

The 3rd Annual Amistad Deaf Indoor Soccer Tournament - 2009

Hosted by the Latino Deaf and Hard of Hearing Association of the Metropolitan DC Area, Inc.

General Tournament Requirements

(subject to change)
Updated as of Nov 12

1. A team can have a maximum of twelve (12) players on their roster, however or ten (10) can be suited for game.

2. PLAYER IDENTIFICATION

Drivers License or Identification Cards are acceptable provided that the date of birth and players photo is clearly shown.

Should there be a question on a player's deafness, it is required that identification be available for inspection for all games upon request by the referees, and Tournament Coordinator.

Team Coaches and/or Managers as indicated on the Team Roster will be the only individuals who will communicate with the Tournament Officials on questions regarding eligibility of a player.

FRIVOLOUS INQUIRIES will not be tolerated by Tournament Officials.

3. ON-FIELD CHECK IN

On the field, teams must have one responsible person who is able to check the entire team (player identification/roster etc.) at least 60 minutes prior to the team's first game. A check in table will be available on the field between 12:00 p.m. - 3:00 p.m.

4. FINAL TEAM ROSTERS

Roster additions will only be accepted prior to a team's first game. Once a team has completed its first game, then their roster will be considered as Final and no one will be added.

Regardless if a player had played or not in their team's first game, No changes will be made to the Final Roster after your team's first game. Final Rosters and players identification may be used to "double-check" team players in all Semi-Final & Final Games.

5. LATE PLAYER ARRIVALS

If your team has an individual who will be arriving after your teams first game and their name is on the Final Roster, that player must physically register (Identification checked) prior to the START of their

team's ~~third game~~ second game or they will not be allowed to play in the tournament (if a player misses two games, he/she can't play in the rest of the tournament), plus their name will be deleted from the roster automatically.

6. GAME SCHEDULE CHANGES

The possibility that there could be some Game Schedule Changes made due to either a late notification that a team will not be showing up for the tournament, or time and field change. Such changes to the game schedule will be posted on the website, however to avoid problems, all team managers, players, coaches etc. will be responsible for "double checking" their game schedule on the "Official" posted schedule at the Fields.

7. GAME SCORE CARDS

Coaches are responsible for making sure that the proper score is recorded on the score card by the referee at the end of each game. It is highly recommended that each coach double-check the score cards carefully to avoid misreporting of the score, goals etc.

8. LOST AND FOUND

A Lost and Found area will be designated at the field. Items found should be turned into the Tournament Coordinator.

9. ALCOHOLIC BEVERAGES

Alcoholic beverages will not be allowed on the fields. If individuals appear to be intoxicated, they will not be allowed to play.

10. RESTROOMS

Restroom facilities with showers are accessible at the SoccerDome.

TOURNAMENT RULES

The Tournament will be played under FIFA Rules as modified by the below stated changes and additions adhered to:

1. All games will be considered as FINAL and NO PROTEST will be allowed.

2. Game Schedule Changes:

Although it rarely occurs, this does happen. Team Coaches, managers and even players should check the "posted game schedule" at the fields for any last minute changes to avoid problems. No excuses will be accepted from any team who did not check the "posted game schedule board" for changes.

3. Length of Games:

All Games in Round I will be played in 24 minute halves with a 5 minute half time rest period.

***All Games in Round Robin will be played in 20 minute halves with a 5 minute half time rest period.**

4. A player can only play for one (1) team during the Tournament.

5. All players must wear matching soccer uniforms, with numbers. Where the colors of the teams are the same or similar, the HOME TEAM must change.

6. Shin Guards are mandatory for all players. No CLEAT SHOES Allowed.

7. HOME TEAMS will be listed first on the schedule, furnish the game ball and choose "starting-side". Opponents will "kick-off".

8. There are unlimited substitutions.

9. ~~Substitutions are allowed on ALL "dead" balls, either team with the exception of Direct, Indirect Free Kicks and Penalty Kicks.~~ Substitutions are free on the fly. Each and every player must wait until the player is off the field at midfield. The referee has the right to award a yellow card if teams continue to ignore this rule. Any team that continues to make illegal substitutions after the opposing team is awarded a free kick will be given a team yellow card.

Teams may substitute for the goal keeper during play. Play will not stop for goal keeper. The referee should be notified of a change in the goalkeeper.

(* Note: Referee's are required to keep a "running clock" therefore; time will not be stopped except for major injuries.

10. Slide tackling is NOT allowed.

11. Team Rosters:

Team rosters will require each player's original signature for validation. No changes are accepted after a team has played its first game, regardless if a player had played or not in the first game, as long as their name with signature is on the Final Roster. Rosters are considered Final after a team's first game.

12. Tournament Score Cards

A tournament score card will be provided to the referee's for each game. Referees are required to accurately record the final game scores on the tournament score cards. To avoid problems in the reporting of the scores it is the coach's responsibility to physically "double-check" the final game scores as reported on the Official Tournament Score Card by the referee, at the end of each game. This score will be posted on the score board and the Tournament Official Score card will be used to post the final game score.

Failure to verify any game score by a coach at the end of a game, could result in a referee error on reporting the game score. Any problems must be brought to the attention of the Tournament Coordinator prior to a team's next scheduled game or the score and assigned point value will remain as reported with no change regardless of a win-loss situation.

13. Red, Yellow, Blue Card Violations

A player ejected for a "Red Card" violation will be suspended for the rest of the game that the Red Card was issued, PLUS the next played team game. Depending on the severity of the ejection the Tournament Coordinator has the right to extend such suspension to additional games. A second red card offense will automatically suspend the player from the remainder of the Tournament.

When asked by a referee, a player receiving a Red Card must provide their name to the referee. Failure to do so automatically requires the team coach responsible for the name of the player(s). In the event that no cooperation by the team coach is given, the referee will note such on the score card and inform the Tournament Coordinator. The Tournament Coordinator who at his discretion, may suspend the team from further competition or impose other sanctions pending his review.

When a player receives a "Yellow Card" violation, he/she will be removed from the game for 2 minutes. They will be no substitution; that team plays one man down.

When a player receives a "Blue Card" violation, he/she will be removed from the game for 2 minutes but the team can send in a substitute player.

14. A player or team official (Coach), who physically attacks the referee, lines person, or Tournament Coordinator/Official, will be suspended for the remainder of the Tournament.

15. Any team that walks off the field of play during the match, as a protest gesture, will forfeit that game plus lose three (3) points off the score board.

16. All teams must be ready to compete at the assigned scheduled fields, unless otherwise notified of change in field by the Tournament Coordinator.

There will be a waiting period of ten (10) minutes for a team to show at the scheduled time of competition. Referees will keep track of time. In the event a game starts late due to waiting for a team to show, time lost will be subtracted from the first half period and any team causing such a delay that exceeds 7 minutes will lose 2 points goals.

17. All teams must have a minimum of six (6) players to begin each competition at the scheduled time of play, ON THE FIELD, IN THEIR POSITIONS (NOT STANDING ON THE SIDELINES). Those teams with less than five (5) players at the conclusion of the waiting period will forfeit the game. The opposing team with more than six (6) players present on the field, shall be awarded the score of 3 - 0.

18. Illegal players/Team suspension from Tournament

Any player observed playing on a team, for which they are not listed on that team's final roster, who is not deaf or hard of hearing, is an illegal player and will be disqualified from competing in the remainder of the tournament.

Coaches that allow an illegal player to play on the field will automatically forfeit such a game.

19. Points:

Win 3 points

Tie 1 point

Loss 0 points

Each team will receive three (3) points for a winning team.

A tied-game will be counted as one (1) point for each team.

20. Forfeit Games

Forfeit games will be scored 3-0.

21. No Show Team

Sometimes we receive very late notification (generally the day before the tournament) that a team will not be able to attend the tournament. This is defined as a "No Show" team that does not show up at all to the Tournament due to circumstances beyond their control.

When this happens, the "posted game schedule board" at the Tournament will record the game score. Teams in that group that are impacted by this "No Show" team need not show up for such scheduled game. Score will be posted and recorded as 3:0.

22. Determination of Group Winners

Group Winners will be determined by the team with the highest number of points at the end of the four (4) preliminary games. In the event there is a TIE in the highest number of points at the end of the preliminary games, the group winner will be decided in the following order:

(A) Head to Head Competition

(B) Goals For - The team scoring the most goals. Up to a Maximum of five (5)

(C) Goals Against - The team with the least goals scored against them.

(E) Penalty Kicks of three (3) alternating between teams.

(F) If still tied, then Sudden Death. One (1) penalty kick by alternating teams until a goal is scored.

(G) Coin Toss

23. All Team Coaches and players who will be entering into a Semi and Final Championship Game will be responsible to check for any changes in game times, field assignments, or opponents prior to the start of these matches throughout the tournament with the Tournament Coordinator.

24. Prior to the Semi-Finals and Championship Games, if any teams are tied, the game shall continue as follows: sudden death, one (1) penalty kick, alternating between teams until a goal is scored.

Semi-Finals and Championship Games will be played until a Winner is declared. Should a TIE exist, the game shall continue as follows:

(A) In three (3) alternating penalty kicks between teams, if still tied, then

(B) Sudden Death. One (1) Penalty kick, alternating between teams until a goal is scored.

25. Championship Game Exception:

If the winning team of the champion game has not lost in the tournament, they will be declared the champion of the tournament.

However; if the winning team of the champion game previously lost in the tournament, another game will be played.

26. Coaches will be held responsible for any action by their spectators or supporters. We wish to avoid having a game stopped due to unnecessary interference from fans, players, and spectators. In the event, a coach observes a situation whereby a fan's action on the sidelines could result in the stoppage of a game; this must be reported to tournament officials immediately.

27. Fighting will not be tolerated. Any team whose players and supporters enter onto a field during a disturbance, fight and/or altercation may be suspended for the remainder of the tournament, depending on the seriousness of the situation by the Tournament Coordinator.

28. Any and all situations not covered by these Rules will be resolved by the Tournament Coordinator, Wally Barretto. His decision will be considered as final.