



HUSSO Tournament Rules

Love of The Game	RESPECT	Sportsmanship
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HUSSO relies heavily on “The Spirit of the Game”. Amongst fair play, fun, respect, rivalries and winning, HUSSO strongly emphasizes sportsmanship. All participants are encouraged to play competitively but must adhere to the rules and have mutual respect for each other. The groundwork of the Rules of Play is the Spirit of the Game, which will provide and guide any unique decisions or unforeseen circumstances not covered in the Rules of Play.

1. FIFA/HUSSO Rules apply to all games. Exceptions are noted below. – Modified IFAB Laws of the Game
2. **TEAM COMPOSITION:** It is the responsibility of each team to field a team that meets the requirements of the following rules for each game. Players may only play on one team unless approval is granted by the Tournament Director (approval will not be granted for a player to play on more than one team within a single age group). ALL players must be of Asian descent, unless approved by the Tournament Director. This tournaments allow 2 non-Asian descent players during game play. Please check with the Tournament Director before game time. Each team must present a signed roster.
 - **Regular Teams** – All players MUST be 14 or older. Each player is treated like an adult in the field of play.
 - **(Senior) Teams** – All players MUST be born in 1983 or earlier. A player must present a valid State issued driver’s license/ID. If a team has a player that is not born in 1983 or earlier, then you are not able to play in this age group. on game day play any games the team will be automatically be disqualified from the tournament.
3. **REGISTRATION:** Will be conducted by calling into the Sports organization. Provide a copy of rosters, player passes (if applicable). Registration fees MUST be paid prior to game start time. A security deposit is required for all teams.
4. **DURATION OF GAMES:** All games are 2x30 minutes (Running time with a five-minute halftime). Game times for each half are subject to change without notice depending on the number of teams and the weather. Starting Kick-Off of which team attacks at the beginning of the game will be determined by a coin toss which will be “called” by the Away Team listed on the schedule.
5. **GAME SCHEDULE:** Tournament Committee shall have the authority, in the event of extreme or inclement weather, or other circumstances, to do any of the following:
 - Relocate or reschedule any game.
 - A lightning strike/sound of thunder will pause a game for 30 minutes. The clock resets for an re-occurrence of lightning or thunder. If a game is through with the 1st half and there is no playable daylight time left, whichever team has the higher score will be declared the winner of the match. If it’s scoreless, the teams will go straight to Kicks from the Mark.
 - Reduce by up to half the duration of any game.
 - Cancel any game that has no bearing on the outcome of a group.
 - Terminate any game five minutes before the next game is scheduled to start.
 - Please refer to Rule 17 regarding refunds if the event is called off at any time.
6. **HOME TEAM:** The home team is responsible for supplying an acceptable game ball and changing jerseys in case of a color conflict. Coaches/Captains are expected to be generally aware of and stay within a technical area, even if it is not clearly marked.
7. **TEAM AREAS:** Both teams will be located on the same side of the field, separated by the half-way line and behind the spectator line. Any substitute player who is inside the field of play during game play will be Cautioned.
8. **SUBSTITUTIONS:** Substitutions may be made prior to a throw-in in favor of your team, prior to a goal kick by either team, following a goal by either team, following an injury to a player from either team, or at half time ONLY from the half-way line. Substitutions may also be made for your team on the opposing team’s throw-in if the opposing team also has a player at the half-way line. Referees are given liberty and authority to limit excess and near-constant substitutions as a time wasting and gamesmanship tactic.
9. **PLAYER EQUIPMENT:**
 - a. All players will wear adequate shin guards covered by stockings. NO SHIN GUARDS, NO PLAY and will be Cautioned.
 - b. No casts or splints are allowed unless approved by the Tourney’s Referee Assignor.
 - c. No jewelry will be allowed.
 - d. No metal cleats will be allowed.
 - e. ALL player equipment is subject to referee approval. All players must have proper uniforms with numbers on them. (Jersey, shorts, shin guards, socks and cleats).

10. STANDINGS: Please work through the team's coach or captain for questions or clarifications regarding standings or next game at the HUSSO Tent.

- a. Most Asian Tournaments will use the double eliminations system with Brackets and or Kings. Please check with the Tournament's Referee Assignor/Tournament Director.
- b. Winners will keep advancing until they lose.
- c. Losers must wait for drawing. Most likely will play the next day, depending on time constrain for that day.
- d. Any team losing twice will be out of the tournament.
- e. For odd teams, one team will advance with a bye.

11. ELIMINATION GAMES:

If any game ends in a tie following regular time, the winner shall be determined by Kicks from the Mark in accordance with FIFA guidelines. No overtime periods will be played in matches which end in a tie. A coin toss will be held immediately after regulation, with the winner of that toss taking kicks first. The Center Referee will determine which goal will be used, unless a specific location for the procedure is identified by the Tournament Director.

Championship Matches: If the Championship Game ends in a tie, then the winner shall be determined by Kicks from the Mark in accordance with FIFA guidelines as well.

12. AWARDS: Champion and Runner Up teams receive a check and some tournaments, a trophy as well. Some tournaments may award individual medals. Please check with the Tournament Director.

13. FORFEITS:

- a. Use of a suspended player will result in forfeiture of the match in which the suspended player was used. Coaches and managers should be aware that use of a player who received a red card in the previous match will result in a forfeit.
- b. If a team has less than 7 players present at game time, a 10-minute grace period will be granted before a forfeit is declared. All teams are responsible to play the entire tournament. A minimum of 7 players constitutes a team. Failure to appear will jeopardize future acceptance for this tournament.
- c. A team forfeiting will be disqualified for that round. If the forfeit is considered the 2nd lost, the team will be eliminated from the tournament, see Rule #10, section D.

14. BEHAVIOR:

- a. Coaches, captains and team managers are responsible for the behavior of their players and spectators.
- b. All yellow and red cards will be reported to the Tournament's Referee Assignor/Tournament Director.
- c. The following may result in loss of privilege to attend any future HUSSO officiated tournaments: Persistent or egregious violation of the Zero Tolerance Rule regarding referee abuse, abusive language, verbal threats, or physical confrontation from team's players/coaches/spectators, approaching a referee at halftime/postgame and persisting with questions or complaints, or failure to cooperate with event officials regarding tournament and park rules.
- d. Any player receiving a red card will be suspended from the next game in the tournament. Except in the case of referee assault or abuse, the Tournament Director shall have the authority to impose, should circumstances warranted by matters arising from the tournament or games, additional penalties to a player, team staff, team, or club.
- e. In the event of an ejection to a player, coach, or spectator the "out of sight and out of hearing" rule will be applied. Violation of the rule may result in the individual(s) being banned from the entire event, forfeiture of a game or dismissal from the remainder of the event (no refunds). The ejection will be enforced by tournament policemen and or securities.
- f. Any player/team that is involved in a fist fight/brawl will be automatically disqualified by the Tournament Director without refunding of the security deposit, entrance fees and or parking fees. The player will be Sent-Off and may be escorted of premise or out of the park.

15. PROTESTS: The decisions of the referee and those of the tournament committee are final. Referee feedback will be accepted, but only in writing and from the team's coach/captain, via a form available at HUSSO Tent.

16. SECURITY DEPOSIT: A team that has lost twice may see the Sports Coordinator for their Security Deposit.

17. REFUNDS: If the event is called off prior to its commencement, fees shall be returned to the teams less than \$100 per team. If the event is called off refunds will not be given to teams having completed two or more matches. No refunds will be given to teams that drop out after the schedule (even in preliminary/draft form) is communicated.