



2016 CITY SHOWCASE TOURNAMENT

I. TOURNAMENT RULES

1. Rosters
 - a. Team rosters are limited to twenty-two (22) for the entire competition, including game rosters of 18 players.
 - b. Each team is limited to three (3) guest players. Each guest player must be included in the final roster and must have a current player card approved by their respective governing body and a valid medical release form.
 - c. Players may not play for more than one team in the tournament. Players must have jersey numbers and may not change numbers once registration is complete.
 - d. All team rosters must be submitted prior to the event by the deadline stipulated by the tournament organizer. The most recent player picture identification cards that are issued by their respective governing body must be submitted with the roster.
2. Game Procedures
 - a. The first team listed is considered the home team. The home team will resolve any color conflicts. Both teams will be on the same side of the field, spectators will be on the opposite side.
 - b. All teams are required to possess on their person the most recent player picture identification cards. They may be asked to present to the referee or tournament organizer at any time.
 - c. The tournament will use a 3-man referee system for all games.
 - d. The official match report for each completed match must be verified (i.e., score, cautions, send offs) immediately after the game by the team coach or manager to be eligible to be contested or appealed. Match reports that are not verified within 30 minutes stand as submitted and may not be contested or appealed.
 - e. The wearing of shin guards by players is mandatory. No player will be allowed to play without shin guards and no jewelry, or offensive material may be worn at any stage during the tournament.
3. Game Play
 - a. Substitution will be allowed during natural stoppage of the match at the referee's discretion. The substitution is completed when the substitute enters the field of play and the player whom he is replacing ceases to be a player. Free substitution is permitted. Once a player leaves the match and is substituted, he can return to play further in the match.
 - b. Game length is two 30-minute halves.
 - c. Judgment calls by referees may not be appealed
4. Standings

- a. During the preliminary stage of the tournament, matches will be counted as: Win --3 points; Tie -- 1 point; Loss -- 0 points. In the knockout stage, if the score is tied at the end of regulation time, we will go to a ten-minute extra time period and then, if required, penalty kicks to decide the match.
 - b. In the event a tie breaker is necessary to determine which teams will advance beyond the round robin, the following order of tie breakers will apply: (1) head-to-head, (2) tiebreaker game result, if applicable, (3) goal difference, (4) total goals scored, (5) total goals allowed, (6) least disciplinary points (yellow card=1 and red cards=2), (7) flip of a coin.
 - c. When teams do not play a balanced schedule, crossover games will be counted as tiebreakers rather than towards points.
 - d. A maximum differential of 5 goals will be counted in the standings. For example, a 7-0 win will be recorded as a 5-0 win. A 9-2 win will be recorded as a 7-2 win.
5. Disciplinary Procedures
- a. Players or Coaches sent off during a match for any violent or unsportsmanlike behavior are not allowed to play/coach in at least one match. Nature of suspension will be determined by Tournament Director. In case of particularly violent behavior or continued bad conduct of players, teams, officials, or supporters, the team may be withdrawn from the competition and reported to their association. Coaches are responsible for the conduct of their team and supporters.
 - b. Any player or coach sent off during the tournament or any player receiving multiple cautions during the tournament may be required to attend a Disciplinary Committee hearing. Players must be accompanied by their coach and/or manager. Official Match Reports will be reviewed by the Disciplinary Committee, and they will determine if a hearing is necessary. Any hearing could result in the player or coach being required to sit out additional matches or being withdrawn from the competition. Team officials will be notified as soon as possible if a hearing has been scheduled.
 - c. Teams who play an ineligible player in match or a player who has not been properly registered for the tournament will be subject to a forfeit, as determined by the Tournament Director.
 - d. Tournament Committee decisions may not be appealed.
 - e. All protests must be submitted in English to the Organizing Committee within one hour of the end of the match. Only protests that concern the Laws of the Game and ineligible players will be considered. All decisions will be in the best interest of soccer and may not be appealed.
6. Tournament Decisions
- a. In the event that the tournament is cancelled, a refund of the entry fee (if any) or a portion of the entry fee (if any) will be determined by the Directors after all expenses have been calculated.
 - b. The decision of the Tournament Directors, on any matter is final and may not be appealed.

II. SCHEDULE, STANDINGS, AND FORMATS

Schedules and standings will be available via the website at www.cityshowcasetournament.org under “Teams” or via your gotsoccer.com account. During the tournament, any questions regarding the schedule or standings can be answered at the main tent.

FORMATS. All games will be played over two days, with no more than two games played in one day.

4-TEAM FLIGHT: One Group. Round robin. All teams play 3 games. Champion is the group winner.

5-TEAM FLIGHT: One Group. Round robin. All teams play 4 games. Champion is the group winner.

6-TEAM FLIGHT: Two Groups of 3 teams. All teams play 2 group games and one crossover game that acts as a tiebreaker. First and Second place teams advance to semifinals. Winners advance to final.

8-TEAM FLIGHT: Two Groups of 4 teams. All teams play 3 group games. Third place teams meet for consolation game. First and Second place teams advance to semifinals. Winners advance to final.

12-TEAM FLIGHT: Four Groups of 3 teams. All teams play 2 group games. Second and Third place teams meet for consolation games. First place teams advance to semifinals. Winners advance to final.