

2014 NIRSA National Soccer Championships

Rules of Play

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

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 conclusion 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.

GAME CHECK-IN CONDUCT:

At least fifteen minutes prior to the start of each scheduled game, the Field Marshall will check the teams in for play. Each player must have a picture ID that must match to the team's player roster. The Field Marshall's 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 Marshall will make sure the match card is signed by each team representative and taken to the tournament headquarters. A team who fails to properly check in with the Field Marshall 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 on in the tournament.

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 numbered (minimum 6" on back of jersey) uniforms with no duplicated numbers on a team. **NO** unpadded hard casts permitted. If player has a soft cast, 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-in's 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.

COACHING

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 halfway 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, in any manner, disruptive behavior.

CAUTIONS AND EJECTIONS:

A player or coach receiving two cautions (yellow cards) in a single game is considered to have been given an Ejection (red card) for the purposes of awarding points for the Tournament competition. A player who has been ejected (sent off), will not be replaced. A player or coach who has been ejected will not return for that game and will not be allowed to participate in the next scheduled game. A player or coach who is ejected may be removed for more than one game, following the game when the ejection 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 course of the tournament will be ineligible for the team's next game.

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, bench coaches, or spectators, the offending team could 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 taking into account 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. 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."

DETERMINING POOL WINNERS/POSITIONS:

Teams will be awarded points on the following basis:

- Three (3) points for each Win
- One (1) points 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 point 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 shut outs.

7. If a tie still exists after steps 1 through 6, NCAA Penalty Kick procedures will be taken fifteen (15) minutes prior to the scheduled start of the appropriate match.
8. If a three-way tie exists within a pool after steps 1 through 6, a three-way coin flip will be conducted. The teams that tie in the coin flip will compete in NCAA Penalty Kicks to eliminate one team prior to proceeding to NCAA Penalty Kicks with the third team. The coin flip and time of the NCAA Penalty Kicks will be determined at the fields.

HOME TEAM:

The Home Team will be designated on the game schedule with an (HT). 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.

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 and with the opposing coach at the game site before entering the field of play or before leaving the game site.
- 2) The Tournament Director (Valerie McCutchan) 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 (Valerie McCutchan) within 1 hour after the completion of the game being protested and include:
 - a) Legible written copy of the protest, which must include full particulars of the grounds on which the protest is lodged
 - b) Legible written copy of any information to be presented by witnesses.

The Tournament Appeals Committee (tournament director, co-directors of competition, director of officials and NIRSA Championship Series Committee member) will meet in closed session within a reasonable time after the receipt of the protest. If any documentation or "proof" is provided, it will be the sole discretion of the Committee on how to view/consider the proof/documentation.

The decision of The Tournament Appeals Committee will be considered final and not subject to further review.

The Tournament Appeals Committee reserves the right to adjust the schedule when the formal Protest is received.

A game upon which Protest is upheld will be replayed at the earliest possible date. The date, time and location of the match will be determined by the Tournament Appeals Committee.

Any sanctions levied by the Tournament Appeals Committee can only be effective at the championships. Recommended sanctions that would apply to future tournament(s) must be referred to the NIRSA Championship Series Committee – Standards of Competition for review and decision.

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".

NIRSA WILL FOLLOW THE NCCA RULE (APPENDIX D) WITH REGARD TO CONCUSSIONS:

A concussion is a brain injury that may be caused by a blow to the head, face, neck or elsewhere on the body with an "impulsive" force transmitted to the head. Concussions can occur without loss of consciousness or other obvious signs. A repeat concussion that occurs before the brain recovers from the previous one (hours, days or weeks) can slow recovery or increase the likelihood of having long-term

problems. In rare cases, repeat concussions can result in brain swelling, permanent brain damage, and even death.

Recognize and Refer: To help recognize a concussion, watch for the following two events among your student-athletes during both games and practices:

1. A forceful blow to the head or body that results in rapid movement of the head;

-AND-

2. Any change in the student-athlete's behavior, thinking or physical functioning (see signs and symptoms).

SIGNS AND SYMPTOMS

Signs Observed By Coaching Staff Symptoms Reported By Student-Athlete

- Appears dazed or stunned.
- Is confused about assignment or position.
- Forgets plays.
- Is unsure of game, score or opponent.
- Moves clumsily.
- Answers questions slowly.
- Loses consciousness (even briefly).
- Shows behavior or personality changes.
- Can't recall events before hit or fall.
- Can't recall events after hit or fall.
- Headache or "pressure" in head.
- Nausea or vomiting.
- Balance problems or dizziness.
- Double or blurry vision.
- Sensitivity to light.
- Sensitivity to noise.
- Feeling sluggish, hazy, foggy or groggy.
- Concentration or memory problems.
- Confusion.
- Does not "feel right."

An athlete who exhibits signs, symptoms or behaviors consistent with a concussion, either at rest or during exertion, should be removed immediately from practice or competition and should not return to play until cleared by an appropriate health care professional. Sports have injury timeouts and player substitutions so that student-athletes can get checked.

IF A CONCUSSION IS SUSPECTED:

1. Remove the student-athlete from play. Look for the signs and symptoms of concussion if your student-athlete has experienced a blow to the head. Do not allow the student-athlete to just "shake it off." Each athlete will respond to concussions differently.

2. Ensure that the student-athlete is evaluated right away by an appropriate health care professional. Do not try to judge the severity of the injury yourself. Immediately refer the student-athlete to the appropriate medical staff, such as a certified athletic trainer, team physician or health care professional experienced in concussion evaluation and management.

3. Allow the student-athlete to return to play only with permission from a health care professional with experience in evaluating for concussion. Allow athletics medical staff to rely on their clinical skills and protocols in evaluating the athlete to establish the appropriate time to return to play. A return-to-play progression should occur in an individualized, step-wise fashion with gradual increments in physical exertion and risk of contact. Follow your institution's physician-supervised concussion management protocol.

4. Develop a game plan. Student-athletes should not return to play until cleared by the appropriate athletics medical staff. In fact, as concussion management continues to evolve with new science, the care is becoming more conservative and return-to-play time frames are getting longer. Coaches should have a plan that accounts for student-athletes to be out for at least the remainder of the day.

Guideline on Concussions or online at www.NCAA.org/health-safety and www.CDC.gov/Concussion.

Rules modified on October 27, 2014.