I. TOURNAMENT NAME 2018 Dayton World Soccer Games

II. TOURNAMENT LOCATION  
Action Sports Center  
1103 Gateway Drive  
Dayton, Ohio 45404

III. REGISTRATION & TEAM ELIGIBILITY

A. Each team must represent one country and have at least one member on the team who is an immigrant from that country or whose ancestry is from the team’s country. Team’s countries will be accepted on a first-come, first-served basis.

B. Teams can be co-ed, both adult and youth teams. There will be a max of 20 youth teams (4 teams per age group for 5 age groups). Teams without females on the roster will be subject to the Fair Play Rule. The Fair Play rule will reduce an all-male teams’ on-field players, one-for-one up to two, for every female on the field for the opposing team. Example, a co-ed team has two females on the field. If facing an all-male team, the all-male team must play with two fewer players on the field. The maximum number of Adult teams is 16 (8 teams per age group for 2 age groups). See brackets below in Section IV

C. No guest play will be permitted. Players will appear on and represent only one team. A player from a losing team will not be permitted to join another team that has advanced in the tournament. Failure to comply with this rule may result in disqualification.

D. Completed Registration Forms and Rosters must be submitted by Friday, September 7, 2018 to be entered into the tournament. Mail-in registrations must be received by Friday, September 7th.

E. Submit Registration Forms:  
By Mail: Dayton World Soccer Games  
Attn: Lamonte Hall, Jr.  
Department of Recreation and Youth Services  
101 W. Third Street, Mezzanine Floor  
Dayton, OH, 45402
In Person: Recreation and Youth Services
101 West Third Street
Dayton, OH 45402

F. Team check-in for the tournament will be held on Saturday, September 15, 2018 from 6:30 AM until 8:30 AM at the Action Sports Center. In addition, teams are required to be at their assigned fields a minimum of 45 minutes prior to the scheduled start of their scheduled matches. A team representative must report to the tournament headquarters prior to each game.

IV. PLAYER ELIGIBILITY

A. The tournament is open to boys and girls, men and women from ages 6 and up

<table>
<thead>
<tr>
<th>YOUTH TEAMS</th>
<th>Age Group</th>
<th>Designation</th>
<th># players per team</th>
</tr>
</thead>
<tbody>
<tr>
<td>U9</td>
<td>7-8 yrs old</td>
<td>U9</td>
<td>10-12 players</td>
</tr>
<tr>
<td>U11</td>
<td>9-10 yrs old</td>
<td>U11</td>
<td>10-12 players</td>
</tr>
<tr>
<td>U13</td>
<td>11-12 yrs old</td>
<td>U13</td>
<td>10-12 players</td>
</tr>
<tr>
<td>U15</td>
<td>13-14 yrs old</td>
<td>U15</td>
<td>16-18 players</td>
</tr>
<tr>
<td>U20</td>
<td>15-18 yrs old</td>
<td>U20</td>
<td>16-18 players</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>ADULT TEAMS</th>
<th>Age Group</th>
<th># of teams</th>
<th># of players per team</th>
</tr>
</thead>
<tbody>
<tr>
<td>Max - 20 players</td>
<td>19 + yrs old</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

B. The Team Captain is responsible for verifying the age of all players listed on its roster. The Tournament Registration Committee reserves the right to request documentation if the age of the player is suspect. The Registration Committee has the final say on a player’s age eligibility.
V. TEAM PLAY AND UNIFORMS

A. For each match in the tournament, the team that is listed first in the schedule shall be the home team. The home team shall be responsible for resolving uniform color conflicts. The use of pennies will be permitted for resolution, which will be provided.

B. Ages 7-14 teams must have at least five eligible players to start a match. Ages 15 and above must have at least 7 eligible players to start a match.

C. Both teams shall be on the same side of the field. Spectators and supporters of both teams shall be on the opposite side of the field from the teams.

D. Teams will supply their own uniforms. Teams must wear matching uniforms and are encouraged to be creative in representing their country. Each uniform must have a number specific to the player in bold font with a line width of no less than one (1) inch.

VI. PLAYER UNIFORMS

A. All players must wear a uniform that has a number on it that is a unique number in relationship to the other uniform numbers of the other players on the same team. Players are prohibited from changing uniform numbers during the course of the tournament. Each uniform must have a number specific to the player in bold font with a line width of no less than one (1) inch.

B. Players are prohibited from wearing jewelry, hard hair ornaments, or anything that may interfere with the game, pose a distraction to another team, or present a danger to themselves or other players.

VII. LAWS OF THE GAME

Modification – Notes on the Laws of the Game:

A. All matches will be played under international rules (FIFA) with the exceptions as shown in paragraphs 2, 3, 4, 5, and 6 below:

B. Youth Teams will play a round robin format to determine who plays for the Championship. The Adult teams will play standard format. The length of each match and ball sizes will be as follows:

<table>
<thead>
<tr>
<th>Division</th>
<th>Preliminary</th>
<th>Ball Size</th>
</tr>
</thead>
<tbody>
<tr>
<td>Ages 7-8</td>
<td>(4) 10 Minute</td>
<td>7 v 7</td>
</tr>
<tr>
<td>Ages 9-10</td>
<td>(4) 12 Minute</td>
<td>9 v 9</td>
</tr>
<tr>
<td>Ages 11-12</td>
<td>(2) 24 Minute</td>
<td>9 v 9</td>
</tr>
<tr>
<td>Ages 13-14</td>
<td>(2) 24 Minute</td>
<td>11 v 11</td>
</tr>
<tr>
<td>Ages 15-18</td>
<td>(2) 24 Minute</td>
<td>11 v 11</td>
</tr>
<tr>
<td>Ages 20+</td>
<td>(2) 24 Minute</td>
<td>11 v 11</td>
</tr>
</tbody>
</table>
C. Substitutions. Free substitution may be made in all age groups with the permission of the of the referee as follows:

1. Before a throw-in in your team's favor.
2. Before a throw-in that is not in your favor if a player from the other team is also substituting.
3. Before a goal kick for either team.
4. After a score by either team.
5. At half-time.
6. After an injury, 1 for 1, if the injured player is substituted.
7. After a player is cautioned, the cautioned player may be substituted.
8. After a cautioned player is substituted, the other team may substitute a player.

D. Coaches may be given cautions, (yellow cards) or sent off, (red cards).

E. Player equipment. All players must wear shin guards. No hard casts are permitted. Soft casts are permitted with the permission of the referee.

F. The Tournament Committee will supply FIFA approved balls for all tournament matches.

G. SPECIAL NOTE TO TEAMS:

1. The standard offside rules WILL NOT APPLY in the U-6 through U-9 age divisions.
2. The standard offside rules WILL APPLY in all U-10 through Adult age divisions.

VIII. TOURNAMENT AND MATCH SCHEDULES

A. Tournament Format. Teams will be organized into groups of 4, 5, 6, or 8 teams. Teams in a division of either 4 or 5 teams will play in a round robin format. Teams in a 6 team division will be divided into two groups. Teams in an 8 team division will be divided into two groups. The winner of each group, in both 6 and 8 team divisions, based on points accumulated within their groups, will advance to a semifinal match with the winners going to the championship match.

B. Procedures for Determining a Winner. In divisions of 4 teams, the team with the most points will be declared the champion. In divisions of 5 teams or more, the two teams with the most points will play in the Championship game.

At the end of all preliminary and round robin matches, there will be no overtime period played. Preliminary and round robin matches may end in a tie. If at the conclusion of a championship match, the score is tied, two 5 minute overtime periods will be played to the conclusion of each of the two overtime periods. There will be no “Golden Goal” or
“Silver Goal” used to determine the winner of a match. If the score remains tied after both overtime periods, the winner will be determined per FIFA procedures for “Penalty Kicks.”

C. **Referees.** All matches for U11-Adults team matches will use the three referee system of control, using referees certified by USSF. U6-10 team matches will have one center referee.

D. **Match Delays, Suspensions, Cancellations.** Inclement weather is always a possibility and such types of weather may result in delayed, abbreviated or cancelled matches. The tournament committee will attempt to reschedule matches to insure that each team will play a full schedule for the tournament. Matches may be shortened or postponed or scheduled at a different site in order to meet this goal.

E. **Cancellation.** In the event of tournament cancellation due to inclement weather, there are no refunds. If the tournament committee cancels the tournament before it begins within one week of the scheduled tournament date, refunds will be made available to all teams requesting them, minus a $10 administration fee.

F. **Inclement Weather Procedures.**
The Tournament Committee and/or Director reserve the right to delay the start of a game, reduce the length of the game, or terminate a game. All teams must abide by the tournament weather/field conditions policy. Only the Head coach may come to the Tournament HQ after a weather delay for further information.

G. **Please have ALL players and parents clean up the sidelines after each game. Thank you.**

**IX. FORFEITS**

A. Teams not reporting to the field within ten minutes of the scheduled starting time of their match may be required to forfeit that match.

B. Ages 7-14 teams must have at least five eligible players to start a match. Ages 15 and above must have at least 7 eligible players to start a match.

C. If a team forfeits a match, for any reason, they may be required to forfeit all of their matches in the tournament as determined by the tournament committee and they may be prohibited from advancing to the Championship round.

D. A forfeit will be recorded in the standings as a 3 – 0 loss for the team that forfeited the match.

E. **(IN NO CASE WILL A TEAM THAT HAS FORFEITED A GAME BE DECLARED A GROUP WINNER)**
X. STANDINGS AND TIE-BREAKERS

A. Groups standing will be determined as follows;
   1. Point total: WIN = 3 points TIE = 1 point LOSS = 0 points
   2. A forfeit is treated as a 3 - 0 result.

B. The tournament committee is responsible for interpreting the rules and scheduling tie breaker activities. Tie-breaker procedures, in the following order, will be used to determine a group winner:
   1. Result of the match between the tied teams. This does not apply if three teams are tied, unless one team has beaten both of the teams with which they are tied.
   2. Cumulative goal differential of all matches played; defined as total goals scored minus goals allowed, with a maximum of three goals per match.
   3. Lower number of goals allowed, with no limit on goals allowed.
   4. Least number of cards, red & yellow, accumulated during the tournament by coaches and players.
   5. Penalty kick elimination, as per FIFA rules of the match.

XI. MATCH AND SCORE REPORTING

1. Following each match, the referee will hold the game card. These games cards will be collected by the tournament’s field marshals. The referee shall record all red and yellow cards issued during the match on the game card. In addition, the referee shall turn over to the field marshal, the name of any player or coach to whom a red card was issued.

2. At the conclusion of all matches, a member of the coaching staff of each team must sign the game card in order to confirm the accuracy of the information on the game card, including the final score of the match.

XII. PROTESTS

There will be no protests permitted in this community tournament.

XIII. CONDUCT AND DISCIPLINE

Team and Spectator Conduct. All teams, including players and coaches, their supporters and other spectators are required to conduct themselves in a manner befitting the ideals of FIFA, USSF, and the Ohio South Youth Soccer Association as they relate to FAIR PLAY and good sportsmanship. Persons not conducting themselves in that manner may be required to remove themselves from the vicinity of a particular match, be removed from that entire venue, or not be permitted to participate or attend any function of the tournament for the remaining portion of the tournament. This includes spectators entering the field of play during a game, without the permission of the referee.
XIV. General Rules

A. No air horns are permitted. The tournament committee will be using air horns in cases of emergency, i.e. lightning, tornado, etc.

B. No pets of any kind or size are permitted in the parks. This includes but is not limited to: Dogs, (big and small), Cats, Parakeets, Goldfish, Monkeys, etc. Pets are too unpredictable around large crowds, especially small children and we decline to accept responsibility for the actions of your pets. Anyone with a pet will be instructed to remove the pet from the park – No Exceptions, except service dogs.

C. Alcoholic beverages are not permitted on the fields and can only be purchased and consumed in designated areas at the game venue.

D. Players, coaches and referees are not permitted to use any form of tobacco in the vicinity of any match field.

E. Ejections. Players who are sent off (red card) during a match may not play in their next match. Coaches may be given cautions or sent off. Players who are sent off may sit with their team during the team’s next match in the tournament but may not be in uniform. Coaches who are sent off cannot participate as a coach or as a spectator at their team’s next match.

F. Spectators are prohibited from entering a field during a game, except by the permission of the referee. Spectators who enter a field during a game or otherwise commit misconduct may be ordered by the referee to leave the vicinity of the field.

G. The tournament may take additional action against teams, players and coaches for serious acts of misconduct by their players, coaches and/or team supporters. This action may include removal of the team from the remainder of the tournament.

H. If a player or coach accumulates 3 yellow cards in three separate matches, this accumulation of cards shall be treated as a red card and the player or coach will be required to sit out their next match in the tournament.