

2021 Iron Valley United Blast Tournament Rules

1. ROSTER

- A team may not have more than 14 players for U9 through U10 age groups
- A team may not have more than 16 players for U11 and U12 age groups.
- A team may not have more than 22 players for U13 and older age groups. Only 18 players may dress per game.
- A player may play on only one team in the tournament for the duration of the event.
- Secondary roster players are allowed and not considered to be guest players.
- Three guest players are allowed. Guest players are those players who are not on a team's official state approved roster.
- U9 through U10 games will be played on a small field with seven (7) players on the field (including the goalkeeper) for each team.
- U11 through U12 games will be played on a small field with nine (9) players on the field (including the goalkeeper) for each team.
- U13 through U19 games will be played on a full size field with eleven (11) players on the field (including the goalkeeper) for each team.

2. LINEUP

- Official approved rosters and permission to travel forms should accompany application or be sent in as soon as possible.
- Player passes will be checked during online check-in.
- If prior arrangements are made, they can be checked before your first game at Tournament Headquarters.
- Player passes need not be presented at each game nor are lineup sheets required.
- Medical release forms must be in the possession of the coach or designated representative who is present during matches.

3. UNIFORMS

- All players on a team must wear similar uniforms numbered with no duplicate numbers.
- When teams have the same color jersey, the first team listed will be designated as the home team and be asked to change jerseys.

- Socks must be worn pulled up over shin pads, jerseys tucked in.
- Absolutely no jewelry is allowed.

4. GAME DURATION

- Age groups U9 and U10 will play two (2) 20-minute halves with a 5-minute half time.
- Age groups U11 and up will play two (2) 25-minute halves with a 5-minute half time.
- Teams are expected to be ready to play at the scheduled start time for each game.
- If a team has seven (7) players available, play begins.
- Any team more than five (5) minutes late will forfeit their game.
- Games may be shortened at the discretion of tournament officials or the referee.

5. GAME DELAY

- Any game stopped due to field conditions or weather will be resumed as soon as possible at a time and field location designated.
- In the event of inclement weather, unsafe field conditions or other unforeseen circumstances, the Tournament Officials have the authority to change games as follows:
 - o Relocate or reschedule any game
 - o Change the duration of any game
 - o Cancel any game
 - o Cancel the tournament
- Games terminated after one half of play because of darkness will be considered final.
- If games cannot be played on one day, the games will not be made up and
- A substitute may not be sent in for an ejected player nor may an ejected player be a substitute.
- An ejected player or coach is ineligible for the next scheduled game.
- A player ejected for fighting is ineligible for further tournament play.

9. CAUTIONS

- An accumulation of three (3) cautions or an ejection and one (1) caution to a player or coach will result in dismissal from the tournament.
- Coaches are responsible for players, assistants and spectators, as well as themselves.

10. SPECTATORS

- All spectators must view the games from the opposite side of the field as the teams and coaches.
- Spectators dismissed from a match by the referee or field marshal will be banned from all further tournament participation.
- A dismissed person may not be within sight and sound of the match or it will lead to the team being disqualified from further tournament play.
- All mechanical noisemakers are prohibited.

11. REFEREES

- All U9 through U12 games will be officiated under the one (1) referee system with two line persons, one supplied by each team if needed.
- U13 through U19 games will be officiated under the three (3) referee system.
- If the assigned referee is unable to officiate the match, the field marshal will appoint a referee acceptable to both coaches.

12. STANDINGS

- Standings will be calculated/posted at each tournament venue and on the tournament website. In the event an inconsistency occurs between the website and a venue posting, the results posted at Tournament Headquarters will take precedence.
- The order of finish will be determined by the number of points accumulated.
- Three (3) points will be awarded for a win, one (1) point for a tie, zero (0) for a loss.
- A forfeit will be recorded as a minus (-1) point. The other team will be given three (3) points for a win with maximum goal differential.
- If two teams have an equal number of points, the order of finish will be decided as follows:
 - 12.1 Head to head. (in the event of a tie among more than two teams criteria 12.2 – 12.4 will be used to determine the first place team.) Once 1st place is decided 12.2 – 12.5 will be used to determine next order of finished.
 - 12.2 Goal difference in all games, with a maximum of three goals differentials in each game.

- 12.3 Fewest goals allowed.
- 12.4 Most goals scored, with a maximum of three in each game.
- 12.5 Penalty kicks (as described below, except the time and location will be determined by a tournament official).
- 12.6 In the event of the tournament being canceled before all scheduled games are played, standings will be determined solely by the tournament committee based on an equal number of games played in the order in which they were played.
- Points system will not be assessed for consolation games

13. PENALTY KICK PROCEDURES

- Preliminary round games and consolation games can end in a tie, no exceptions.
- Only semi-final and championship games cannot end in a tie.
- Penalty shots will decide the outcome, as follows.
- Only the players on the field at the end of regulation are eligible to participate in the penalty kicks.
- The referee shall decide the goal at which all kicks shall be taken.
- The home team has the option of kicking first or second.
- No player may shoot a second time until all eligible teammates (including the goalkeeper) have taken a kick.
- Each team takes five (5) shots, alternately.
- The team scoring the most goals wins.
- If the score is tied after five (5) shots by each team, shots continue, alternating, until one team scores and the other does not.
- Other than the shooter and the two (2) goalkeepers, all eligible players must remain in the center circle while shots are in progress.
- Players not on the field at the end of the game do not participate in the penalty kicks and remain on the sideline.

14. ADVANCEMENT

- Teams will be grouped in divisions based on age.
- Age groups with fewer than 3 teams will be combined with another age group.

- Four (4) team divisions will play round robin followed by a championship game.
 - Following a three game round robin, each of the four teams will be ranked based on criteria in rule 12.
 - First place team will play the second place team in the championship game
 - There is no overtime. Winner will be determined by Penalty Kick Procedure (Rule 13) in the event of a tie at the end of regulation play.
- Five (5) team divisions will play in a four game round robin format, winner will be determined by criteria in Rule 12.
- Six (6) team divisions will be broken into two brackets of three (3) teams;
 - Each team will play two preliminary round matches within their bracket; upon completion of all preliminary matches, teams will be ranked within their division based on criteria in Rule 12.
 - Third ranked teams from each bracket will play one another in a consolation game;
 - The first ranked teams will play second ranked teams from the other division in two semi-final games;
 - The winners of the semi-final games will advance to the championship game.
 - There is no overtime. Winner will be determined by Penalty Kick Procedure (Rule 13) in the event of a tie at the end of regulation play.
- Eight (8) team divisions will be broken into two brackets of four (4) teams;
 - Each team will play 3 preliminary round matches within their bracket; upon completion of all preliminary matches, teams will be ranked within their bracket based on criteria in Rule 12.
 - The first ranked teams in each bracket will play in the championship game.
 - There is no overtime. Winner will be determined by Penalty Kick Procedure (Rule 13) in the event of a tie at the end of regulation play.

15. PROTESTS & APPEALS

- No Protests or Appeals will be entertained.

16. TEAM CONTACT

- At registration, each team must provide a designated contact person and their cell phone number who can be contacted at any time during the tournament.

17. TOURNAMENT CANCELLATION

- The tournament may be canceled as a result of inclement weather or any other “act of God” that would prevent tournament play from occurring. The decision to cancel the tournament shall be made at the sole discretion of the Iron Valley United Board of Directors. In the event of a full cancellation, the tournament will be played on the rain date identified at registration. The 2021 rain date is November 6-7. There will be no refunds provided to teams electing to withdrawal from the rain date tournament for any reason. Should the cancellation of the rain date tournament occur teams will be refunded their registration less a preparation fee equivalent to 50% of the total registration fee. In the event of a partial cancellation, teams will be reimbursed their registration on a prorated basis calculated by the number of scheduled games they were able to complete less a preparation fee equivalent to 50% of the total registration fee. Standings will be determined by the tournament committee. All decisions of the committee are final.

18. REFUNDS FOR WITHDRAWAL

- No refunds will be provided for withdrawal of team after registration close date