



Grand Park College Showcase



2024 Tournament Rules and Information

Dates

November 15-17, 2024

Tournament Headquarters & Venue

Grand Park Sports Complex

19000 Grand Park Blvd
Westfield, IN 46074

Contact:

John Simmonds

tournaments@indianafirejuniors.com

Online Tournament Check In

Teams from the United States submit:

1. Validated Player Passes issued by USYSA or US Club Soccer (rostered players and guest players)
2. One copy of official stamped and validated roster
3. Travel Permit from your state organization (for teams outside of Indiana).
4. Emergency Contact Information during the weekend for the team coach and team manager.

Teams from outside the United States submit:

1. Validated Player Passes or IDs issued by their governing soccer body
2. Travel Permit from the Provincial or National Association approving the team's participation in the event.
3. Valid roster and list of guest players playing with the team.
4. Emergency Contact Information during the weekend for the team coach, team manager, and hotel.

Roster Size & Guest Players

Roster Size – Note: only 18 players may dress per game

U15 – 22 players

U16 – 22 players

U17 – 22 players

U18/19 – 22 players

Guest Players

- 5 Guest Players permitted per team

Team and Uniform Colors

The home team is listed first on the game schedule. Both teams must bring two sets of uniforms to each game. If there is a conflict, the home team will be required to change.

Player Credentials & Uniform Numbers

Player Passes/IDs are to be present and available at all matches. The shirt number of each player must be the same as the players' number on the daily match report/roster. If the numbers are not the same, the player will not be allowed to take part in the match until the numbers are the same. Identical numbers are not permitted.

Laws of the Game

All matches will be played in accordance with the FIFA laws of the game, except as modified as follows in the tournament rules. All matches will use USSF certified referees.

All scheduled Midwest Regional Games will follow MRL rules.

All non-MRL games will follow the rules listed below:

1. Each team must have a numbered, alternate jersey. The Home team is listed first on the schedule. If there is a conflict, the Home team will change.
2. Player Equipment – shin guards are required for all players. Players with casts may be permitted to play with the permission of the referee. If the cast is hard, it must be padded so to not cause further injury or injury to other players.
3. A game shall be declared a forfeit if a team is not ready to play within ten (10) minutes of published start time. Half Time will be 10 minutes in duration. Teams must be ready to resume play.
4. The Tournament Director shall declare a game a forfeit if an ineligible player participates in a game. Any protest of ineligible player use must be reported in writing, with a \$100 (one hundred) cashier's check, money order, or cash deposit, before the end of the game to the tournament headquarters.
5. Match Length (No overtime periods):
 - U15 / U16 – 40-minute halves
 - U17 / U18 / U19 – 45-minute halves
6. Each team must have a minimum of seven (7) players on the field to start the game. There must be a minimum of seven (7) to continue the game. Teams without the minimum number of players on the field will forfeit the game.
7. There will be free substitutions, with the referee's consent at any stoppage in play. This includes free kicks, corner kicks, goal kicks, prior to throw-ins, after a goal, after injury or at half time by either team.
8. All referee decisions are final. They may not be appealed. No protests will be allowed, except for ineligible player(s).
9. In the event that an assistant referee is not available, a club linesman may be used.

10. If a game is played into the 2nd half but is stopped short of full time, other than acts on the part of the teams, the shall be considered complete. The Tournament Director is empowered to make all decisions regarding the competition during the tournament.
11. Field marshals and referees are responsible for submitting all match results, Tournament or MRL match report, cautions, and ejections to the tournament headquarters. The referee will complete the match report at the end of the game and submit the card to the field marshal to be turned into the headquarters immediately following the game.
12. Any ejection should be reported to the HQ immediately. Any player or coach sent off – shall automatically sit out the next played game. If the sending off was for fighting or violent conduct, the participant will be suspended for the remainder of the tournament. Disciplinary action will be reported to USYSA in the post tournament report.
13. In the event of inclement weather, the tournament director will determine the format for tournament play and/or completion of the tournament.
14. The decision of the Tournament Director is final in all matters. No appeals will be allowed beyond that point.

Procedure for Determining a Winner

Due to colleges being limited in the number of evaluations a coach can make, the tournament committee will declare a tournament winner based on points. There will be scoring of games since this is a showcase tournament; however, the main purpose is showcasing the players to college coaches. Each team will play 3 games and the point system will work as follows:

- 6 pts for a win
- 3 pts for a tie
- 1 pt for each goal scored (3 maximum)
- 1 pt for a shutout
- Maximum 10 pts can be awarded per game
- If a team forfeits, their opponents will receive a score of 3 – 0 which equates to the maximum in the scoring system (10 pts)

In the event we have more than 1 team with the same amount of points after the completion of 3 games, tiebreakers will be used. The tiebreaker will be as follows:

- Head-to-Head
- Goal Differential – Goals For Minus Goals Against
- Fewest Goals Allowed
- Most Goals Scored – Maximum of 4 per game
- Team with fewest yellow or red cards
- In the event of a three-way tie, the tiebreaker steps listed above will be used in order until 1 team is eliminated, then tiebreaker steps will begin again for the remaining teams.

Conduct & Discipline

Team Conduct – Teams should understand the laws of the game and play by them. They should be respectful to all coaches, teammates, opponents and match officials. Profane and abusive language is prohibited.

Any ejection should be reported to the HQ immediately. Any player or coach sent off – shall automatically sit out the next played game. If the sending off was for fighting or violent conduct, the player will be suspended for the remainder of the tournament. Disciplinary action will be reported to USYSA in the post tournament report.

Spectator Conduct – Spectators are encouraged to provide positive support during all games. Do not talk to players or coaches for either team during the matches, except to offer support, congratulations, or assistance. Do not use abusive or profane language or argue with officials. Fighting, unsporting behavior or physical violence will result in automatic removal from the complex for the remainder of the tournament.

Alcohol, tobacco, and illegal drugs are prohibited at the complex.

Other Tournament Information

- Animals are prohibited at the complex
- Weather – Please check the tournament website for all weather updates.
- If inclement weather cancels the tournament prior to the start of the 1st scheduled games a minimum of 50% of the entry fee will be retained by the tournament to cover startup cost of the tournament