

2022 NSC College Club Pre-Regional Prospect

The tournament will be governed by NCAA rules with the following modifications:

III. FINAL TEAM CHECK-IN

- All teams must check in 90 minutes before the team's first game or earlier with Tournament Headquarter staff.
- Updated game schedules will be provided at Final Team Check-in.

DURATION OF GAMES AND HALFTIMES:

Running time will be used throughout the entire tournament. All games up to the semifinals will consist of 40-minute halves separated by a seven-minute halftime. Semifinal and final competition will have 40-minute halves separated by a ten-minute halftime. Pool play games that are tied at the end of regulation time will remain tied. Playoff games that are tied will go into overtime play. Overtime play will consist of one 15-minute, sudden victory overtime period. If still tied at the end of the overtime period, kicks from the penalty mark will be taken to determine a winner. Please note that the tournament format and game length may change due to a lower number of entries in that division.

FIELD MARSHAL:

The Field Marshals are there to assist you with anything you might need and to handle the administrative concerns of the match. They do not have any authority over any decision made by the referee. Immediately after the match the Field Marshal will make sure the match card is signed by each team representative and given to the tournament representative.

GAME CHECK-IN CONDUCT:

At least fifteen minutes prior to the start of each scheduled game, the Field Marshal will check the teams in for play. Each player must have a physical government or university picture ID that must match to the team's player roster. Digital IDs are not permitted to be used. A team who fails to properly check in with the Field Marshal will forfeit that game.

FORFEITURES:

Teams failing to check-in (15) minutes prior to their scheduled kick-off time or failing to report ready to play within (5) minutes of scheduled kick-off time may forfeit their match. All teams must have a minimum of (7) players present to start the match. Teams who have forfeited may continue in the tournament.

FORFEITED GAME GOAL DIFFERENTIAL:

In the Championship Division, a forfeited game will result in a 1-0 win for the winning team, which produces a +1-goal differential.

PLAYERS' EQUIPMENT:

All players are required to wear shin guards under socks. No jewelry may be worn in competition, except medical alert or religious necklaces (taped to chest). Players shall wear approved footwear (no center cleats). All players must wear matching uniforms. All players must have a permanent number (minimum 6") on the back of their uniform, with no duplicated numbers on a team. Uniforms with taped or hand-written numbers will not be allowed. NO unpadded hard casts permitted. If a player has a soft cast, the player must have a doctor's release and approval from the referee to play. NO knee braces made of hard, unyielding material are permitted, unless hinges are covered on all sides with approved padding, and all its edges are overlapped. Players not in compliance will be CAUTIONED (yellow carded) and sent off the field until the changes are made and the requirement is met.

SUBSTITUTIONS:

Substitutions are allowed during goal kicks (by either team), for an injured player (one for one), for a yellow card (one for one) although not mandatory, and after a goal has been scored. Substitutions by the team with possession of the ball shall be permitted prior to a restart by a throw-in and corner kicks. If the team in possession chooses to substitute, the team not in possession may substitute as well. If the team in possession chooses not to substitute, the team not in possession may not substitute. Substitutes entering before goal kicks, corner kicks or throw-ins must wait at the half-way line prior to the ball going out of play, so that a team may not stall by sending a substitute in after the ball is already out of play. All substitutes must wear a colored jersey/vest that distinguishes them from all other field players while on the bench and warming up.

COACHES & BENCH PERSONNEL:

All Coaches have total responsibility for the conduct of their players, substitutes, friends and spectators at all times. Coaching from the sidelines (giving direction to one's own team on points of strategy and position) is permitted, provided:

- No mechanical devices are used;
- The tone of the voice is instructive and not derogatory;
- Each coach or substitute remains within 10 yards on their team bench side of the half-way line;
- No coach, substitute, or spectator makes derogatory remarks or gestures to the referees, other coaches, players, substitutes, or spectators;
- No coach, substitute, or spectator uses profanity or incites disruptive behavior of any manner. A team may have a maximum of 3 coaches and 1 athletic trainer in their team area during the game. Any additional team personnel will be restricted to the spectator side of the field.

CAUTIONS AND SEND OFFS:

A player or coach receiving two cautions (yellow cards) in a single game is considered to have been sent off (red card). A player who has been sent off will not be replaced. A player or coach who has been sent off will not return for that game and will not be allowed to participate in the next scheduled game. A player or coach who is sent off may be removed for more than one game, following the game when the sending off occurred, depending on the severity of the infraction. For the purpose of this Tournament a Coach can be carded. A team will be disqualified from the Tournament if any player or coach fails to comply with the provisions of this section.

Any player that receives three yellow cards during the tournament will be ineligible for the team's next game, and pool play card accumulation carries over to bracket play.

SUSPENDED AND TERMINATED GAMES:

If in the opinion of tournament officials, a game must be suspended (for reason), the game may be resumed but is subject to being ended not less than five (5) minutes prior to the scheduled start of the next game. If in the opinion of tournament officials, a game must be terminated for misconduct of players, substitutes, coaches, or spectators, the offending team may be suspended from further play and forfeits that game and all remaining games. All previous points earned remain as played. Additionally, the sponsoring University will be contacted as appropriate.

If a game is terminated due to problems associated with the fields, including lighting for a night game, or due to the serious injury of a player (see the next section entitled "INJURY") the resumption of play for that game will be at the discretion of the tournament officials. Tournament officials may at their option conclude the game, require completion of the game or utilize kicks from the penalty mark to determine the winner of the game depending upon the circumstance and considering the potential effect of the game results on the standings of the teams.

INJURY:

Delays of the game will only be allowed for an injury requiring professional medical attention and the inability to remove the injured player from the field until and while the medical attention is being provided to the player. The delay will result in appropriate time being added to the full game time, based on the judgment of the referee and tournament officials. Otherwise, each game will be played with a running clock and no

suspension of the clock time. However, all preliminary games will be terminated not less than five (5) minutes prior to the scheduled start of the next game. The failure to complete any game due to a serious injury requiring suspension of the game play shall be controlled by the preceding section," SUSPENDED AND TERMINATED GAMES."

The team captain, coach and/or trainer must advise the referee of critical medical conditions of any player. Referees are instructed to stop the game immediately and summon medical staff if a player with a critical condition requires medical assistance.

DETERMINING POOL WINNERS/POSITIONING:

Teams will be awarded points on the following basis:

- Three (3) points for each Win
- One (1) point for each Tie
- Zero (0) points for each Loss

In the event of a tie in points at the end of pool play, the teams to advance will be determined as follows:

1. The winner in head to head competition
2. High goal differential (goals scored minus goals allowed)
 - Maximum of 5 points from any one match
3. Most goals for
4. Fewest goals against
5. Most total wins
6. Most shutouts

In a tie breaking scenario involving more than 2 teams, the tiebreaker procedure will begin. Once one team is identified as different and both remaining teams are still tied, the tie breaker procedure is restarted to identify the remaining order.

If a tie still exists after steps 1 through 6, the following procedure will be used for NCAA kicks from the mark.

- In a two-way tie, NCAA kicks from the mark will be taken thirty (30) minutes prior to the scheduled start of the next match.
- In a three-way tie, a three-way coin flip will be conducted. The two teams that tie in the coin flip will compete in NCAA kicks from the mark to eliminate one team prior to proceeding to NCAA kicks from the mark with the third team. The coin flip and time of the kicks will be determined at the fields.
- OPEN DIVISION ONLY: In a four-way tie, a drawing of lots will be conducted. Teams will draw either an A or B. Teams drawing A will compete in NCAA kicks from the mark to eliminate one team. Teams drawing B will compete in NCAA kicks from the mark to eliminate one team. The winners of A and B will then compete in NCAA kicks from the mark to determine final placement. The drawing and time of the kicks will be determined at the fields.

HOME TEAM:

The Home Team will wear light jerseys. The Home Team will use the team bench on the North or West side of the scorer's table. The Home Team is the first team listed in pool play and is indicated by HOME once bracket play begins.

PROTESTS:

Only protests of eligibility and misapplication of the Rules of the Game will be considered. PROTESTS OF JUDGMENT CALLS BY THE REFEREE WILL NOT BE ACCEPTED.

To be valid and eligible for consideration, each protest:

- 1) Must be verbally lodged with the referee, field marshal and opposing team coach or representative at the game site before entering the field of play or before leaving the game site.

- 2) The Tournament Director must be verbally notified of the intent to lodge a protest within 30 minutes of the end of the match or decision being protested.
- 3) Must be filed with the Tournament Director within 1 hour after the completion of the game being protested and include:
 - a) A legibly written copy of the protest, which must include full particulars of the grounds on which the protest is lodged
 - b) A legibly written copy of any information to be presented by witnesses

The Tournament Director will meet in closed session within a reasonable time after the receipt of the protest and have reserve the rights to make the decision. The decision will be considered final and not subject to further review.

INCLEMENT WEATHER OR ACT OF GOD:

In the event of inclement weather or act of God that occurs once the games have begun, winners will be decided based on points earned up to that point, with any tie breakers being determined using the protocol outlined above in numbered paragraphs 6 and 7 of the section entitled, "DETERMINING WINNERS".

FAILING TO PLAY GAME:

Teams voluntarily choosing not to play a game in the tournament will be removed from the tournament.

UNSPORTSMANLIKE BEHAVIOR

- Unsportsmanlike behavior is not tolerated on or off the field.
- Know and understand the laws of the game. Educate players on the technical/tactical/physical demands of the game.
- Zero tolerance for fighting or heckling. Persons exhibiting these behaviors will be asked to leave the premises.
- Zero tolerance for verbal or physical acts of discrimination by players, coaches, other match officials or spectators.
- Be a positive role model. Set the standard for sportsmanship with the opponents, referees and spectators.
- Encourage moral and social responsibility.
- Encourage players to have fun and to keep a positive attitude about winning and losing.
- Show pride and support for your club, state and country, but be respectful of other nation's customs and traditions.
- Any player, coach spectator or participant who is ejected from a game or participates in any misconduct will be contacted

by tournament headquarters at a minimum and the local authorities will be called if necessary. Misconduct by any of the

above listed may result in a warning, game forfeit, tournament disqualification or other action if necessary.

RED CARDS

- Red cards will be administered as per FIFA laws of the game.
 - o A player/coach sent off for a second caution or red card will not be allowed to play for the remainder of that game

and the next game. The player may remain in the bench area, but not in team uniform, unless specifically asked to

leave for further intolerable behavior.

o A coach dismissed from the game will not be allowed to be on the team's bench for the remainder of that