**Coaches’ and Players’ Responsibilities**

**Coaches’ Responsibility**

1. Submitting payment ($75 early bird registration before May 31st, $90 regular registration June 1st-July 5th) and roster of players.

2. Picking up Coach’s Packet with Game Schedule and Team Shirts. Coach’s will receive an email about scheduling a time to pick up Coach’s Packet and Team Shirts the week before the tourney.

3. Informing team of rules, procedures, and schedule.

**Players’ Responsibility**

1. Complete and turn in a waiver before competing in the tourney. (Minors will need parent or guardian to complete the waiver). These waivers can be turned in with your coach who will turn them in at Packet Pick Up, or with the Field Marshall before your first game.

2. Check-in before first game with the Field Marshall at your field.

3. Players are responsible for their own equipment (cleats and shinguards recommended) and behavior. Sportsmanship should prevail at all times during the festival.

**Sportsmanship**

Remember this is a friendly, fun event to support a good cause. Good sportsmanship is to prevail at all times. Referees reserve the right to card or eject any player, spectator, or coach from the playing area. All referee decisions are final. Coaches are responsible for the conduct of themselves, players, and spectators.

**Tourney Format**

**Tourney Format**

Teams are placed, to the best of our ability, into a bracket of similar level teams.

All teams are guaranteed three games and have a chance to earn a position in the Playoff Round.

**Tourney Scoring**

Points are awarded after each game to determine who will go on to the Playoff Round. Points are awarded as such:

* 3 Points for a Win
* 1 Point for a Tie
* O Points for a Loss or Forfeit

In case of a tie for points to enter the Playoff Round, the winner will be decided by looking at the following categories in order until a winner is decided:

1. Head-to-Head Record
2. Goal Differential
3. Most Goals
4. PK Shootout

Games tied in regulation play shall end in a tie. Games tied in the Playoff Rounds will go to PKs, with 3 players from each team taking PKs. This shall continue with 3 more players until a winner is decided (all players must take PKs before a player can be repeated)

**THE GAME!**

Two 10 minute halves with a 3 minute halftime.

5v5 (4 field players + Goalkeeper)

Size 5 ball. Balls will be provided but teams can agree to use their own ball.

**Field**

Fields are located at the *Al and Jan Barker Sports Complex at 451 South Vestal Road, Plainfield, IN 46168*

Fields are standard U10 size fields and goals.

**Roster, Player Check-in, and Substitutions**

**Roster**

All players must be 14 years or older as of July 24th, 2016!

Maximum number of players = 7, Minimum = 4

Teams can be all male, all female, or any ratio of male and female players.

**IMPORTANT NOTE FOR HIGH SCHOOL TEAMS:** According to IHSAA, teams can only have 6 players from the same high school. Your seventh player needs to be from a different high school or graduated from high school.

MANDATORY Waivers and Player Check-In

All Players must sign release waiver and be on roster

(**players under the age of 18 will need a parent or guardian complete the waiver)**

All players need to check in with the Field Marshall located by the field of their first game. This is to verify waivers and rosters.

Teams playing players who are not on their roster or who have not checked in before playing will ***forfeit*** the game. Make sure you arrive with time to check-in with the Field Marshall.

Roster Changes

Rosters **CANNOT** be altered after July 17th. Any emergency changes (i.e. injury, sickness) must be approved by the Tourney Staff. This is to keep teams fairly and evenly placed in the correct division.

Please submit any roster change requests as soon as possible to Anne Toliver-Pratt at atoliverpratt@gmail.com.

**Substitutions**

May be made at any dead ball situation with approval from the referee

**Forfeits and Challenges**

**Forfeits and Challenges**

Forfeits

Forfeits result in an automatic 0 point for the team who forfeits and a 3-point win with a score of 1-0 for the other team.

Reasons for a Forfeit:

1. Playing an illegal player
   1. Player not on your roster
   2. Player under the age of 14
   3. Player who has *not checked-in with the Field Marshall prior to playing*. All players must check-in with the Field Marshall to verify waiver and roster before playing.
2. Delay of Game
   1. 3 minute grace period will be given.
   2. Be on time for your first game!
3. Not having enough players on the field
   1. Minimum number of players on a field is 4
   2. Maximum number of players on a field is 5 (4 field players + Goalkeeper)

Challenges

Any challenges need to be directed to the Field Marshall located near your field. This should be done immediately after the game and before the start of the next game on that field. The Field Marshall will contact the Tourney Staff about your challenge for review. You will be notified of the decision.

**Rules of the Game**

**Rules**

FIFA rules apply if not modified within

***NO Offsides***

***NO Slide Tackling***

Throw-Ins will instead be taken as indirect kick-in

**Free Kicks and PKs**

* Corner Kicks and PKs are ***direct***kicks, all others are ***indirect.***
* Instead of Throw-In , balls will be played as indirect kick-in.
* Kick-off may be played in any direction.

Games tied in regulation play shall end in a tie. Games tied in the Playoff Rounds will go to PKs, with 3 players from each team taking PKs. This shall continue with 3 players more players until a winner is decided (all players must take PKs before a player can be repeated)

PKs will be taken from the PK spot. If no spot is marked it shall be taken from the spot indicated by the referee.

**Goalkeepers**

* NO punting or dropkicks
* Have 5 seconds to distribute or release ball from hands.
* May not pick up a back pass from teammates (a ball played off a teammates head or unintentionally touched may be picked up)
* May wear their own goalie jersey, another shirt that is different in color from both teams, or a penny over their tourney shirt.

**Equipment**

All players must wear their tourney shirt (except for goalkeeper who may wear an alternate shirt or penny)

Shinguards are highly recommended.

**Injuries, Weather, and Helpful Reminders**

**Injuries**

A Medical Tent will be located near the Restroom Building

If you need assistance, the Field Marshall will contact the Medical Tent or appropriate individuals to assist you.

Remember this is a fun, friendly event and we want to prevent any injuries. Please use your best judgment in what you are capable of playing.

Slide tackling is prohibited to help prevent injuries.

**Inclement Weather**

Games will be played in rain.

However in case of sever storms, thunder, or lightning, games will be delayed. The referee will blow his whistle to signal stop of the game and all persons are to return to their vehicles.

Play will resume 30 minutes after the last lightning strike. Please do no return to the fields before this time. Tourney Staff will contact the coach of each team who is then responsible for contact the players on their team.

**Reminders and Helpful Hints**

* Remember to Check-In before your first game with the Field Marshall!
* No Slide Tackling!
* We recommend bringing water, sunscreen, and a change of socks.
* Food and fun raffle items will also be available to purchase at the event.
* All Players must sign release waiver and be on roster (**players under the age of 18 will need a parent or guardian complete the waiver)**
* **IMPORTANT NOTE FOR HIGH SCHOOL TEAMS:** According to IHSAA, teams can only have 6 players from the same high school. Your seventh player needs to be from a different high school or graduated from high school.

**Map**