

# UKRAINIAN NATIONALS MEMORIAL TOURNAMENT

## Rules of Competition

### **RULE 1 – General**

- A. The Tournament Committee reserves the right to decide all matters pertaining to this tournament and their interpretation of these rules shall be final and binding.
- B. AWARDS - First place teams in each bracket will receive one award for each player (not to exceed the maximum roster for that format) and one for the team. Second place teams will receive one award for each player (not to exceed the maximum roster for that format).
- C. PRE-GAME - Teams should arrive at the field 30 minutes prior to their scheduled game time to be checked in by the appropriate official. Player passes may be checked by the Field Marshal.
- D. INSURANCE - All teams are responsible for their own medical and liability insurance coverage. The Tournament Committee Members, Tournament Director, Site Coordinators, Field Marshals, Ukrainian American Sport Center, Ukrainian Nationals, Inc., its Officers and EPYSA will not be responsible for any expenses incurred by any individual, team or club and shall not be held liable in the event of an accident or injury while in transit to or from, or while participating in the Ukrainian Nationals Columbus Cup Soccer Tournament.

### **RULE 2 – Eligibility**

- A. All players (including guest players) must have a current validated player pass and a medical release form from the appropriate association they are participating with in the Tournament.
- B. Roster
  - a. For 7 v 7 format: Roster is limited to a maximum of 14 players, including a maximum of 6 guest players.
  - b. For 9 v 9 format: Roster is limited to a maximum of 16 players, including a maximum of 6 guest players.
  - c. For 11 v 11 format: Roster is limited to a maximum of 18 players, including a maximum of 6 guest players.
  - d. Guest players must be the same age (or younger than) the team they are participating on, as determined by their birth year.
  - e. Rosters will be final upon check-in.
  - f. Primary player passes required, no secondary passes allowed.
  - g. Each player may only play for one team during the tournament.

### **RULE 3 – Player Equipment**

- A. All players must wear matching uniforms each with a unique number. In case of a color conflict, the team listed first on the schedule must change their jersey (or wear a pinnie).
- B. All players must wear shin guards and cleats. No player may wear metal cleats. No player may wear jewelry.
- C. Any player requiring eyeglasses must wear safety glasses (or sport glasses).
- D. Any other items worn (such as a cast or splint) will be reviewed by the referee and he/she will decide if the player is eligible to compete in that game.
  - a. If the referee decides the item poses a threat to other players, the player will not be eligible to compete.
  - b. If the referee decides the item does not pose a threat to other players, the player may compete.
  - c. However, the Referee retains the right to remove that player from the field during the game if the referee decides that the player uses the item in a manner that is dangerous to other players.

### **RULE 4 – Field and Game Equipment**

- A. Ukrainian Nationals will be responsible for all field markings, goal nets and corner flags.
- B. Game balls will be supplied by the Tournament to each game/field.
  - a. For U8 through U12: Ball size #4 will be used.
  - b. For U13 through U19: Ball size #5 will be used.

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### **RULE 5 – Team and Spectator Position**

- A. The team listed first on the schedule will choose their bench. The players and coaches will take opposite sides of the field from their spectators. The spectators will take the half of the field that is opposite their team's bench. Should a conflict occur, the field marshal, tournament staff or the referee will become the authority to establish where coaches, players, and spectators stand.
- B. All players, Coaches and spectators must remain between the mid-field line and the 18-yard line.
- C. The Coach (or a person acting on the coach's behalf) is responsible for controlling the conduct of their spectators. Failure to do so may result in a warning by the referee to the Coach (or the person acting in the coach's behalf).

### **RULE 6 – Laws of the Game**

- A. All games shall be played in accordance with the FIFA Laws, except as specifically modified by these Tournament Rules.

### **RULE 7 – Game Play**

- A. For 7 v 7 format: Teams will play 25-minute halves with one referee for preliminary games and three referees for championship games.
- B. For 9 v 9 format: Teams will play 25-minute half's with one referee for preliminary games and three referees for championship games.
- C. For 11 v 11 format: Teams will play 30-minute halves with three referees.
- D. All teams will have a 5-minute break between halves.
- E. No injury time will be played. Referees will keep the clock running on all games.
  - a. In the event of a serious injury that reduces the time of play drastically, the Tournament Committee may consider rescheduling the game.
  - b. In the event of a serious injury that occurs in the second half of a game, only that half will be replayed with the score from the first half carrying over. The Tournament Committee may consider a game completed if one full half has been played.
- F. Each team will play a minimum of three games.

### **RULE 8 – Forfeits**

- A. During preliminary games, a team will be allowed a 10-minute grace period after the scheduled kick-off before the game is awarded to their opponent. During a championship game, a team will have a 5-minute grace period after the scheduled kick-off before the game is awarded to their opponent.
- B. If 7 players (minimum number of players that constitutes a team) are present at the start of the game, the game will not be delayed. During the game, if a team falls below the minimum 7 players, the game will be forfeited to their opponent.
- C. A team that has forfeited a game may not advance to the finals.
- D. If an apparent bracket winner forfeits, the bracket team with the next best record will be declared the bracket winner.
- E. A forfeit in the preliminary rounds shall be awarded 3 points (scored as a 1-0 win)

### **RULE 9 – Substitutions**

- A. Substitutions without limit may be made at the following times:
  - a. All goal kicks, regardless of possession.
  - b. Prior to throw-in with your possession.
  - c. After a goal by either team.
  - d. At the break in-between halves.
  - e. After an injury if the referee stops play (one for one).

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### **RULE 10 – Conduct**

- A. Coaches are responsible for their own conduct, and the conduct of their players, parents and spectators.
- B. The referee has the authority to issue red cards beginning from the start of the game to the end of the exchange of patches.
- C. A red card and it's penalty are as follows:
  - a. HARASSING an Official, DISSENT of the Officials' decision or FOUL OR ABUSIVE LANGUAGE toward anyone will result in immediate suspension from the current game, plus the next game.
  - b. ASSAULTING anyone after the end of regulation play is subject to review by the Tournament Committee and a more strenuous penalty may be imposed
  - c. ASSAULTING anyone will result in immediate suspension from the current game, plus the next two games.
- D. Once ejected, that person must remain away from the playing field of the game(s) that he/she was suspended from.
- E. Any coach or player ejected from the game will also be suspended from their team's following tournament match.
- F. All red cards will be reported on the game card to the Tournament Committee and the appropriate association within 48 hours of completion of the tournament for further disciplinary action.

### **RULE 11 – Protests**

- A. No protests will be allowed.

### **RULE 12 – Ties**

- A. Ties will stand at the end of regular play for preliminary games.
- B. In the championship game, teams will be given a 2-minute rest period and then proceed with two 5-minute overtime periods switching direction between those periods. If the score is still tied at the end of overtime play, penalty shots will decide the outcome, as follows:
  - a. Only players on the field at the end of the overtime period are eligible to participate in the penalty kicks.
  - b. The referee shall decide the goal at which all the kicks shall be taken.
  - c. The team winning the coin toss shall have the choice of kicking first or second.
  - d. Each team takes five shots on goal, alternately. The team scoring the most goals wins. If the score is tied after five shots by each team, the shots will continue alternating until one team scores and the other team does not.
  - e. Other than the shooter and the two goalkeepers, all eligible players must remain in the center circle while the shots are in progress.
  - f. A goalkeeper who is injured may be replaced by an otherwise ineligible teammate from the sideline.
  - g. Each team must possess the same number of players.

### **RULE 13 – Procedure for Determining Placement in Division**

- A. At the conclusion of the preliminary games, each team will be ranked according to their performance to determine the teams that will meet in the championship games. The criteria, in order, are as follows:
  - a. Teams will be awarded the following game points:
    - i. WIN=3 points; TIE=1 point; LOSS=0 points; SHUTOUT=1 point (excludes 0-0 ties)
  - b. In the event of a tie, the following rules will apply, in order, to break the tie:
    - i. Winner of head-to-head competition between the two tied teams. (three team tie, this tie-breaker is eliminated)
    - ii. Goal differential (maximum of 3 points per game) between the tied teams.
    - iii. Least goals against between the tied teams.
    - iv. Goals scored between the tied teams (maximum of 3 per game)
    - v. Penalty kick shoot-out between the tied teams.

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### **RULE 14 – Division Games Played**

- A. Divisions with four teams
  - a. Each team will play a 3-game round-robin schedule.
  - b. CHAMPIONSHIP – #1 vs. #2.
- B. Divisions with five teams
  - a. Each team will play a 4-game round-robin schedule.
  - b. WINNERS – The top two teams with the greatest amount of points will be the champion and the finalist.
- C. Divisions with six teams
  - a. The teams will be divided into 2 brackets of three teams.
  - b. Each team will play a 2-game round-robin schedule within their bracket.
  - c. SEMI-FINALS – #1-Bracket-A vs. #2-Bracket-B and #1-Bracket-B vs. #2-Bracket-A.
  - d. CHAMPIONSHIP – SEMI-FINALS-Winner-A vs. SEMI-FINALS-Winner-B.
  - e. CONSOLATION – #3-Bracket-A vs. #3-Bracket-B
- D. Divisions with seven teams
  - a. Each team will play a 4-game round-robin schedule.
  - b. WINNERS – The top two teams with the greatest amount of points will be the champion and the finalist.
- E. Divisions with eight teams
  - a. The teams will be divided into 2 brackets of four teams.
  - b. Each team will play a 3-game round-robin schedule within their bracket.
  - c. CHAMPIONSHIP – #1-Bracket-A vs. #1-Bracket-B.
- F. Divisions with twelve teams
  - a. The teams will be divided into 4 brackets of three teams.
  - b. Each team will play a 2-game round-robin schedule within their bracket.
  - c. SEMI-FINALS – #1-Bracket-A vs. #1-Bracket-B AND #1-Bracket-C vs. #1-Bracket-D.
  - d. CHAMPIONSHIP – SEMI-FINALS-Winner-A/B vs. SEMI-FINALS-Winner-C/D.
  - e. 2<sup>nd</sup> CONSOLATION – #2-Bracket-A vs. #2-Bracket-B and #2-Bracket-C vs. #2-Bracket-D.
  - f. 3<sup>rd</sup> CONSOLATION – #3-Bracket-A vs. #3-Bracket-B and #3-Bracket-C vs. #3-Bracket-D.
- G. Divisions with sixteen teams
  - a. The teams will be divided into 4 brackets of four teams.
  - b. Each team will play a 3-game round-robin schedule within their bracket.
  - c. SEMI-FINALS – #1-Bracket-A vs. #1-Bracket-B AND #1-Bracket-C vs. #1-Bracket-D.
  - d. CHAMPIONSHIP – SEMI-FINALS-Winner-A/B vs. SEMI-FINALS-Winner-C/D.

### **RULE 15 – Inclement Weather**

- A. Regardless of the weather conditions, coaches and their teams must appear on the field of play as scheduled, ready to play unless notified by a member of the Tournament Committee. Failure to appear will result in forfeiture of the game. Every possible effort will be made to get all games played in their entirety. Delays, shortening, and cancellation of any games will be at the sole discretion of the Tournament Committee.
- B. Only the referee or the Tournament Committee can cancel or delay a game. If a game is cancelled, a 0-0 tie will be awarded. In the case of lightning strikes, only the tournament committee can give the “all clear” to resume play. A minimum of 30 minutes must go by from the last visible lightning strike and / or thunder heard.
- C. Inclement weather before a game
  - a. During the preliminary round of games, the referee and/or the Tournament Committee may reduce the length of a game, and subsequent games by 50%. However, the halves of the game must be of equal duration.
  - b. During the championship round of games, if the game cannot begin, a shoot-out will take place to determine the winner. If a shoot-out cannot take place, the game will be decided by the toss of a coin.
- D. Inclement weather during a game
  - a. During the preliminary round of games, if one-half of the game has been completed, the game will be considered completed and the score will stand. If less than 20 minutes of an 11v11 game or 15 minutes of an 8v8 game have been completed, a 0-0 tie will be awarded.
  - b. During the championship round of games, if games can not be completed at the discretion of the tournament committee, games will be considered completed and the score will stand if 20 minutes of an 11v11 game or 15 minutes of a 7v7 or 9v9 game are completed. Games that are stopped prior to 20 minutes of an 11v11 or 15 minutes of a 7v7 or 9v9 game, or if a tie exists at the stoppage of play, a shoot-out will take place to determine the winner. Only those players on the field at the time of the stoppage may participate in the shoot-out. If a shoot-out cannot take place the winner will be decided by the toss of a coin.
- E. The Tournament Committee may impose water breaks during any game with a running clock in the case of

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extreme heat. Length of break will be determined by the Tournament Committee.

### **RULE 16 - Refunds**

- A. An application will not be considered as received unless the correct payment has been received as well. No refunds will be issued once an application and payment have been received.
- B. In the event of game cancellations due to inclement weather the following will apply:
  - a. If a game is cancelled and no games were played, the team will receive a \$150 refund.
  - b. If a game is cancelled and at least one game was played, the team will receive a \$100 refund.