

2009 Neptune Soccer Classic Rules of Competition

Please Note: Neptune Soccer Classic is a closed tournament.

All tournament matches will be played in accordance with the Laws of the Game as issued by FIFA except as modified in these "Tournament Rules."

No Protests Will Be Allowed. The Tournament Committee reserves the right to use their discretion for resolving conflict or other matters not specifically provided for under these Rules of Competition. The Committee, captains and coaches of the host teams, or any sponsors of tournament activities shall not be responsible for expenses incurred by any team or club if the tournament is canceled in whole, or in part. No application fee refunds after acceptance.

Player Registration

Each team shall be allowed a maximum of 20 players, and a PLAYER MAY ONLY BE REGISTERED ON ONE TEAM, REGARDLESS OF BRACKET. All teams must meet eligibility requirements as stated in the affiliation/eligibility section of the Neptune Soccer Classic website (www.neptunesoccer.com). All tournament players must have current USASA Player Passes. Passes will be checked against MDCVSA verified rosters or out-of-state release forms at registration, and again prior to each match. Passes will also be inspected to ensure they are current. Season Dates marked on the passes should be from September 1, 2008 to August 31, 2009. Players must turn 18 years of age by the first day of the tournament to play in the open bracket. Players must turn 30, 40, or 50 within the calendar year to play in the respective age brackets. No changes to team rosters will be allowed after the team has started its first match of the tournament.

Player Equipment

Shoes must meet FIFA specifications. Players are required to wear shin guards in accordance with Laws of the Game. Teams must have an alternate jersey in case of a uniform color conflict. In this event, the home team shall change jerseys.

Inclement Weather

The Tournament Committee reserves the right to make the following changes in the event of inclement weather:

- Relocate and/or reschedule a match
- Change division structure
- Reduce scheduled duration of a match

➤ Cancel a match

In the event of inclement weather forcing play to be halted and preventing the match from completing during the scheduled time, the score shall stand if at least one-half of the match has been completed. If weather is in question, call the Hampton Roads Soccer Complex Weather Hot Line at (757) 518-5176 before coming to the fields.

Clearing fields: If dangerous weather is reported in the vicinity, one long air horn blast will be sounded. Clear fields immediately and wait in cars or other lightning shelter areas until three horn blasts are sounded to indicate games will resume (permanent shelters at the Soccer Complex have lightning arrestors).

Touch Lines

Coaches and players from both teams will share the same side of the field as designated by the field official, and spectators will take up a position on the opposite side of the field during the time that the match is in progress. Coaches are responsible for their players and guests on the Touch Lines. All personnel must remain between the top of the Penalty Area Lines - no coaching is allowed from the Goal Line to the top of the Penalty Area. No player or club official may enter the field of play regardless of the circumstances unless that person has been given permission to enter the field of play by the Referee.

Start of Play

If a team cannot field seven (7) players at the scheduled start time, at the discretion of the opposing team, the late team will either forfeit the match, or the match start time can be delayed up to 10 minutes. If a team is more than 10 minutes late, the match may still be played, but the opposing team will be awarded one (1) goal at the start of the match. A match should not continue if either team goes below seven players after the match has started. In the event of a forfeit, the team forfeiting the match shall be declared the loser by a score of four (4) goals to none (0). A team that forfeits a match will not be eligible for advancement. "Friendly" matches after a forfeit are not allowed.

It is the duty of the coaches to insure that players report to the field 15 minutes prior to the start time of each match for verification of player passes by the Referee or an Assistant Referee. If there is no Referee present within ten minutes of the scheduled start time, the match shall be rescheduled unless both

teams' coaches agree to proceed. If the match proceeds, the score shall stand as played. If there are fewer than three referees present for a preliminary match at the scheduled start time, the Referee shall commence the match using volunteer "club" linesmen. Should an additional Assistant Referee arrive at the field, he/she shall enter the match at an appropriate break in play, and the volunteer linesman shall be relieved of his or her duties.

Duration of Matches

Duration of halves will be 40 minutes with intervals between halves of five (5) minutes each. The Referee is the official timekeeper of the match. Divisions with 5 teams will have 30 minute halves with a five minute halftime (4 preliminary games are scheduled). If heat and player safety conditions warrant, the Tournament Committee or a Referee may allow a three (3) minute water break approximately midway through each half - such a break will be called during a normal stoppage of play, and the match will restart based on the reason play was halted.

Coed

No sliding tackles are allowed. Unless a foul was committed in the process, Referees will halt play and restart with an Indirect Free Kick for a sliding tackle. For each team, no more than 7 may be on the field at one time.

Cautions and Send-offs

If a player is sent off from the match - shown red card by the Referee - that player must leave the vicinity of the field and sit out the remainder of that match. In addition, the player sent off is suspended from his/her team's next tournament match. No substitution may be made for a player who was sent off during the match in which the red card was issued. If the goalie is sent off, the team is required to assign a new goalie before resuming play. Note: in accordance with Laws of the Game, a player is shown the red card and sent off for receiving two cautions in the same match. Referees may caution or send off a coach and will show the appropriate card. Coaches in receipt of a red card are subject to the same penalties as outlined above for players. Red cards issued after the end of regulation play as a result of physical assault are considered especially serious and are subject to review by the Tournament Committee - a more strenuous penalty, which is not subject to appeal, may be employed.

Substitutions

Teams are allowed unlimited substitutions which shall be carried out in accordance

with the Laws of the Game. During the normal course of a match, for consistency and to maintain pace of play, Referees are to manage unlimited substitutions by allowing substitutions on a throw in for the attacking team only. No substitutions on corner kicks. Substitutions by either team are allowed on any kick off or goal kick. An injured player (and only the injured player) may be substituted once the Referee has stopped play. If the team elects to substitute for the injured player(s), opposing team may substitute a like number of players.

Tournament Overtime

All preliminary matches will remain a tie if score is tied at the end of regulation time. In the semifinal and final matches, if regulation play ends in a tie, the following steps will be taken:

- Two 5-minute overtime periods will be fully played. If still tied after two overtime periods, the tie will be broken by kicks from the penalty mark to be carried out in accordance with the Laws of the Game (including the number of kicks to be taken). Only players on the field after the second overtime period will be allowed to participate in kicks from the penalty mark.
- In coed divisions, kicks from the penalty mark must alternate between male and female players for the first set of 5 kicks. If, at the end of overtime, a team has fewer than 2 women on the field, each missing female player's kick for that team is to be counted as a miss for the first set of 5 kicks. It is up to the team's discretion to determine the order of the remaining players after the first 5 kicks from the penalty mark.
- In coed divisions, if a team finishes the match with a greater number of players than their opponent, that team shall reduce their numbers so that both teams have the same number of men and the same number of women. The team captain is responsible for notifying the Referee which player(s) will be excluded.
- During kicks from the penalty mark, goalkeepers may be changed with an eligible player (player on the field at the end of the second overtime) at any time, but the goalkeeper may only be replaced by a substitute (player not on the field at the end of the match) in case of injury.

Tournament Standings

Division bracket standings will be decided by the following point system:

- Win: 3 points, Tie: 1 point, Loss: 0 points

Determination of Wild Card, Semi-finalists, and Finalists

- Division bracket standings will be based upon total points accumulated upon the completion of preliminary matches with the team accumulating the most points finishing first. Total point ties within division brackets will be broken by the following tiebreakers in order:
- Head to head competition during the tournament of the two teams tied. (Disregard if more than two teams are tied. You must continue to the next criteria and may not revert back).
- Team with the highest goal differential. A maximum of 4 goals per match will be counted -positive only.
- Total goals scored (maximum of 4 goals per match).
- Fewest goals allowed during the preliminary matches.
- Fair Play point system in which the team with the fewest number red cards during the course of all matches played so far advances.

If still tied after the 6 steps above, at a time and place directed by the Tournament Committee, both teams will take kicks from the penalty mark in accordance with FIFA Laws of the Game, with the winner advancing to the next stage.

Semi-Final and Final Matches

The team with the most points earned in preliminary matches will be seeded #1 (visiting team). If tied, a Tournament Committee representative will draw lots/flip a coin to determine home and visiting team.

Incompleted Final Matches

In the event play is halted that prevents the match from being completed, the score shall stand if at least one-half of the match has been completed. In the event a Final Match must be abandoned before at least one half of the match is completed due to inclement weather or other factors, the following system will be used to determine the official winner of the bracket (any goals scored or red cards awarded during the incompleted Final Match will be counted):

- Previous head to head competition
- Highest goal differential. A maximum of 4 goals per match will be counted - positive only.
- Most goals scored (maximum of 4 goals per match)
- Fewest goals allowed
- Fair play point system in which the team with the fewest number of red cards during the course of all matches wins.

If still tied after these checks, instead of kicks from the penalty mark, drawing of

lots will be done by team representatives in presence of the Tournament Committee. If team representatives are not available, the Tournament Committee will draw lots to determine winner/runner up.