

## **WF Summer Games - 2024 Tournament Rules**

Flathead Valley United SC

Executive Director - Damion Blackburn

Field Location:

Smith PWK Complex

### **1. REQUIRED MATERIALS**

- a) Teams are required to provide a final roster with jersey numbers 30 mins before their first match
- d) All players acknowledged the Concussion Policy and Procedure form.

### **2. AGE GROUPS AND ELIGIBILITY**

- a) Men Over 39
- b) Womens Open (18 and up)

### **3. MATCH PROTOCOL**

- a) The Home team shall be listed first on the game schedule and shall wear a white or light-colored uniform for match play. Teams listed first will change uniforms in the event of a conflict or wear FVU -provided pennies.
- b) Player uniform numbers must match the uniform number submitted before the tournament and on the official roster form. Tape can be used if necessary and approved by the head referee at each match.
- d) Spectators shall remain on the opposite sideline from the player/team and not stand behind the goal or goal line. In the event of penalty kicks, no spectators will be allowed to stand on the sideline inside the penalty box.
- e) Refs will inspect the players and make sure they are safe to play.

### **6. LAWS OF THE GAME**

- a) All matches will be played in accordance with the FIFA Laws of the Game.
- b) All players are required to wear shin guards.
- c) No player will be allowed to play with anything deemed unsafe by referees.
- d) Match Length: All matches will be two (2) thirty (30) minute halves with a ten (10) minute halftime.
- e) Substitutions: May be made during any stoppage of play at the referee's discretion. Free substitutions will be allowed for all groups. The referee may waive the rule against delaying the match through repetitive substitutions.
- f) Minimum Number of Players: 7 players for 11v11 matches.

### **7. TOURNAMENT PROCEDURES AND POLICIES**

- a) Teams shall play a minimum of three (3) games.

- b) Teams shall play no more than two (2) games per day unless 7 team brackets are used. These 7 team brackets will require teams to play on Friday evening to avoid playing a possible 3rd game on day two or three of the event.
- c) No overtime periods shall be played to break a tie after regulation.
- d) The Executive Director shall use their discretion in the event of a delay due to weather or other unforeseen event regarding cancellation or rescheduling.

#### 8. FORFEITS

- a) A team not showing up within 10 minutes after scheduled game time will be subject to forfeiting the match by a score of 2-0.
- b) The referee must declare a forfeit before the start of a match. If a match is played, the result will be reported in the standings unless the match is not completed as described below.
- c) A team forfeiting a match will report to the Executive Director, who will decide whether to continue in the tournament.
- d) Matches will start on time if minimums are present.
- e) Any team that fails to complete a match or leaves a game without being directed to do so by the referee or Executive Director shall forfeit the game.

#### 9. STANDINGS AND TIEBREAKERS

- a) Teams will be awarded 3 points for a win, 1 point for a tie, and 0 points for a loss.
- b) Procedure for breaking ties in standings:
  - Head-to-Head Competition
  - Most Wins
  - Goals Against
  - Goal Differential (max of 3)
  - Most Shutouts
  - Penalty Shots
- c) Championship Matches:
  - In case of a final match tie, overtime periods will not be played. The game goes directly to kicks from the penalty spot in accordance with FIFA, **using only those players who were on the pitch at the end of regulation time.**

#### 10. MATCH AND SCORE REPORTING

- a) Referees shall report the score on an official match scorecard provided and return it directly to the referee headquarters, where results will be posted.
- b) Cautions and ejections shall be noted on the official match scorecard and reported directly to the tournament headquarters.

#### 11. PROTESTS AND DISPUTES

- a) Decisions made by the referee may not be appealed.

- b) Protests of match results will not be entertained or discussed.
- c) Issues of eligibility shall be noted before the match and will be determined before the game is started. The match officials will first evaluate issues about eligibility and then forward them to the Executive Director for further evaluation if the dispute is unresolved.
- d) The Executive Director's decisions are final and not subject to protest.

## 12. CONDUCT AND DISCIPLINE

- a) Teams and spectators are expected to conduct themselves within the spirit of Fair Play.
- b) Misconduct contributed to a team or spectator will result in the Executive Director being notified and possibly expelling the offending individual and/or team.
- c) Examples of misconduct include:
  - No animals, alcohol, or tobacco shall be permitted on the fields and shall remain outside of the fence surrounding the fields.
  - Verbal abuse of a player, coach, spectator, or official will not be tolerated.

## 13. MATCH CONDUCT

- a) A player accumulating three (3) cautions during match play may be required to sit out the next match.
- b) A player or coach ejected from a match must sit out the next match.
- c) A player or coach ejected due to violent conduct or fighting shall not participate in further tournament play.
- d) A player or coach exhibiting hostile public behavior may be subject to discipline or removal from further tournament participation.

## 14. LIGHTNING AND THUNDER POLICY

- a) In case of lightning or thunder during tournament play, FVU will suspend games and continue checking every 30 minutes. Games will be pushed back or rescheduled whenever possible. Strikes within 15 miles will be used at the threshold to clear fields.
- b) Teams will forfeit the game if they are not on the field within 10 minutes after games have resumed. No team or player should only assume games are canceled without official notification from the Executive Director.
- c) No Lightning/Thunder Safety Policy can give 100% Guaranteed Total Safety, but these steps will help try to avoid casualties by taking preemptive action.