

Tigard Festival of Balloons Tournament Rules

IFAB Laws of the Game apply with the following modifications:

Tournament Headquarters

Tournament Headquarters will be Tigard HS, 9000 SW Durham Rd., Tigard, OR. The exact location will be announced as we get closer to the tournament. The Tournament Director is Mike Morris, 503-317-7576. The Tournament Coordinator and Travel Coordinator is Valorie Westlund, 503-740-6734

Team Check-in

Every team must check in at Tournament Headquarters (or designated alternate location) a minimum of one hour prior to their first game on Friday or Saturday. Teams will be given the opportunity of checking in on other days as advertised. Please watch the website and your email in-box for full details on these options. Teams must bring seven TYPED copies of the official tournament team roster to team check-in.

Every player/person listed on the tournament rosters must be properly registered and in good standing with their state/national association. For team check-in, we will accept the following:

- Player cards issued by their state or national association. We do not require photos or laminating.
- Official roster issued by their state or national association. Player names, birthdates and ID numbers must be included. Coach & manager names and ID numbers must be included (do not need birthdays). Hand written names on this roster will NOT be allowed unless you have a valid player card from the same issuing association for that player at the time of check-in. Rosters typed by club reps, coaches, or managers are not 'official rosters' for the purposes of checking in the team and will not be accepted.
- If using an officially issued roster as indicated above instead of the player cards, then the team MUST also have a copy of the 'Certified Roster Form' completed by the club registrar and attached. This form is available on the tournament website or you can contact us.
- Every player, coach and manager on the team must be registered with the same national soccer association, AYSO, USYSA, US Club. NO EXCEPTIONS!

We expect each team to make sure they are abiding by the rules set forth by their club and association as to which cards are used for participating in a tournament. It is the team's responsibility to confirm every player, coach and manager listed is allowed to participate with the team and that they are fully insured (medical and liability) by their respective national associations. It is the team's or club's responsibility to confirm the medical and liability insurance is not adversely affected by the guest players participating with the team for the tournament. It is the club's responsibility to confirm that all adults listed on the roster have completed their background check process and are eligible to coach/manage the team.

Teams will need to check with their respective state governing body for the status of travel papers and other requirements that are necessary when traveling outside of their home state. International teams must bring approved travel papers from their national association and either individual player passes or passports for every Coach/Player on the official tournament roster. Once teams have completed the Team Check-in procedure prior to their first game, they do not need to check in prior to their subsequent games. We do not require notarized medical releases for players.

Player Cards

EVERY person listed on the roster (player, manager, coach or assistant coach) must be properly registered with one of the national soccer associations (AYSO, US Club, or USYSA). Everyone listed on the roster must be in good standing and adults must have completed their background check process and be authorized to coach by the national association issuing their player cards. We will accept the valid 2018/2019 player cards as well as valid 2017/2018 player cards. Lamination of the player cards and player/coach photos are NOT required for the tournament.

Substitutions

There is an unlimited number of substitutions and teams may substitute at any time without the permission of the Referee. Players must enter and exit the field of play at the half line. The player coming off must cross the sideline before the entering player enters the field of play.

Minimum Number of Players

A team must have a minimum of four players to participate in a match.

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Roster Size and Guest Players

You may have up to 12 players on your tournament roster and there is no limit on guest players. For every game, cross off the name of any player that is not playing in the game for which the specific roster is used. **A player may NOT play on more than one team.**

Team Sidelines

Players and Coaches must be on one side of the field (generally in the middle of two side-by-side fields). The spectators are to be on the other side (generally on the outside of the two side-by-side fields). If turf fields are being used, chairs and other items may not be placed onto turf surfaces and food is never allowed on the turf fields. Please eat team snacks away from the game areas and eat all meals before arriving at the fields or after the games. NO food is to be eaten in the baseball dugouts.

Player Ages

Age groups in this tournament will be based on the calendar year of birth of the oldest player on the team in conformance with US Soccer's birth year registration initiative. A team will be eligible for an age group if every player on the team was born on or after January 1 of the year as shown in the chart below. **A player may not play on more than one team during the tournament, regardless of the age groups &/or gender.**

U09 = Born in 2010

U10 = Born in 2009

U11 = Born in 2008

U12 = Born in 2007

U13 = Born in 2006

U14 = Born in 2005

U15 = Born in 2004

U16 = Born in 2003

U17 = Born in 2002

U18 = Born in 2001

U19 = Born in 2000

*U20 = Born in 1999 (cannot have played for any college team)

Note: All U11-U14 aged teams that played in the OYSA State Cup quarterfinals or higher will be placed in the next older bracket for this tournament.

Game Start Times

Referees will start the game clock at the designated time regardless of whether teams are ready to play. That being said, if a team is late and they have contacted Tournament Headquarters, the Tournament Director MAY choose to allow the team an additional five minutes to arrive at the field ONLY if this does not adversely affect the next game on that specific field. A referee may NOT add time lost due to injury and a referee may NOT allow a grace period for teams that do not have the minimum number of players to start the game. If in doubt, contact the Tournament Director.

Length of Games, Overtime

All games are 30 minutes in length with NO halftime. The referee will have the teams switch sides at the 15 minute mark. The Referees will use a whistle to start and stop all matches. If a team is not ready to play within five minutes of the indicated starting time, they will forfeit the game.

If Semifinal or Final games end in a tie, the game will go to FIFA Penalty Kicks. Only players on the field at the end of the game may participate. Players may not leave the field of play prior to beginning the penalty kicks.

Game Balls

The home team is responsible for providing the correct size game ball. The U9-U12 teams/groups will use a size #4 ball. The U13-U20 teams/groups will use a size #5 ball.

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Jerseys

Each team must have an alternate jersey color (or pennies of a different color). The home team (listed first) will be responsible for changing jerseys if there is a color conflict. Numbers are not required on jerseys. We realize that summer tournament teams often borrow players. There is no penalty if no numbers or if there are duplicate jersey numbers on the same team.

Player's Equipment

Any player wearing the all-day Carnival Ride bracelet will be allowed to wear the bracelet for all games on the specific day – typically Friday. No referee will cause the bracelet to be removed in any manner. If a referee demands the bracelet be removed, they will reimburse the player for the cost of the bracelet.

Hard and unyielding items (guards, casts, braces, etc.) on the hand, wrist, elbow, upper arm or shoulder must be covered and must be padded with a closed-cell slow-recovery foam padding that is no less than one-half inch thick. In addition, if the referee *at any particular game* determines that the player is (a) using the cast as a “weapon” (that is, using it to gain an unfair advantage or using it as a striking device) OR (b) if the player appears to be significantly unbalanced due to the weight of the cast, the referee shall determine the player to be ineligible to participate further. All equipment is subject to approval by the match referee.

Shin guards, covered by socks, are mandatory.

No jewelry of any kind (earrings, nose rings, body rings, bracelets, necklaces) is permitted. Taping of jewelry is not permitted. Medical bracelets are not considered ‘jewelry’ and are allowed, but must be taped.

Offside

Players may play from an offside position. FIFA law 11 is suspended for this tournament.

Slide Tackling

There will be NO slide tackling allowed during the tournament.

Goal Kicks

Due to the size of the field for 6v6 play, there will not be a 6-yard box. All goal kicks will be taken from the end line. On each goal kick the defending team must be on their half of the field until the ball has cleared the attacking team’s penalty area.

SPECIAL Modifications for U9-U12 Teams

No intentional headers at U9-U12. If an intentional header occurs, the referee will stop play and award an in-direct free kick to the opponent at the location of where the header occurred.

Cautions and Send-Offs/Dismissals

Any player who is sent off (either a “straight red card” or two cautions/yellow cards in a single game) may not be replaced. Any player who is sent off or any coach who is dismissed will receive at minimum a one-game suspension (the next game). In addition, any player sent off for violent conduct will receive a minimum two-game suspension. The Tournament Director (or designee) may impose a larger number of suspensions.

Any coach or team official who is dismissed from a game must immediately leave the game site so as not to be within sight or sound of the field, including the use of electronic communication (e.g., cell phone). In the event the coach or team official refuses to leave, the match will be terminated and the referee will submit a report to the Tournament Director (or designee) who will declare a forfeit by the offending team. Players who are sent off from a match may remain on the team sideline. The coach is subsequently responsible for that sent-off player and his/her actions. Should that player fail to behave in a responsible manner, than those actions shall be deemed as having originated from the coach who will be held responsible for them, which may result in the coach’s dismissal from the game and the game site.

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Concussion Situations

A player who demonstrates signs of concussion as a result of an observed or suspected blow to the head or body must leave the field and may not return to play in that match. Referees will include in their match report information about any player required to leave the field because of a suspected concussion. A player who has been removed from a game by a referee because of a suspected concussion is ineligible to play until the league director has received a copy of a medical release signed by a health care professional that authorizes an unrestricted return to competition.

Scoring Method

Scoring during the tournament will be based on the following system (maximum of 10 points per game):

Win:	6 points
Tie:	3 points
Loss:	0 points
Goal Scored:	1 point per goal (maximum of 3)
Shutout:	1 point

Tie Breakers

If two teams are tied in points after the preliminary round, the following tie breaking procedure will be used.

1. Head to Head results
2. Goal Differential. Maximum allowed +4
3. Least number of goals allowed
4. Coin Toss (performed by Tournament Director)

If three or more teams are tied after the preliminary round, the tie breaker criteria listed above will be used to first, **advance**, or second, **eliminate**, one team. The remaining teams will then be compared beginning with Criteria No. 1, Head to Head Results.

Official's Report

Coaches should verify with the referee at the game's conclusion that their score matches his report. All game results will be called into tournament headquarters by the field marshal immediately following each match. In the event of a conflict, the referee report shall be deemed the official score for the game.

Appeals & Protests

Referee judgment decisions are final and may not be appealed. Any other appeal/protest must be verbally lodged with the referee and the opposing coach at the game site. The appeal must then be made in writing to the Tournament Director within two hours of the end of the match. There will be a \$150 non-refundable fee for any appeal that is filed. The Tournament Director will review any appeal correctly filed under this rule. All decisions of the Tournament Director are final.

Refunds

Should the tournament director be required to cancel scheduled matches for any reason or if a team does not get their five games, a refund of 1/6 of the paid fee will be issued (forfeits count as a game). Teams that withdraw from the tournament prior to the close of registration shall be charged a \$50 administrative fee. Teams that withdraw from the tournament after registration has closed will be charged a \$75 administrative fee. Teams that withdraw after schedules have been completed (whether posted to the website or not) will not receive a refund.

Shortened/Abandoned Games

Referees are the sole arbiter of the game clock, and their decisions regarding game length are final and may not be appealed. If games are shortened or abandoned for any reason, the Tournament Director reserves the right to determine how the game result shall be determined. Decisions by the Tournament Director in determining the official game result are final and may not be appealed.

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Licensed Trainer

There will not be a licensed trainer onsite during the tournament. Teams are encouraged to bring all of their own first aid equipment as the tournament does not have those items, and this includes ice. Emergency services (911) are to be called for all injuries, both on and off the field.

Referee Abuse

Any person who assaults a referee will be banned from further participation in the tournament. If the assault is committed by a player, coach, or other team official, the team with which that person is associated will be removed from the tournament and will forfeit all tournament games.

Information regarding the assault will be forwarded to the home state association or national organization with which the individual is associated for further action as required by the US Soccer Federation.

Venue Rules

Rules governing game venues are posted at the various locations. All teams, coaches and spectators are expected to follow all posted venue rules. However, dogs, smoking, alcohol and swearing are not permitted at any location. Violators of these rules will be asked to leave the venue.

Weather (rain, heat, thunder)

Any changes in game times due to excessively high temperatures will be announced on the website and approved by the Tournament Director. ALL referees will follow any changes to the game times or allow for water breaks as announced. Coaches can always substitute players in order to provide additional water breaks as deemed necessary. If excessive heat is forecasted, it is recommended that players start drinking extra liquids a minimum of 48 hours before their first match.

In the event that play cannot be started or is stopped due to thunder/lightning, teams will take cover, but will remain at the game site and proceed as follows:

If you see the lightning and thunder occurs within thirty seconds that means the lightning is considered to be within striking distance. At that point the match is suspended for thirty minutes. If another lightning flash/thunder clap occurs and it meets the criteria already stated then the thirty minute clock is reset and the waiting continues.

Once the thirty minute wait-period has been served games will continue as follows:

- a. If time allows, resume play and play to completion
- b. If there is insufficient time to play the entire game, the game will be continued until the half is completed. The game will then be considered complete.

The tournament director will coordinate stoppage of play. The Tournament Director reserves the right to make whatever adjustments may be necessary in game length to proceed with the schedule following delays due to inclement weather, including shortening subsequent games as necessary to complete the schedule. No refunds are issued as a result of weather delays or due to cancellations as a result of rain/weather and loss of fields due to acts beyond our control.