

The Whole Enchilada Soccer Classic 2007

Rules

Check-In Conduct

Prior to the start of each game, each team must present player cards and a team roster to the assigned referee so that the team may be checked in to play and the game started as scheduled. Failure of a team to report within 10 minutes of a scheduled kick-off will be considered to have forfeited the game. No jewelry will be allowed.

Rules of Play

FIFA Laws: FIFA Laws of the Game shall apply as modified by USYSA and NMYSA as described herein. U9/U10 games will be played as 5v5 plus a Goal Keeper. **THERE IS NO "OFF-SIDE" AT U9/U10.** U11/U12 (small-sided) will be played as 7v7 plus a Goal Keeper. U 11 & U12 (full-sided) and U13/U14 will be played as 11v11.

Preliminary Games

In order to keep the games on schedule, the referees, at the discretion of the tournament director, may reduce the length of the game at their discretion before the game starts by reducing the halves by equal parts. A preliminary game can end in a tie.

Spectators

At High Noon Fields, only the players and coaches are to be allowed on the players' side. All spectators must be on the other side of the field. At Burn Fields spectators must position themselves away from the players and coaches. For all games at any other venue, players and coaches will remain on one side of the field while spectators will remain on the opposite side of the field. Referees will have the final decision on which side is to be for spectators and which side is to be for players and coaches.

Finals

If a final game ends in a tie at the end of regulation play, the winner will be determined by playing one ten minute overtime period (golden goal). If after the overtime period a tie still exists, FIFA kicks from the mark will take place immediately. Golden goal is in effect.

Game Duration (By Halves)

Division	Game Times	Overtime	Ball Size
13-14	2 x 30 minutes	10 minutes	5
11-12	2 x 25 minutes	10 minutes	4
10	2 x 20 minutes	10 minutes	4

Each Team must provide a game ball approved by the referee for each game.

Half-time Intervals

Exactly 5 minutes

Home Team

The Home Team will be the team which appears first on the game schedule. The Home Team will be required to switch to an alternate jersey to accommodate a color conflict as declared by the referee. If the home team cannot supply an alternate jersey, the Home Team will forfeit the game.

Substitutions

All substitution rules will at the discretion of LAW 5 (the referee), according to the Laws of the Game.

Multi-Team Division Guidelines:

Four Team Divisions

Each team will play all the other teams in their division. The teams that complete these preliminary games in the First and Second place will play each other for the Championship. The Third and Fourth place teams will play for Third Place.

Five Team Divisions

Each team will play all the other teams in their division. The champion will be determined based on total points.

Six Team Divisions

Consists of two (2) brackets of three (3) teams each. Each team will play the other two teams in their bracket. The teams with the least points in each bracket will play a consolation game. The team with the most points of Bracket A will play the 2nd place team in Bracket B. The team with the most points of Bracket B will play the 2nd place team in Bracket A. The winners of these two games will play for the Championship. The losers of these two games play for Third.

Seven Team Divisions

Consists of one (1) bracket of three (3) teams and one (1) bracket of (4) teams. Each team will play the other teams in their bracket. The third place team in each bracket will play a consolation game. The second place team in each bracket will play for third place and the first place teams in each bracket will play for the Championship.

Eight Team Divisions

Consists of two (2) brackets of four (4) teams each. Each team will play the other teams within their bracket for a total of three (3) preliminary games. The team with the most points of Bracket A will play the team with the most points in Bracket B for the Championship. Second place in each bracket will play for third place.

Nine Team Divisions

Consists of three (3) brackets of three (3) teams each. Each team will play the other two teams in their bracket. After preliminary games, all nine (9) teams will be ranked from most points to least points as 1st points through 9th points (tie-breaker rules apply). The 1st points team will advance to the championship game. A semi-final will be played by 2nd points team and 3rd points team. The winner of this semi-final will play 1st points team in the championship game. Teams 4-9 will play the following games: 4th points team vs 5th points team, 6th points team vs 7th points team, and 8th points team vs 9th points team.

Determination of Winners

Points will be awarded based on the following criteria:

Win	3 points
Tie	1 points
Loss	0 points
0-0 Tie Game	1 point for each team

In the event of a tie in points at the end of bracket play, the winner for advancement to a championship game will be determined by the following criteria:

1. The winner in head to head competition
2. Goal differential (Up to 4 goals per game, for and against)
3. Most goals for
4. Most wins
5. Most shutouts

If a tie still exists after steps 1 through 5, the two teams will have a FIFA shoot out with FIFA kicks from the mark. This will take place fifteen (15) minutes prior to the scheduled start of the quarter or semi-final match.

Forfeits and Byes

Forfeits and byes will be recorded on teams for the following discrepancies:

- É Home teams failing to supply alternate jersey
- É Teams failing to check in at the mandatory registration
- É Teams failing to report ready to play within (10) minutes of the scheduled kick-off.

The winners by default will be awarded three (3) points for the win.

The losing team will receive a score of zero (0) for the match.

Cautions and Ejections

Coaches will be held responsible for the conduct of their team's players, parents, and supporters. Misconduct on the part of the coaches, players, or parents will be reported to the home state and club associations. Two (2) Cautions (yellow cards) in a single game is equal to an Ejection (red card). An ejected player shall not be replaced. An ejected player or coach will not be allowed to participate in the next scheduled game. One point will be deducted for each red card issued to either a player or coach.

If ejected for violent conduct or serious foul play, a player or coach will not be allowed to participate in the next two games, may be ejected from the tournament, and two points will be deducted. Any player or coach involved in fighting or who assaults a referee will be expelled from the tournament.

Suspended Games

The High Noon Soccer League and The Whole Enchilada Soccer Classic have imposed a **ZERO TOLERANCE POLICY**. If in the opinion of game officials, a game must be terminated for misconduct of players, coaches, or spectators, the offending team could be suspended from further play and forfeit that game and possibly all remaining tournament games. All previous points earned will remain as played. Additionally, for the team who is in violation, their Home Leagues and State Associations will be notified as appropriate.

Injury

Delays of the game due to injury will result in appropriate time being added to the full game time, based on the judgment of the referee. However, all preliminaries will be terminated not less than five (5) minutes prior to the start of the next scheduled game.

Disputes

The Tournament Director or designee shall settle all disputes. Once all information is reviewed and a decision made, that decision is final and will not be discussed or reviewed any further.

Inclement Weather Policy:

The Tournament Director reserves the right to make the following changes in the event of inclement weather or other disruptions beyond control of the tournament staff: relocate and/or reschedule a match, reduce scheduled duration of a match, decide a match by penalty kicks, cancel a match. In the event of inclement weather, poor field conditions or other disruptions 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 the match is not one-half complete, the winner will be decided by penalty kicks. The penalty kick competition may be held at a different time and location as determined by the Tournament Director if conditions prevent further play at the original site of the match.

If the match is not played to completion and subsequently decided by penalty kicks, the winning team will be awarded a 1-0 win and points awarded in accordance with the tournament scoring policy.

The Tournament Committee or High Noon Soccer League shall not be held responsible for expenses incurred by any team or club if the tournament is cancelled in whole or in part.

In the event of inclement weather, the Tournament Director will make a final decision that will complete the tournament as safely and as fairly as possible.

IN CASE OF INCLEMENT WEATHER DELAYS OR OTHER CHANGES, IT IS YOUR RESPONSIBILITY TO CHECK WITH THE TOURNAMENT DIRECTOR FOR NEW OR REVISED MATCH INFORMATION. IF NECESSARY, GENERAL INCLEMENT WEATHER INFORMATION WILL BE RECORDED AT 523.0261.

NO APPEALS OR PROTESTS ARE ALLOWED