

2011 WASA Tournament

TIE BREAKERS

ADDITIONAL PLAYING PERIODS

If the score of a Match is tied after regulation play there will be TWO additional playing periods of equal duration but shorter in length: Five minutes for Passers (u-8), Six minutes for Wings (u-10), Eight minutes for Strikers (u-12) and Kickers (u-14), and Ten minutes for Minors (u-16) and Seniors (u-19).

NOTE 1: Additional playing periods shall begin no later than five minutes after the end of the fourth quarter of regulation play with the same number of players as were on the field at the end of regulation play.

NOTE 2: There will NOT be a second coin toss to determine ends defended, and the teams kicking off. The ends defended, and the team kicking off in the first additional period shall be the same as in the first and third quarters of regulation play; and, in the second additional playing period, shall be the same as in the second and fourth quarters of regulation play.

NOTE 3: Between the first and second additional playing periods, there shall be a break of one minute to allow teams to change ends and make substitutions.

KICKS FROM THE PENALTY MARK:

If still tied after the two additional periods, the winner of the match will be determined by kicks from the Penalty Mark.

- A. Each team will have prepared a written kicking order for all kicking players drawn from those team members still eligible to participate at the end of the additional playing periods.
 - (1) 11 vs 11 teams will list 10 players
 - (2) 9 vs 9 teams will list 8 players
 - (3) 7 vs 7 teams will list 6 players.

Note: In the event that a team, either through injury, ejections or other cause has fewer players, the opposing team will "reduce to equate".

- B. Kickers will alternate between each team's players in the order listed.
- C. The total score after alternating kicks by the first five players from each team will decide the victor.
- D. If score is still tied the penalty kicks become one on one with the remaining players on the list.

Rules and Information

NOTE 1: There will NOT be a coin toss to determine kicking order. The team kicking first shall be the same as in the second and fourth quarters of play.

NOTE 2: Teams must use all listed players before repeating the kicking order. E.g.: 11 vs 11 teams will use all 10 listed players, 9 vs 9 teams will use all 8 listed players, and 7 vs 7 teams will use all 6 listed players before repeating the kicking order.

NOTE 3: The goal keeper may also be listed as a Kicker.

NOTE 4: The passers (u-8) division will not use a goalkeeper in the Kicks from the Penalty Mark tiebreaker. Instead, the Passers will participate in a skills contest utilizing a smaller, 6' wide by 4' high, goal. Only balls kicked directly into the goal from the spot marked 8 yards from, and centered upon, the small goal will score.

UNIFORM COLOR CONFLICTS

- A. We will not hold strict enforcement of matching uniforms.
- B. Extra clothing may be worn under the uniform. Soft hats and gloves will be permitted. Common sense will prevail.
- C. The Home team (the team shown in the top bracket) is responsible to change Jerseys if there is a color conflict.
- D. It is recommended that all teams bring alternate colored shirts for all players. Such shirts may be worn over their team jersey and must be of the same color, but need not be numbered. **BE PREPARED.**

EJECTIONS

- A. Any player, substitute, coach ejected from a game may not participate in any capacity at the teams next tournament game.
- B. If the ejection occurs during or after the last game, an ejection report will be forwarded to the Area Involved.

PROTESTS

- A. All protests must be lodged at the time of the incident. Once a game has been restarted, protests will not be accepted.
- B. The coach wishing to protest must notify the referees on the field, as well as the opposing coach, using the words "official protest".
- C. If a coach protests for any reason, the referees must immediately stop the game, note the time remaining, request that the coach complete the protest form detailing the reason for the protest, and immediately request the assistance of the Tournament Protest Committee.
- D. Until the matter is resolved by the Tournament Protest Committee the game may not continue.
- E. The decision of the Tournament Protest Committee is final and is not subject to further appeal.
- F. PROTEST FEE: the protesting coach must submit the reason for his protest in writing together with a \$50 cash deposit.
- G. If the coach wins the protest, the \$50 cash deposit will be returned. If the coach loses the protest, the \$50 cash deposit will be forfeit for use by the tournament.
- H. NOTE: Protest that fail to comply with both protest provisions A. and B. will be disallowed.

COACHING.

- A. All coaching instruction from the sidelines must be
 - 1. Made only from the team side of the field no closer to the Touchline than one yard and outside the boundaries of the Penalty (or Goalkeeper Areas); and
 - 2. Limited to positive and encouraging direction.
- B. Only three coaches listed on the team's roster are permitted to instruct players.

PLAYING TIME

- A. To ensure that all team members are given the opportunity to play the required minimum one-half, all players' playing time will be monitored by the Field Supervisors.
- B. If any team member eligible to play is not given the opportunity to play the required minimum one-half, the game will be forfeited to the opposing team.
- C. Field Supervisors are required to notify the opposing coach of any apparent discrepancy as soon as possible.
NOTE: Failure to notify the opposing coach sufficiently early to allow the player(s) to satisfy the required minimum one-half will nullify any protest relating to the opposing coach's error.

FIELD SUPERVISORS

- A. For each game, the Head Coach of each team shall select a parent from their team who is NOT a coach to act as a Field Supervisor.
- B. The Head Coach has been supplied with detailed written instructions for the Field Supervisor and the form necessary for completion.
- C. The Head Coach is responsible for instructing the Field Supervisor on their responsibilities.
- D. The Field Supervisor will be responsible for:
 - 1. Pre-game verification of the identity and eligibility of players on the opposing team

NOTE: No protest for ineligible players will be considered if made after the start of the game.

- 2. Tracking the playing time of players for both teams and goals scored for both teams in writing on the form supplied.
- 3. Verifying playing times and goals scored for both teams with their opponents Field Supervisor before the start of the next quarter and at the end of the game.

ROSTERED PLAYERS

- 1. Only eligible players shown on the roster may participate in the Ohio State Tournament.
- 2. If at the time of the registration it is known that any rostered player will not be playing or present at the the game for any reason (e.g.: discipline, illness, family vacation etc.) the coach must submit a written statement providing details of the reason to the Tournament Committee when registering.

NOTE: All such statements must be signed by the players parent / guardian or, the District Representative or the Area President with a contact phone number that may be used to verify its authenticity.

- 3. If, at any time of the game, any rostered player is not present for reasons unknown to the coach, such absence shall promptly reported to the Tournament committee.
- 4. Any unexcused absence deemed in appropriate by the Tournament Committee shall be grounds for forfeiture of that game and the decision of the Tournament Committee is final and is not subject to further appeal.

TOURNAMENT COMMITTEE

The Tournament Committee reserves the right to shorten games in the event of inclement weather or other circumstances.