



2010 STATE HIGH SCHOOL TOYOTA CUP TOURNAMENT RULES

1. All players are subject to player eligibility rules set forth in the South Dakota High School Handbook.
2. At the end of the regular season, each team in each division will be seeded in that division's published tournament bracket based on the team's final standings within its division after regular season and playoff games are concluded.
3. All team Coaches/managers will report for team registration/check in. Coaches will produce a list of eligible players that will be participating in the tournament. Tournament registration/check in staff will print three (3) official SDSSA tournament rosters of up to 25 players for tournament games. All players on the roster are allowed to dress and participate in a tournament game.(19.3.2)
4. Player cards are not needed.
5. Team check in will be at the Mitchell Corn Palace on Wednesday October 6th from 6-9 pm, and Thursday October 7th at the Pepsi Soccer Complex tournament headquarters beginning at 7 am.
6. Each team must supply a copy of their hotel assignment/team verification form at check in.
7. Do not reserve hotel rooms outside of the LOC assignments. Please refer to the Tournament website for detailed housing instructions.
8. Each team must supply two game balls. The referee will choose 3 balls to be used for the game. One ball will be placed behind the goal on either end and may be placed in play at any time the ball goes out of play for a distance that would delay the game. The retrieved ball will then be placed in reserve behind the net. Teams are responsible for retrieving their own game balls after the game.
9. FIFA "Laws of the Game" and state high school rules will be the official playing rules. Substitutions shall be unlimited and may be made WITH THE CONSENT OF THE REFEREE AT THE FOLLOWING TIMES: a. Prior to a "throw-in" in your favor. b. Prior to a goal kick by either team. C. after a goal by either team. D. After an injury by either team when the referee stops play and allows the substitution. E. At half time. f. Other times as specified by the SDHS Rules outlined in the SD High School Handbook (See HB 4.2)
10. Players with active bleeding **must leave the field of play** until the bleeding is controlled and covered as appropriate. They may be replaced with a substitute or be waved back on by the referee when the bleeding has been controlled.
11. Player's equipment and apparel: a. FIFA approved soccer shoes must be worn. b. Commercial shin guards are required and must be completely covered by socks. c. All jewelry, including pierced earrings, **must be removed**. d. Home team will have the responsibility of changing uniforms in the event it is determined by the referee the uniform colors cannot be easily distinguished. e. Any protective equipment worn by a player must be well padded and the player must have a letter of consent to play from his/her doctor. All padding, wrapping, etc. must be approved by the game referee.

12. THE REFEREE'S DECISIONS ARE FINAL

13. Protests need to be filled in writing within 30 minutes of completion of the game with the tournament director or their designee at the tournament headquarters tent. Protests shall state all pertinent information and be signed by the coach. The referee report will be forwarded to the tournament director. A fifty dollar (\$50.00) fee shall accompany the protest which will be returned if the protest is sustained. The protest panel will consist of five members appointed by the tournament director including members of the HS Committee. **The decision of the protest panel will be final.**
14. Both teams will be on the same side of the field. Home team is listed first on the schedule. Parents, fans and other non-team personnel are on the opposite side of the field.
15. Any team not showing up for a scheduled game within 10 minutes of the start time will be eliminated from the tournament.
16. All games will consist of two, 45 minute halves.
17. When teams in a game are tied at the end of regulation play, two further equal periods, of 10 minutes each, will be played. The conditions of Law 8 will apply. If the teams are tied at the end of the second overtime, taking kicks from the penalty mark procedures will be used to determine the winner. The "golden goal" method for deciding the winner of a game tied at the end of regulation will **NOT** be used. Games may be rescheduled or decided by penalty kicks if inclement weather makes a field unsafe or unplayable.
18. Coaching and tactical information may be given to the teams during the game. However, this is restricted to the technical area, which is considered 10 yards on either side of the bench area. Other behavior is covered under FIFA. A tournament official or Referee may remove spectators who do not conduct themselves in a sportsmanlike manner.
19. A red carded player or a dismissed coach who is sent off must leave the playing area for the remainder of that game. . A player who has received a red card or a coach who has been dismissed is not allowed to participate in their team's next scheduled game. Further action may be taken if deemed necessary by the HS Committee and the SDSSA BOD.
20. Some of these rules may need to be modified for televised games, depending on the technical or scheduling requirements related to broadcast games. The modified broadcast rules will be made available to coaches and players as soon before televised games as possible.

DISCLAIMER

THE TOURNAMENT AND COMPETITION COMMITTEES HAVE THE AUTHORITY TO MAKE CHANGES IN SCHEDULING AND DECISIONS ABOUT FORFEIT AND OTHER CONTROVERSIES. POSTED SCHEDULES AND POLICIES WILL TAKE PRECEDENCE OVER STATEMENTS IN THE PROGRAM. ALL DECISIONS BY THE TOURNAMENT AND COMPETITION COMMITTEES ARE FINAL.