED BY ANY TEAM IF THE EVENT IS CANCELED IN WHOLE OR IN PART OR FOR ANY LIABILITY IN CONNECTION WITH THE TOURNAMENT FOR PERSONAL INJURY OR PROPERTY LOSS IN CONNECTION WITH TRAVELING TO, PARTICIPATING IN, OR TRAVELING FROM THE TOURNAMENT. EACH TEAM, PLAYER, COACH OR FAN SHALL PARTICIPATE AT HIS OR HER OWN RISK. THE DIRECTOR'S OR COMMITTEE'S INTERPRETATION OF THE FOREGOING RULES AND REGULATIONS AS APPLIED TO ANY SITUATION SHALL BE FINAL.