



THE SERBIAN COMMUNITY CENTRE OF W.A. (INC.)
Lot 260, Bickley Road, Maddington W.A. 6109

LAWS OF THE GAME:

A. All games shall be played in accordance with FIFA laws except as specifically modified by these rules.

ELIGIBILITY:

- A. Participation in the tournament is open to accepted teams consisting of minimum eleven (11) or more registered club players. Guest players are allowed to a maximum of 3 guest players per team.
- B. The acceptable proof of the player being registered for the club will be the player registration card.
- C. Alternatively the clubs may submit their players list on the official club's letterhead and this list will to be used as a proof of players' registration. In this instance, the list should be submitted to the Tournament Committee as soon as possible, but no later than before the start of the tournament draw on Friday 3 October 2008. The list will be passed to all other clubs for their review. In case that any of the clubs makes a complain in regard to a specific player or the list, the ultimate decision about the players eligibility will be at the discretion of the Tournament Committee. No subsequent complains to players' registration will be accepted once the lists have been accepted by the Tournament Committee and announced at the tournament draw. .
- D. The only acceptable proof of the identity for the players will be valid driver's license, ID card or passport that includes a photograph of the player for identification.
- E. All player identifications will be proofed upon registration and must be available at all scheduled game sites.
- F. No player is permitted to play for more than one team during the tournament.
- G. It is responsibility of the participating clubs to organize all necessary insurance covers for the travel and playing at the tournament for their respective team members.
- H. **Players who do not present a valid identification will not play.**

PLAYERS AND SUBSTITUTIONS:

- A. A copy of your team roster is to be submitted to the referee prior to each game.
- B. Players' identification may be requested at the discretion of the referee or upon the request of the opposing team. The request must be made not later than 15 minutes before the start of the game.
- C. No request for player's identification check will be accepted from the opposing team once the game has formally started.
- D. Each team is allowed to make 4 substitutions per game. The player that has been substituted is not allowed to reenter the game.
- E. Substitutions will take place at midfield. The substitute can not enter the field until the replaced player has left the field.
- F. Any team fielding an ineligible player will forfeit the game(s) in which the ineligible player participated.



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GAMES AND PROCEDURES:

- A. All players are expected to have two uniform jerseys. When uniform colors are similar, the first nominated team will change their jersey. Players must wear numbers on their uniforms and the numbers must coincide with the team's roster.
- B. Each coach will provide a lines-person as requested by the referee, if not provided by the tournament.
- C. The Tournament Committee will determine the games schedule prior the tournament.
- D. All teams must report to the Tournament Coordinator 30 minutes before the start of their game. This will allow the Coordinator and the Game referee time to conduct pregame preparations like, collecting player passes, team rosters, and inspecting equipment. All games will start on time!
- E. All teams must be at the field 15 minutes before game time. There will be only a five-minute grace period from the scheduled start time. The late team shall forfeit the game.
- F. All qualification games are scheduled for 30-minute halves. All semi-final and final games are scheduled for 40-minute halves. There will be no overtime or penalty kicks in qualification games to decide games.
- G. Unless your scheduled field is not in use, warm ups are not permitted on the field prior to the start of the game. Please use adjacent field space. Teams must be prepared to play immediately following the previous game that has ended.
- H. A team which cannot field the minimum number of players (8), at game time must forfeit that game. No grace period is allowed.
- I. End of game ceremonies (hand shake, awards etc.) shall take place off the field.

SCORING:

- A. Tournament games will be played on a round robin format in each grouping. The group leader will be that team with the most points earned in round robin play in their respective grouping. The grouping's second place team will be that team that has the second most points in their respective group.
- B. Game Referees are responsible to see that game report forms are properly completed and submitted to Tournament Headquarters.
- C. Scoring is based on points:
 - WIN = 3 Points
 - TIE = 1 Point
 - LOSS = 0 Points
- D. There is no overtime at the end of any game.
- E. A forfeited game will be declared with a (3-0) score.
- F. Tie breakers:
 - 1st - Head to Head Competition (In the event of a 3 way tie, head-to-head will be thrown out and options 2-5 will be used in order)
 - 2nd - Goals Differential (maximum of 3)
 - 3rd - Goals For (maximum of 3)
 - 4th - Goals Against
 - 5th - Lucky Draw



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PLACEMENT OF DIVISIONS:

- A. Number of divisions shall be determined at the discretion of the Tournament Committee to fit the two-day tournament schedule. The decision will be announced on the day before the first tournament game.
- B. Division of 3: Each team will play a 2 game round robin schedule. The champion and runner-up finalist will be the top 2 finishing teams.
- C. Division of 4: Each team will play a 3 game round robin schedule. The champion and runner-up finalist will be the top 2 finishing teams.
- D. Division of 5 or 6: Each team will play 2 games within a 3-team group. The 2 group winners will play a championship game to determine 1st and 2nd place. Other teams in the groups will play consolation games. For a 5-team division one team will be BYE.
- E. Semifinals will be played between the winner from one division and the runner-up from the other division.
- F. In the event the championship (final) game ends in a tie after regulation time, the teams will be given a five minute rest period and immediately proceed with ten minute halves of extended (extra) time. If the score is still tied at the end of the overtime (extra) period, penalty kicks will decide the outcome.

CONDUCT:

- A. Players, coaches, and spectators are expected to conduct themselves within the spirit of the law.
- B. Severe misconduct will result in players or whole teams being asked to leave without refund of the deposit.
- C. Any player who accumulates three yellow cards during the tournament will sit out the very next game the team is to play. For example, if a player receives a yellow card in game #1 and then another two yellow cards in any other two games, the player will have to "sit out" the following game. This rule also applies to any player who receives a red card, either directly or as the result of two yellow cards. Any coach that displays unacceptable conduct can be asked to remove him/herself from the technical area by designated Tournament Officials. The referee may speak to a coach that is displaying bad conduct and warn him/her that he/she may be removed from the technical area.
- D. Any team receiving four red cards may be suspended from the tournament at the sole discretion of the Tournament Committee, The Tournament Committee has at its own discretion the right to impose an additional suspension to any player that received a red card in addition to the automatic suspension of one game.

PROTESTS AND FORFEITS:

- A. All games will be played without protest.
- B. All appeals must be in writing and presented along with a \$100 fee in cash, to the Tournament Coordinator within one (1) hour of the completion of the game in question. The fee will be forfeited if the appeal is not upheld. No appeal will be accepted without the fee



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INCLEMENT WEATHER:

A. If inclement weather occurs, all referees and coaches must report to the Tournament Headquarters. The Tournament Committee will advise on what action to be taken. **It is our intention to play all tournament games as scheduled.**

B. The Tournament Committee holds the authority to rule as follows:

- relocate/reschedule any game to ensure equal play
- stop/change duration of play
- cancel future games

C. After a stoppage due to inclement weather, the decision to continue the tournament will be made at the tournament headquarters after receiving a report on all field conditions. A new schedule and field assignments will be communicated to all coaches/managers for resumption in play.

D. Any match terminated after one half of play is considered official.

PLAYER INJURIES:

A. Any serious player injury must be handled by the coach/manager/physio. The Tournament Coordinator will notify Tournament Headquarters and/or First Aid as appropriate.

PLAYER EQUIPMENT:

A. Every player must have the basic compulsory equipment, two jerseys, shorts, stockings, shin guards and soccer boots. The boots will not have any sharp edges that may injure another player. Metal cleats are not permitted.

B. Any appliances such as knee braces must be worn in such a way that they do not pose a threat of injury to other players. All casts and splints must be padded to protect other players from injury.

C. The decision of the Referee with regard to equipment will be final.

TOURNAMENT COMMITTEE:

A. The Tournament Committee will be responsible for team acceptances, tournament format, game scheduling, and assignment of referees.

B. The Tournament Committee will keep scores at the tournament headquarters or any field sites they designate with updated standings as available.

C. The Tournament Committee reserves the right to decide on all matters pertaining to the tournament.

D. Any situation not covered by the above shall be covered at the sole discretion of the Tournament Coordinator.

The Karageorge Cup 2008
Working Committee
Maddington Eagles
Serbian Community Centre Club of WA