

Mardi Gras Ball Tournament Rules

- 1.** Control of the tournament and any other matters not specifically addressed in these rules is vested in a committee consisting of the tournament director, league representative and referee assignor. The decision of the tournament committee is final on all matters.
- 2.** Teams are limited to a roster of 22. All players must be registered as U.S.S.F amateur players or U.S.Y.S.A players and must be 16 years or older. Teams may have unlimited guest players.
- 3.** All teams must bring two (2) sets of jerseys. Home team will change to alternate jerseys in the event of a color conflict. Each player must wear a uniquely numbered jersey and shin guards during the game. Uniforms of each player (except goalie) should match in color (jerseys, shorts, and socks).
- 4.** Each team must present a suitable game ball to the referee for selection prior to the start of the game.
- 5.** Competition shall be governed by F.I.F.A. laws of the game, except as noted herein.
- 6.** Substitutions are unlimited. Players may enter the game with the referee's permission during any stoppage of play.
- 7.** Games will be called by 3 licensed U.S.S.F referees in the F.I.F.A. diagonal system. **NO PROTESTS WILL BE ALLOWED.**
- 8.** A player receiving a red card in any tournament game will sit out for a minimum of the next tournament game. If, in the opinion of the tournament committee, the ejection was for a particularly vicious or unsportsmanlike foul (as noted in the referee game card), the player may be suspended from all further tournament play. A player receiving a second red card will automatically be suspended from the tournament.
- 9.** Length of all games, including the finals: two 30-minute halves.
- 10.** Forfeit time is game time. Teams unable to field at least 7 players by game time will forfeit. A forfeit score will be scored as 1-0. **The forfeiting team will not be allowed to advance out of bracket.**
- 11.** Games will be scored on a 10 point system as follows: Win=6 points; Tie=3 points; 1 point for a shut out except 0-0 ties; 1 point for each goal scored up to a maximum of 3 goals; loss of 1 point per red card given.

The top four teams in each division will advance into Semi-Final/Final play. If two or more teams are tied with an equal number of points at the end of play, the winner will be determined in the order outlined below:
 - a, The winner in their head to head competition will win
 - b. The team with the greatest goal difference will win ($GD=GF-GA$). Maximum of 3 goals per game will be used.
 - c. The team with the fewest goals against (GA) will win.
 - d. The team with the greatest goals for (GF) will win.
 - e. If a tie still exists, the F.I.F.A. penalty kick procedure will be used to determine the winner.
- 12.** Semi-final ties will be broken by the F.I.F.A. penalty kick procedure. Championship ties will be broken by two 10-minute overtime periods, followed by the F.I.F.A. penalty kick procedure, if necessary.
- 13.** All games will be played regardless of weather conditions. The only exception will be lightning and other conditions deemed hazardous by the referee or the tournament committee.
- 14.** Player may only play for one tournament team.