

**39th ANNUAL  
VAIL INVITATIONAL SOCCER TOURNAMENT  
July 23rd – July 25th 2010 Tournament Rules**

1. Each team in the Gold & Silver Divisions will play 3 games
2. In the Gold Division the top 2 teams from each pool will advance (*This is subject to change by the tournament director dependent on the # of teams entered*).
3. In the Silver Division the top 2 teams from each pool will advance to semifinals (*This is subject to change by the tournament director dependent on the # of teams entered*).
4. Standings will be determined by:
  - a. Best record win/lose/tie (10 point system: 6pts for a WIN, plus 1pt per goal scored up to 3 goals, plus 1pt if a shutout (no shutout points if 0-0 tie). 3 pts for a TIE plus 1pt per goal scored up to 3 goals. 0pts for a LOSS plus 1pt per goal up to 3 goals.)
  - b. Head to head (when applies)
  - c. Goal difference (total goals for minus total goals against; 3 goals maximum per game)
  - d. Goals against (3 goals maximum per game)
  - e. Goals for (3goals maximum per game)
  - f. Least amount of red cards
  - g. Penalty kicks

**NOTE: Pool play can end in a tie—NO OVERTIME IN POOL PLAY!**

**5. ALL GAMES START AS SCHEDULED**

Forfeit time: 5 minutes past scheduled starting time. Please allow sufficient warm-up time before your game—game clock starts on time.

6. All FIFA rules apply except the following
7. Games will be (2) 30 minute halves with a half-time maximum of 4 minutes
8. Teams have until 5 minutes past game time to field a minimum team of 7 players, including the goalkeeper. Any team unable to meet this requirement will forfeit the game to a score of 1-0.
9. 2 Yellow cards issued in the same game shall constitute a Red card. 3 ACCUMULATIVE YELLOW CARDS IN ANY GAMES RESULTS IN A RED CARD and subsequent 1 game suspension. Any red card will warrant ejection of said player from the game in progress as well as the following game.
10. **PLAYOFF TIE (SUNDAY ONLY)**—(1)5 minute sudden death period(golden goal), then one on one penalty kicks. 5 each team, then sudden death, one each, until a winner is determined.
11. Team roster must be turned in to the site director prior to team's first game. Player passes must be given to the site director before each game for check in. **ALL PLAYERS MUST HAVE VALID U.S.S.F. PLAYER PASS FOR THE CURRENT SEASON. NO PASS, NO PLAY!** Players are allowed on one roster only and may only play for one team in a division. Violations will result in game forfeit to a score of 3-0.
12. All substitutes will be made from the center line with the referees' approval. Substitutions are unlimited. Substitutions may take place on either teams goal kick, your own teams throw in, after a goal, and a injury stoppage.
13. Referees will turn in all scores to site director directly after each game.
14. The tournament headquarters and main scoreboards are located at the Ford Park Field for Gold Division and Miller Ranch for Silver Division.
15. **ALL JERSEYS MUST HAVE NUMBERS.** Each team is required to bring a light and dark set of jerseys in case of conflicting uniform colors. Each player on the roster must have a jersey number assigned to him and his number is frozen to that player throughout the tournament. Should their be conflicting uniforms the team listed first on the schedule will change.
16. Any unsportsmanlike conduct may result in ejection from the tournament, be it player, coach, or fan. Any persons ejected from the tournament must leave the site immediately. Determination made solely at the discretion of the tournament director. A **NO REFUND** policy is in effect.
17. **Each team is allowed 4 guest players.** These players must have a valid player pass.
18. Each team will provide the referee with a game ball each game.

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19. Each field will have a designated team area and fan area see field maps.

**21. Severe Weather**

In the event of a severe thunderstorm or other dangerous weather, the Tournament Director or Field Marshall may suspend play. If the games are suspended, all players, coaches, and spectators must leave the fields and immediately take cover in the nearest available shelter (most likely automobiles and vans) as there is a possibility of lightning strikes on our playing fields during severe storms. Play will be resumed when “all clear” is signaled as determined by the Tournament Director. All teams will remain in the tournament area until a decision has been made concerning the resumption of play. See the section titled “Reschedules” in the Game Information section for shortened/cancelled game procedures.

**22. Playing Conditions**

A. Games may be cancelled or temporarily suspended when the fields are in unplayable condition.

B. The Tournament Director is responsible for deciding game cancellation, temporary suspensions or reschedules. All decisions are final.

C. All preliminary games will be terminated five (5) minutes prior to the scheduled start of the next game regardless of the amount of time played in each half up to that point. A game is “complete” upon completion of one half of play regardless of the circumstance of termination during the second half, with the results based upon the score at the game termination. Exceptions may be made due to inclement weather.

D. The Vail Recreation District will not be held responsible for any reason that affects the game format. In the event of tournament or division cancellation due to acts of God, inclement weather or other reasons beyond the control of VRD, entry fees will be forfeited.

**23. Reschedules**

A. If there is a stoppage of play for any reason and that stoppage lasts longer than 30 minutes, and the Tournament Director has determined that the orderly progress of the tournament is threatened, the Tournament Director may take any or some, but is not limited to, the following actions:

- Resume games in progress from the point of stoppage
- Resume games in progress for a shortened period of play
- Cancel games in progress. Any game that has completed one full half of play will be treated as a completed game. Others may be resumed for a shortened second period or rescheduled.
- Shorten and/or reschedule subsequent games.

B. While the tournament will make every effort to continue and complete games, the decisions of the Tournament Director are final. However, in the event that rescheduling is not possible, and the game cancellation creates a situation where teams within a group and/or division are unable to play an equal number of qualifying games, the winner will be determined on the basis of average tournament points for games played. In the event there is a tie that cannot be determined by point averaging, the winner/advancing team will be determined first by head to head competition, then by penalty kicks per FIFA.

**No Protests will be considered**