

May Madness 2010 Rules

FIFA rules	<p>The basis of the rules for the tournament are the FIFA rules</p> <ul style="list-style-type: none">• All FIFA rules apply except for the following exceptions or additions
Exceptions	<p>The following are May Madness Tournament additions to the FIFA rules. If there is a dispute, these rules will take precedence over FIFA rules</p>
Game play	<p>The following game-play rules usurp standard FIFA rules</p> <ol style="list-style-type: none">1. There will be no penalty for players in an offside position2. Distribution from goalie possession must hit ground or player before mid-field. Penalty: Opposing team indirect at midfield where ball crossed.3. There will be no slide tackling allowed. Penalty: A slide tackle foul in U9-U11 competition will result in an indirect kick from the spot of the foul. If the foul occurs in the 18 box in U9-U11 play, the result will be an indirect kick from the nearest point outside the 18 point. A slide tackle foul in U12 competition will result in a direct kick from the spot of the foul, unless the foul occurs in the 18 box, in which case a penalty kick will result.4. There will be a minimum distance of eight yards between the ball and any opposing player for all free kicks.5. All penalty kicks will be taken from a distance of eight yards from the goal line.6. All opposing players must return to the half line for goal kicks. Opposing players may cross over the half line only after the ball has been touched by the opponent.7. Goalkeepers may not drop-kick the ball.8. Games will run for a maximum of 25 minutes and will end at a predetermined time by the sounding of a horn.
Tournament Championships	<p>For U9-U11 play, the winner of a given tournament bracket will be determined on the following basis:</p> <ol style="list-style-type: none">1. Overall Record (2 pts /win & 1 pt/tie)2. Goal Differential (1st tie breaker)3. Goals For (2nd tie breaker)4. Goals Against (3rd tie breaker) <p>In U12 play, the two highest seeds in the boys and girls bracket will play a 25 minute championship game. The two highest seeds will be based on the following basis:</p> <ol style="list-style-type: none">1. Overall Record2. Goal Differential (1st tie breaker)3. Goals For (2nd tie breaker)4. Goals Against (3rd tie breaker) <p>Championship games which are tied at the end of regulation will result in a 10 minute golden goal overtime format. 10 minute OT's in the golden goal format will continue until a winner is determined.</p>
Roster	<p>The following rules apply to team rosters</p> <ol style="list-style-type: none">1. Team Roster size is a maximum of 12 players. Teams may only exceed roster maximum with approval of May Madness Registrar.2. Players may not be double rostered. Any team found using ineligible players will forfeit games for the entire tournament.3. The tournament will be age bracketed U9-U12. In order to be rostered on a team for the May Madness tournament ALL players must have been eligible to play for that same aged team in the 2009 season (under Soccer Maine age guidelines).

4. Teams must field at least 5 players at the scheduled start of the game. Otherwise, the offending team will forfeit the game.

Registration

Teams must check and register at the event

1. Coaches must register teams 1/2 hour prior to team's first game at the Registration Tent.
2. All players must be registered with Soccer Maine.

Yellow/Red Cards

The referee may issue a Yellow or Red card as a penalty at his or her discretion. Referee calls are considered final and may not be challenged

1. Any player receiving a **yellow card** will not be allowed to play for the remainder of the game in play.
2. A **second yellow card** in the tournament will result in the issuance of a **red card**. A red card may be issued immediately if, in the opinion of the referee, any player commits a foul deserving of a red card.
3. Any player or coach receiving a **red card** will not be eligible to participate in the remainder of the game in play, and will not be eligible for the next game.
4. The referee will withhold photo player cards until player or coach is again eligible.
5. An ineligible player or coach may view the game from the spectator side of the field
6. An ineligible coach may cause his/her team to forfeit the game if, in the opinion of the referee, the coach is "coaching" his or her players during the game.
7. At the discretion of the referee, a deliberate, serious foul or any violent conduct by a player may result in that player being declared ineligible for play for the remainder of the tournament.
8. Sidelines: Coaches, substitute players and spectators are required to remain next to or on the bench. Teams will be on one side of the field and spectators on the opposite side.

Sportsmanship

Players coaches, parent, and spectators are expected to act with good sportsmanship during any part of the event

1. Coaches are responsible for the conduct of parents and other fans of their teams.
2. For any sportsmanship problems concerning the spectators, the referee may solicit the assistance of the Field Marshal and direct the offender(s) to leave the immediate area of the playing field.
3. If the offender(s) fail(s) to leave the area as directed, the referee at his/her discretion may terminate the game and award a forfeit to the non-offending team.
4. All teams are allowed no more than two coaches on the bench.

Forfeits

Winners of forfeited games will be awarded a 3-0 win

Equipment

The proper equipment must be used for each game

1. The Field Marshal or referee will assure a proper size game ball is present at the start of each game.
2. Prior to the start of each game the referee will assure that all rostered players have shin guards, proper footwear, no jewelry, no splints, and no hard casts.

Start of Matches

The referee will start each game

1. At the referee's or assistant field marshal's request, coaches will produce photo player cards.
2. The first team listed in each game is designated as the "Home" team. A coin toss will determine ball possession and selection of the defending goal.

Substitutions

Teams may substitute players an unlimited number of times

1. Prior to your team's throw in;
(exception: U-10 and U-11's may substitute prior to either team's throw in)
2. Prior to a goal kick by either team
3. After an injury (if that player leaves the field of play)
4. After a goal is scored
5. After the end of regulation time during a championship game, if tied.

Suspended &
Terminated Games

Fitness of playing conditions will be determined by the Field Marshal prior to the game. Responsibility for the decision then shifts to the referee during the game.

Cancellation/Refunds

In the unlikely event of a cancellation, fees may be refunded depending on the reason for the cancellation

1. Any team accepted into to the tournament that later withdraws will forfeit the entry fee.
2. In the unlikely event of cancellation of the tournament due to circumstances beyond the control of the May Madness Tournament Staff (i.e. weather or natural disaster), registration fees, minus a \$100 non-refundable fee) will be refunded to each registered team.