

KC LEGENDS COLLEGE SHOWCASE TOURNAMENT RULES

FEES - \$695 dollars per team.

USSF rules as modified for youth by USYSA will govern play with the following additions:

STANDINGS & AWARDS – Because this is College Showcase standings will not be kept and awards will not be given except for U15. Each team will be guaranteed three games. See points below for the U15 age division as they will have finals. 1st and 2nd place awards for U15 division.

PLAYERS' UNIFORMS AND EQUIPMENT - Teams must wear numbers on the back of their shirts. Each player shall have a different number. In the event team colors conflict, the designated home team (first on schedule) is responsible for changing. Shin guards are mandatory equipment. "Slide shorts" can be worn. Players wearing casts will be allowed to play if the cast is sufficiently protected (padded). Knee braces and orthopedic appliances can be worn if all hard surfaces, hinges, and edges are appropriately padded. All players' equipment is subject to Referee approval.

PROTESTS - No protest on judgment calls will be upheld. Protests can only be made by the designated coach/manager within 30 minutes of the completion of the game. A protest must be in writing and be submitted with \$100 cash or a money order to a member of the Tournament Protest Committee. All protests will be ruled upon prior to the next scheduled game that would be affected by such a ruling. The Tournament Protest Committee is made up of the Tournament Directors, and Referee Assignor. The protest fee is not refundable if the protest is not upheld.

LENGTH OF GAMES - The Tournament Director reserves the right to shorten game times in order to keep the tournament on schedule. In the event of inclement weather, the Tournament Committee shall have the authority to change the above format as follows: (1) Relocate and/or reschedule any games. (2) Shorten game times. (3) Cancel any games (4). Game times will be two times 40 minute halves for U15/U16 and two times 45 minute halves for U17-U19. Half-time will be no more than 5 minutes.

REFUNDS/CANCELLATION - Teams not accepted will receive a full refund. Teams that withdraw after the entry deadline forfeit their entry fee. If tournament is canceled due to inclement weather, other acts of God or other factors beyond the tournaments control, all but \$290 will be refunded. After the tournament starts, if games are canceled or shortened due to inclement weather, other acts of God or other factors beyond the tournament's control, there shall be no refunds of entry fees.*

ROSTER & PLAYER PASSES - Each team must have a USYSA/US CLUB SOCCER state affiliate or tournament roster with up to 18 players, including guest players. U17-U19 teams shall have no more than 22 rostered players of which 18 are eligible to play each game. U17 to U19 teams will be required to submit a game roster identifying the eligible players for each individual game. All guest players must have a Guest Player Loan Form. The number of guest players is unlimited. All players must be USYSA/US CLUB SOCCER registered and have current player passes (laminated, with pictures). Passes will be checked at check-in and before each game. All rosters are "frozen" at the start of your team's first game. No players can be added afterwards.

SUBSTITUTION - Free substitution permitted by USYSA rules and with the referee's permission.

RED CARDS - Ejected Players/Coaches will serve a minimum one game suspension. Tournament officials reserve the right to extend the disqualification based upon the nature of the offense.

THE KANSAS CITY LEGENDS SOCCER CLUB, SOCCER EXCELLENCE INC., RAYTOWN SOCCER COMPLEX, USYSA, US SOCCER, US CLUB SOCCER, TOURNAMENT SPONSORS OR ANY AUTHORIZED REPRESENTATIVE, AGENT OR EMPLOYEE OF THESE SHALL NOT BE RESPONSIBLE FOR ANY EXPENSE INCURRED BY ANY TEAM IF THE EVENT IS CANCELED IN WHOLE OR IN PART OR FOR ANY LIABILITY IN CONNECTION WITH THE TOURNAMENT FOR PERSONAL INJURY OR PROPERTY LOSS IN CONNECTION WITH TRAVELING TO, PARTICIPATING IN, OR TRAVELING FROM THE TOURNAMENT. EACH TEAM, PLAYER, COACH OR FAN SHALL PARTICIPATE AT HIS OR HER OWN RISK. THE DIRECTOR'S OR COMMITTEE'S INTERPRETATION OF THE FOREGOING RULES AND REGULATIONS AS APPLIED TO ANY SITUATION SHALL BE FINAL.

POINT SYSTEM

ROUND-PLAY POINTS

All preliminary round games count when assessing Round Play Points (including cross-over games).

- A. Three (3) points for a win B. One (1) point for a tie C. Zero (0) points for a loss

Teams with the most Round Play Points in their division advance to single elimination play (Quarter-Finals, Semi-Finals or Finals).

TIE BREAKERS - In case of a tie in Round Play Points, the following tiebreakers will be used:

1. **HEAD TO HEAD** - Winner of head to head competition advances.
2. **GOAL DIFFERENCE** - Goals scored minus Goals allowed to a maximum of three (3) goal difference per game, positive (+) or negative (-). Highest Goal Difference advances.
3. **GOAL POINTS** - One (1) point for each goal scored - to a maximum of a three (3) goal difference per game. Goals Points are awarded to winning teams only. Highest Goal Points advances.
4. **TOTAL GOAL POINTS** – One (1) point for each goal scored - to a maximum of three (3) per game. Total Goals Points are awarded to in ALL games. Highest Total Goal Points advances.
5. **FEWEST GOALS ALLOWED**
6. **ADJUSTED GOAL RATIO** - Total goals scored divided by goals allowed after adjusting for goal difference to three (3). Example:

<u>Team A</u>	Actual Score	Adjusted Score	<u>Team B</u>	Actual Score	Adjusted Score
	6 - 2	5 - 2		6 - 2	5 - 2
	5 - 2	5 - 2		6 - 2	5 - 2
	2 - 8	<u>2 - 5</u>		1 - 5	<u>1 - 4</u>
	TOTALS	12 - 9		TOTALS	11 - 8

Team A - AGR = 12 divided by 9 = 1.33

Team B - AGR = 11 divided by 8 = 1.375

The team with the lowest AGR will advance because this insures that the team with the most goals scored will advance over a team with fewer goals scored. Therefore, Team A advances in this scenario.

7. Mini game, penalty kicks, coin toss, depending on circumstances. The choice is at the discretion of the Tournament Directors.

Tie breaking methods are designed to discourage teams from running up the score.

A wildcard team will not be assigned to play the winner of its own sub-division in single elimination play.

Please note: Each position, either within a division or between divisions, will be determined separately. For example where 3 teams within a division are tied on game points and all 3 beat each other and the fourth place team during round play then the team with the most bonus points will advance as division winner. If a second team advances from round play out of that division then the tie breaking sequence will begin again and head to head competition between just those two teams will be the second tie breaker. All division winners will automatically advance to elimination round play.

TOURNAMENT RULES

USSF rules as modified for youth by USYSA & _YSA will govern play with the following additions:

SEEDING - No third place teams from round play will advance to single elimination games. Seeding for elimination rounds will be based upon game points & tie-breakers (above). Division winners will be given no preference when seeding i.e. a division winner with 6 game points will be seeded behind a division runner up with 7 game points.

For elimination round seeding purposes. Teams will not play against another team from their group in the first elimination round. The lower of the two seeds affected will rotate with the next lowest seed. Where the lower of the two seeds is the bottom seed that team will be rotated with the seeded team immediately above them. I.E. In a 16 team division, advancing teams seeded #2 and #7 will play in the elimination round. However, if they have already played in round play team #7 will rotate with team #8. However, where advancing teams seeded #1 and #8 are scheduled to play in the elimination round and they have already played in round play team #8 will rotate upward with team #7. After seeding has occurred there will be a further rotation of teams if teams from the same metropolitan area or metro area league are due to play each other. Here the lowest seed of the two teams involved will rotate downwards in the seeding. If this creates a situation where two teams who have already played are scheduled to play again, then the lowest seed will rotate downwards again. Where the conflict can not be resolved without creating a situation where either the same teams who have already played in round play meet again, or two teams from the same metro area or metro league play each other, then the teams from the same metro area or league will have to play against each other.

Please note: Teams will not be rotated if this forces the number 1 and number 2 seed to play each other in the single elimination rounds.

PLAYERS' UNIFORMS AND EQUIPMENT -

Teams must wear numbers on the back of their shirts. Each player shall have a different number. In the event team colors conflict, the designated home team (first on schedule) is responsible for changing. In semi-final and final games, the loser of a coin toss will change. Shin guards are mandatory equipment. "Slide shorts" can be worn. Players wearing casts will be allowed to play if the cast is sufficiently protected (padded). Knee braces and orthopedic appliances can be worn if all hard surfaces, hinges, and edges are appropriately padded. All players' equipment is subject to Referee approval.