

W-MASC Regional Tournament

Rules of Play



The W-MASC Regional Tournament will be governed by NCAA rules with the following modifications:

Duration of Games & Halftimes: A running clock will be used throughout the entire tournament. All games up to the semifinals will consist of 40 minute halves separated by a seven minute half time. Semifinal and final competition will have 40 minute halves separated by a ten minute half time. **Pool play games that are tied at the end of regulation time will remain tied.** Elimination round games that are tied will go into overtime play. Overtime in the semifinals and finals will consist of one 15 minute, sudden victory, overtime period. If still tied at the conclusion of the overtime period, penalty kicks will be taken to determine a winner.

Please note: The tournament format and game length may change due to any unforeseen causes. i.e. weather, poor field conditions, facility or any other act of God or problems outside of the control of the W-MASC or host facility.

Player Eligibility: All clubs will need to have the W-MASC tournament roster completed and turned in prior to your team's first game. All players must be eligible by NIRSA and W-MASC posted eligibility rules. Each player should have their university student ID in their possession during the tournament. If for some reason a player's ID needs to be verified the student ID will need to be produced. Failure to have a university ID could result in the player being deemed ineligible and the team could forfeit. The commissioners will reserve the right to randomly check player ID's.

Forfeits: Teams must be ready to play within five minutes of game time or they could be charged with a forfeit for that game. Forfeits are recorded as 1-0.

Players Equipment: All players are required to wear shin guards under socks. No jewelry may be worn in competition, except medical alert or religious necklaces (taped to chest). Players shall wear approved footwear (no center cleats). All players must wear numbered (minimum 6" on back of jersey) uniforms with no duplicated numbers on a team. No unpadded hard casts permitted. If a player has a soft cast, must have a doctor's release and approval from the referee to play. No knee braces made of hard, unyielding material are permitted, unless hinges are covered on all sides with approved padding and all its edges are overlapped. Players not in compliance will be cautioned (yellow carded) and sent off the field until the changes are made and the requirement is met.

Substitutions: Substitutions are allowed during goal kicks or corner kicks by either team, for an injured player (one for one), for a yellow card (one for one) although not mandatory, and after a goal has been scored. Substitutions by the team with possession of the ball shall be permitted prior to a restart by a throw-in. If the team in possession chooses to substitute, the team not in possession may substitute as well. If the team in possession chooses not to substitute, the team not in possession may not substitute. All substitutes must be ready to enter the game and waiting at the mid-field line. Any player not at the mid-field line may not be allowed to enter the game, referee discretion. This rule is in place to prevent teams stalling.

Coaches: All Coaches have total responsibility for the conduct of their players, substitutes, friends and spectators at all times. Coaching from the sidelines (giving direction to one's own team on points of strategy and position) is permitted, provided:

- No mechanical devices are used;
- The tone of the voice is instructive and not derogatory;
- Each coach or substitute remains within 10 yards on either side of the halfway line;
- No coach, substitute, or spectator makes derogatory remarks or gestures to the referees, other coaches, players, substitutes, or spectators;
- No coach, substitute, or spectator uses profanity or incites, in any manner, disruptive behavior.

Cautions & Ejections:

A player or coach receiving two cautions (yellow cards) in a single game is considered to have been given an ejection (red card) for the purposes of awarding points for the tournament competition. A player who has been ejected (sent off), will not be replaced. A player or coach who has been ejected will not return for that game and will not be allowed to participate in the next scheduled game. A player or coach who is ejected may be removed for more than one game, following the game when the ejection occurred, depending on the severity of the infraction. For the purpose of this tournament a coach can be carded. A team will be disqualified from the Tournament if any player or coach fails to comply with the provisions of this section. Any player that receives three yellow cards during the course of the tournament will be ineligible for the team's next game.

Suspended & Terminated Games: If, in the opinion of tournament officials, a game must be suspended (for reason); the game may be resumed, but is subject to being ended not less than five (5) minutes prior to the scheduled start of the next game. If, in the opinion of tournament officials, a game must be terminated for misconduct of players, bench coaches, or spectators, the offending team could be suspended from further play and forfeits that game and all remaining games. All previous points earned remain as played. Additionally, the sponsoring University will be contacted as appropriate.

If a game is terminated due to problems associated with the fields, including lighting for a night game, or due to the serious injury of a player (see the next section entitled "Injury") the resumption of play for that game will be at the discretion of the tournament officials. Tournament officials may at their option conclude the game, require completion of the game or utilize penalty kicks to determine the winner of the game depending upon the circumstance and taking into account the potential effect of the game results on the standings of the teams.

Injury: Delays of the game will only be allowed for an injury requiring professional medical attention and the inability to remove the injured player from the field until and while the medical attention is being provided to the player. The delay will result in appropriate time being added to the full game time, based on the judgment of the referee. Otherwise, each game will be played with a running clock and no suspension of the clock time. However, all preliminary games will be terminated not less than five (5) minutes prior to the scheduled start of the next game. The failure to complete any game due to a serious injury requiring suspension of the game play shall be controlled by the preceding section, "Suspended & Terminated Games."

Pool Play: The top team from each pool will advance to semi-finals. Teams are guaranteed a minimum of two games (unless teams do not show up and cause forfeits or stated in the above section of unforeseen causes, resulting in a lower game time and or games determined by penalty kicks.).

Scoring Method: Pool Play - Per Game

- Win = 3 points
- Tie = 1 points
- Loss = 0 points

Pool Play Tie Breakers: In the event of a tie in points at the end of pool play, the teams to advance will be determined as follows:

1. The winner in head to head competition.
2. High point differential (goals scored minus goals allowed)
 - Maximum of 5 points from any one match
3. Most goals for.
4. Fewest goals against.
5. Most total wins.
6. Most shut outs.
7. If a tie still exists after steps 1 through 6, NCAA Penalty Kick procedures will be taken.
8. If a three-way tie exists within a bracket after steps 1 through 6, a three-way coin flip will be conducted. The teams that tie in the coin flip will compete in NCAA Penalty Kicks to eliminate one team prior to proceeding to NCAA Penalty Kicks with the third team. The coin flip and time of the NCAA Penalty Kicks will be determined at the fields.

Home Team: The home team will be listed first on the game schedule. The home team will wear light jerseys. The home team will use the team bench on the north side of the scorer's table.

Protests: Only protests of eligibility and misapplication of the Rules of the Game will be considered. Protests of judgment calls by the official will not be accepted. Rule interpretation protests must be made at the time of application. Once play has continued, the ruling on the field will stand. To protest, the team captain (or coach) should notify the referee that they want to protest the ruling on the field. The officials will confer to review the ruling and render a decision. If the protest is not resolved with the officials ruling, the team must notify the Tournament Director (Michelle Blackburn) and opposing team that they wish to play the game under protest. Within 15 minutes from the completion of the game, the protesting team must lodge a legible written copy of the protest including full particulars of the grounds on which the protest is lodged.

Eligibility protests must be lodged within 15 minutes from the end of the game and submitted to the Tournament Director (Michelle Blackburn). Eligibility of specific individuals must be named in the protest.

The Rules Committee, excluding individuals from teams involved, will meet privately to review the protest. The decision of the Rules Committee will be considered final and not subject to further review. The committee reserves the right to adjust the schedule when the formal protest is received.

A game upon which a protest is upheld will be replayed or resumed at the earliest possible time. The date, time, and location of the match will be determined by the Tournament Director.

Inclement Weather or Act of God: In the event of inclement weather, or act of God that occurs once the games have begun, winners will be decided based on points earned up to that point, with any tie breakers being determined using the protocol outlined above in numbered bullets 7 and 8 of the section entitled, "Pool Play Tie Breakers".

W-MASC will follow the NCCA rule (APPENDIX D) in regards to CONCUSSIONS.

A concussion is a brain injury that may be caused by a blow to the head, face, neck or elsewhere on the body with an "impulsive" force transmitted to the head. Concussions can occur without loss of consciousness or other obvious signs. A repeat concussion that occurs before the brain recovers from the previous one (hours, days or weeks) can slow recovery or increase the likelihood of having long-term problems. In rare cases, repeat concussions can result in brain swelling, permanent brain damage, and even death.

Recognize and Refer: To help recognize a concussion, watch for the following two events among your student-athletes during both games and practices:

1. A forceful blow to the head or body that results in rapid movement of the head;
-AND-
2. Any change in the student-athlete's behavior, thinking or physical functioning (see signs and symptoms).

SIGNS AND SYMPTOMS

Signs Observed By Coaching Staff Symptoms Reported By Student-Athlete

- Appears dazed or stunned.
- Is confused about assignment or position.
- Forgets plays.
- Is unsure of game, score or opponent.
- Moves clumsily.
- Answers questions slowly.
- Loses consciousness (even briefly).
- Shows behavior or personality changes.
- Can't recall events before hit or fall.
- Can't recall events after hit or fall.
- Headache or "pressure" in head.
- Nausea or vomiting.
- Balance problems or dizziness.
- Double or blurry vision.
- Sensitivity to light.
- Sensitivity to noise.
- Feeling sluggish, hazy, foggy or groggy.
- Concentration or memory problems.
- Confusion.
- Does not "feel right."

An athlete who exhibits signs, symptoms or behaviors consistent with a concussion, either at rest or during exertion, should be removed immediately from practice or competition and should not return to play until cleared by an appropriate health care professional. Sports have injury timeouts and player substitutions so that student-athletes can get checked.

IF A CONCUSSION IS SUSPECTED:

1. Remove the student-athlete from play. Look for the signs and symptoms of concussion if your student athlete has experienced a blow to the head. Do not allow the student-athlete to just "shake it off." Each athlete will respond to concussions differently.
2. Ensure that the student-athlete is evaluated right away by an appropriate health care professional. Do not try to judge the severity of the injury yourself. Immediately refer the student-athlete to the appropriate medical staff, such as a certified athletic trainer, team physician or health care professional experienced in concussion evaluation and management.
3. Allow the student-athlete to return to play only with permission from a health care professional with experience in evaluating for concussion. Allow athletics medical staff to rely on their clinical skills and protocols in evaluating the athlete to establish the appropriate time to return to play. A return-to-play progression should occur in an individualized, step-wise fashion with gradual increments in physical exertion and risk of contact. Follow your institution's physician-supervised concussion management protocol.
4. Develop a game plan. Student-athletes should not return to play until cleared by the appropriate athletics medical staff. In fact, as concussion management continues to evolve with new science, the care is becoming more conservative and return-to-play time frames are getting longer. Coaches should have a plan that accounts for student-athletes to be out for at least the remainder of the day.