

2022 Dog Days Tournament Rules

Check-in – ALL Teams

Rosters must be completed by 5 p.m. on July 24, 2022. Players will not be added after that time and date. The team representative must check-in all players 60 min prior to the teams 1st game at the tournament tent on July 30, 2022. Team rep must collect all Drivers license/passcards and check in all players at once. Late check ins will be handles when staff have time.

Player ID for the Tournament

Players must show a photo ID with the players picture, name and date of birth prior to each game. NMSSA can produce passcards for players (upon request) if the player record in the tournament team folder includes the players date of birth and a picture and is posted to their team folder no later than 9 a.m. on Tuesday July 26. The tournament staff will deliver the passcards requested to the team manager prior to the first game during the checkin process. In the alternative, a player may use a government issued document such as a drivers license. **We need to see the actual document, not a picture of it on a phone. We will attach a validation sticker for the tournemant and we're not putting it on a phone. We also will not accept the player showing us their picture on their social media account.**

Roster

The tournament staff will bring rosters with the properly registered players for each game. Only the players listed on the roster are eligible to play. The players on the roster will be those players listed on the team roster at aslsoccer.com. the deadline to add players to the roster and pay the \$15 NMSSA fee, if required, is 5 p.m. on Sunday, July 24, 2022.

Players

You are entitled to 21 players with unlimited guest players. All players must be born on 07/30/1982 or prior to be eligible to play in the tournament.

Appliances such as knee braces must be worn in such a way that they do not pose a threat of injury to other players.

Casts will be allowed at the discretion of the referee. Jewelry must be removed prior to play.

Uniforms

All players, with the exception of the goalkeeper, must wear a jersey of the same color. All numbers must be permanently affixed to the jersey, taped on numbers will not be accepted. The jerseys do not have to be of the same style. No two players of one team may wear the same number.

In the event jersey colors clash, the home team, as identified in the bracket detail, must change jerseys. If you don't have alternate jerseys you need to come to the tournament staff to pickup pinnies. If you don't pick them up by game time, your team forfeits the game. Pennies must be returned after game, if pennies are not returned, your team forfeits the next game.

Game time and format

Game time is when the game is supposed to start. If the teams are not ready at game time, the referee will advise both captains that the game will be shortened by an equal amount for each half.

All games will be played with free substitution rules. Substitutes shall only be made with the permission of the referee and must be made at the center of the field. No substitutions shall be allowed during the taking of kicks from penalty mark in tiebreakers.

Tie games in qualifying round games shall stand with no extra time played.

All games, will play two (2) thirty (30) minute halves.

All semi-final and first place games will be played to a winner. Tie games will play two (2) five (5) minute extra time periods. (No golden goal). If still tied at the conclusion of both of the five (5) minute extra time periods, the winner shall be determined based on FIFA Kicks From the Penalty Mark method. All third place and fifth place games that are tied at the end of regulation time will proceed immediately to FIFA Kicks from the Penalty mark.

Standings for qualifying round play shall be based on teams being awarded nine (9) points for a victory, three (3) points for a tie, and zero (0) points for a loss. An additional bonus point shall be awarded a team who holds their opponents to zero goals in a game (including scoreless tie games). Forfeits shall be entered as a 3-0 score. At the end of qualifying round play, a winner and runner-up shall be determined in each bracket in the following order:

- A. Greatest Points Total; if tied, then
- B. Head to head Result; if tied, then
- C. Greatest Goal difference (goals scored less goals allowed); if tied, then
- D. Least Goals Allowed.
- E. Least Cards (Yellow cards +1, Red cards +3)

If the tie being broken is determine the order of teams who have already assured themselves of a place in semifinal competition, the tie will be broken with a coin toss. If the tie being broken is to determine whether a team will advance to the semifinal round, the tie will be broken by the tied teams employing the FIFA Kicks from the Penalty Mark method.

Three way or more ties will be broken first. The remaining teams will restart tie breaking procedures from item A.

Should the Semi-Final Games or the Championship Final games not be played due to weather conditions that do not permit continuance of competition, these games may be declared canceled by the Tournament Director after consolation with representative team coaches.

Should cancellation occur, the "highest" remaining "seeded" team in the respective division will automatically be declared the "Champion" and the "2nd highest seed" remaining as the "Runner-up".

Ejections, cautions, etc.

Ejections, fighting and referee assault will draw fines and suspensions as follows:

Referee assault (includes spitting) - \$ 100 fine and a minimum one-year suspension

Referee abuse - \$50 fine and remainder of tournament

Fighting ejection - \$ 50 fine and one year suspension from the tournament

Ejection - \$ 10 fine and one game suspension

If a player is sent off from the final Dog Days game in which that player's team participates, that player shall be suspended from the next scheduled league or NMSSA game in which that player is eligible to participate.

Teams are responsible for the behavior of their coaches, fans and spectators. If games are suspended due to the behavior of coaches, players or spectators, games will be forfeit by the offending team and further sanctions may be imposed by NMSSA.

Appeals

There are no appeals.

All situations not specifically dealt with in these rules will be resolved by the tournament staff. The tournament is run by people who give up their opportunity to participate in the tournament in order to insure that you and your team do get to participate. The purpose of the tournament is to provide a clean and safe competition and to provide people an enjoyable experience. People, spectators, and teams who seek to provide an experience other than a safe and clean competition will be asked to leave. Suggestions for improvement are welcome. Complaints can most easily be dealt with by you helping to run the tournament next year.

To the extent an injustice is done, the tournament staff will seek a fair resolution to avoid such injustice. Players who are red carded from a game have not, by definition, suffered an injustice. We provide numerous opportunities for you to make a relatively small sphere land in an 8 by 24 foot opening multiple times. If, in sixty (60) minutes, you cannot do that numerous times, it tends to dilute our appreciation of your complaining and whining about the referees. In the spirit of fairness, we also ask the referees to not complain about the players.