

# Men's Soccer Tournament Rules & Regulation

Coaches and Team Representatives Handbook

Rev. 1.4



Eritrean Sports Federation  
in North America

# Table of Revisions

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April 14, 2011	Rev 1.1	Major rewrite, updated document to conform to changes implemented to ERSFNA By-law since previous version.
January 10, 2013	Rev 1.2	Revised player roster and Player ID Pass requirements
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# 1 Introduction

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This document is prepared by the Executive Committee of the Eritrean Sports Federation in North America (ERSFNA) to assist its member coaches, managers, team representatives and trainers in understanding the rules and regulations of ERSFNA's Annual Eritrean Soccer Tournament. Complete comprehensive understanding of the rules and regulations will be essential to the success of all its participants. All team leaders are urged to read thoroughly so that there will not be any misunderstanding of the rules and regulations that will govern ERSFNA's annual tournament. It is our goal to bring information of value closer to our coaches and players so that we may avoid misunderstandings during the tournament.

Except where modified, the General Rules of Play of ERSFNA's annual tournament shall be the FIFA **"LAWS OF THE GAME"** and **"UNIVERSAL GUIDE FOR REFEREES WITH USSF SUPPLEMENT"** in the latest English edition. Any modification, correction, or amendment to the ERSFNA Tournament Regulations shall be approved by a majority vote of the members of ERSFNA attending a General Assembly Meeting.

**IGNORANCE OF THESE RULES WILL NOT BE AN EXCUSE OR CONSIDERED TO BE PROPER GROUNDS FOR ANY PROTEST.**

Executive Committee

Eritrean Sports Federation in North America

## 2 Organization Facts

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### 2.1 About ERSFNA

The Eritrean Sports Federation in North America (ERSFNA), established in 1986, is an independent, free of political and religious affiliation, Virginia based 501(c)(3) non-profit organization. ERSFNA's mission is to promote and facilitate the development of amateur sports and cultural events within the Eritrean and Eritrean-American communities in North America through participation in athletic competition. The organization's vision is to provide an environment that nurtures Eritrean rich culture and heritage, based on the love of sports and friendly athletic competitions.

In 1986, ERSFNA held its first soccer tournament with five (5) teams in Atlanta, GA. Despite its small size, the tournament was very competitive and set precedent for future tournaments. Since its inception, in addition to flourishing adults' soccer and basketball programs, ERSFNA has successfully created youth soccer programs in the pilot cities of Atlanta, Dallas, Minneapolis/St Paul, San Francisco Bay Area, Seattle and the Washington D.C. Metropolitan Area. One of the many future goals for the organization is to expand this successful program to more cities in North America.

### 2.2 Vision Statement

It is the vision of the Eritrean Sports Federation in North America to provide an environment that nurtures Eritrean culture based on the love of sports and friendly athletic competitions. Furthermore, ERSFNA will work to encourage participation of Eritrean youth in the development of sports based talent to reach the highest levels.

### 2.3 Mission Statement

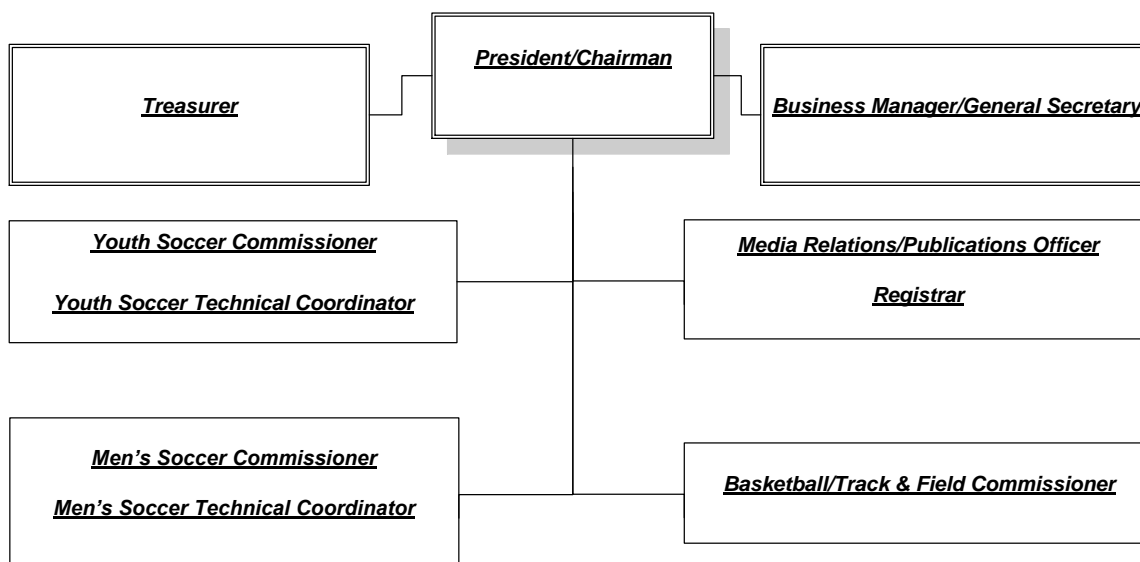
The mission of the ERSFNA is to develop well-balanced, successful individuals through instruction of the technical, tactical, physical and psychological aspects of sports. These individuals will desire and become capable of making a real contribution throughout their lives, regardless of gender or physical abilities. It is ERSFNA's hope that a large proportion of these individuals, with the proper guidance, will pursue their respective sport to the highest levels. ERSFNA is committed to providing participants with the opportunity to develop athletically and personally in a positive, supportive, and safe environment. ERSFNA is also committed to maintain a warm and caring relationship with the Eritrean/Eritrean-American communities in North America, regardless of their political or religious affiliation. ERSFNA is dedicated to maintain strategic relationships with Eritrean National Football Federation, United States Soccer Federation and other sports clubs and organizations for mutual growth and benefits.

### 2.4 Executive Committee

The Executive Committee is a management committee empowered to make and implement major organizational decisions. The committee is made up of nine (9) people. Its members are elected officials from ERSFNA's General Assembly comprised of a President, Business Manager/Secretary, Treasurer, Media Relations/Publications Officer, two (2) Men's Soccer Commissioners, two (2) Youth Soccer Commissioner, and one (1) Basketball/Track & Field Commissioners.

## 2.5 Organizational Chart

### ERSFNA Executive Committee



## 3 Team Information

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### 3.1 Team Make-up

All Men's division teams must be all male. Women are not eligible to play in the men's divisions. Teams are advised to have a roster consisting of at least fifteen (15) players. A soccer team should have a minimum of eleven (11) and a maximum of twenty-two (22) registered players; all 22 of them can suit up for a game, each of whom should have a player ID issued by ERSFNA before he can play in a sanctioned game. Only two (2) Non-Eritrean players will be allowed per team. A player cannot be registered with more than one team per tournament. In addition to the twenty-two (22) players a team may register two non-players as coaches/managers/team trainers. In the event there is a "Player Coach", he must be counted as one (1) of the twenty-two (22) men roster.

### 3.2 Team Name

All team names and nicknames must conform to ERSFNA's Mission and Vision Statement.

### 3.3 Team Roster

Each team should submit a correct, readable, and complete roster to the ERSFNA during the open registration period of each tournament year.

### 3.4 Release of Liability

All players on a team **must** complete an ERSFNA *Assumption and Acknowledgment of Risk and Release of Liability Agreement* form (also referred to as an "RLA-Form") to play in the ERSFNA tournament and this form **must** be returned to the ERSFNA Soccer Technical Coordinator. This is critical as it releases ERSFNA from liability. Consequently, the team representative will **not** be allowed to sign another player's RLA-Form (i.e., no proxy signatures are permitted). A player will be considered properly registered and eligible to participate in an ERSFNA matches when the following conditions have been met:

### 3.5 Player Registration

The player must be registered in the proper division and registered with, assigned to or transferred to the team with which the player wishes to play. A player whose name is not printed on the team's official roster will not be permitted to participate. Any player who participates in an ERSFNA match without meeting all of the requirements will be considered an illegal player. The team penalty for using an illegal player will be forfeiture of any match in which an illegal player participates. In case of flagrant or repeated abuse of the policy, the Executive Committee may institute additional penalties.

#### 3.5.1 Roster Spot

A player must be registered with an ERSFNA member team to participate in the tournament. Individual players must find a spot in a registered team or they may request ERSFNA's assistance for placement on a registered team. When requesting assistance please send the player's full information (i.e. name, date of birth, contact information, position and experience level)

#### 3.5.2 Player Photograph

The player has furnished a clear and usable photograph of the proper size to use on an Official ERSFNA Player Pass. (A player who does not have a player pass at match time may still participate, but must



present some form of picture identification (i.e. government issued ID or passport) to the referee and a representative of the opposing team (team rep, captain or coach), and sign their name next to his printed name on the Official Game Sheet.

### 3.6 Fee Payment

Team representatives will be responsible for paying any fees associated with adding a new player (if applicable) prior to their team's next match, or face forfeiting all games played using that new player.

### 3.7 Player Transfers

No transfer of players will take place during the tournament. All transfers must be accomplished prior to the first game of each tournament year. All transfers will be subject to a transfer fee of **\$35.00 USD** (unless that amount is changed by the Executive Committee at the beginning of each tournament).

### 3.8 Player Passes (ID)

ERSFNA will issue a player pass for all players and coaches on each team's roster. Player passes will be in such form as is designated by the ERSFNA Executive Committee from time to time, but the player pass will, at a minimum, contain the player's name and picture and designate the team with which he is registered. Player passes will be maintained by the team representative to be used as valid identification for the players on their team in the event of a challenge to their identity by an opposing team representative. Player passes must be presented to the referee or Federation staff during check in. A fee of **\$10 USD** will be assessed for any replacement player ID passes issued.

### 3.9 Uniforms

#### 3.9.1 Uniform Attire

All players, except the goalkeeper, shall wear jerseys or t-shirts (hereafter referred to as JERSEYS) of the same or similar color, shorts of the same or similar color, and socks of the same color. Socks must be the same style or design, but do not have to be the same brand.

#### 3.9.2 Uniform Requirement

Each team must provide two (2) sets of JERSEYS **AND** two (2) sets of socks (light and dark—for example, white and black) for **HOME** and **AWAY** games. The HOME set of JERSEYS must have identical numbers to that of the AWAY set of JERSEYS. Each JERSEY shall have a number eight (8) inches in height minimum on the back and no two JERSEYS of a team may have the same number. The goalkeeper must wear a JERSEY distinctive in color from that of his/her teammates, the opposition, and the referees. In the event that two teams have JERSEYS of the same or similar color, it is the obligation of the HOME team to supply its players with distinguishing JERSEYS, which must be numbered. **NO TAPED-ON NUMBERS WILL BE ALLOWED. ALL NUMBERS MUST BE PERMANENT.**

## 4 Team Divisions

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As it is traditionally practiced by most soccer federations in most countries in the world, sport federations are organized in divisions in order to create competitive and rewarding soccer matches among participating teams. Furthermore, it also creates a vehicle by which the federation can create a more productive bond with the member teams. When applicable, ERSFNA will have two administrative divisions in Men's soccer, classified as **PREMIER** and **SECOND** Divisions.

### 4.1 Premier Division

This division shall consist of at least four groups of four teams for a total of sixteen (16) teams. The basis for the first time selection is made up of the top 16 ranked teams from the previous year's tournament.

### 4.2 Second Division

When applicable, second division shall consist of at least two (2) groups of four teams for a total of eight (8) teams. The basis for the first time selection is made up of the teams, which ranked below the 16<sup>th</sup> team in the previous year's tournament.

### 4.3 New Teams

New teams are added to the second division until they prove themselves to be worthy of competing in the First or Premier Division of ERSFNA. Some exceptions will be made by the Executive Committee for teams that come from Europe if they are declared as a select team made from players of several independent teams.

### 4.4 Special Considerations

ERSFNA's Executive Committee reserves the rights to adjust division alignments in the event where the Premier and Second Divisions cannot be accommodated due to limited number of registered teams. In this event, the Executive Committee has the authority to adjust or lift the sixteen (16) team limit for the Premier Division.

### 4.5 Promotion and Relegation

Second Division Teams can gain access to the higher division through promotion. Teams finishing in the top two spots in the Second Division shall gain automatic promotion to First Division. Likewise, teams finishing at the bottom of the First Division will be relegated to Second Division.

## 5 Rules of Play

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### 5.1 Officiating

Except where modified by ERSFNA for the sport of soccer, the official game rules should be FIFA *"Laws of the Game"* and *"Universal Guide for Referees with USSF Supplement"* in the latest English edition. Modifications to the above documents are specified in this document, *"Men's Soccer Rules & Regulation: Coaches & Team Representative Handbook"* referred to as 'Handbook.' Any variations or

special changes from this Handbook required for each tournament will be specified in a Special Technical Bulletin (STB) published each tournament year.

## **5.2 Pre-Game Responsibilities**

### **5.2.1 Coaches' Responsibility**

Coaches must prepare their players and have them suited up and ready twenty (20) minutes before the game kick-off time. The following items should be ready before a team can officially enter a match.

### **5.2.2 Official Game Form**

A complete official game form that lists no more than twenty-two (22) eligible players that match the official ERSFNA's team rosters. Twenty-two players (22) are the maximum number of players who are eligible to play in an ERSFNA scheduled match.

### **5.2.3 Player Requirements**

A team should present at least seven (7) players, in uniform, on the pitch at the referee's scheduled starting time to have a match. Less than seven (7) players on the field by game time will constitute a forfeit and game is halted and referee should present his results to ERSFNA officials. ERSFNA officials will make the final decision.

### **5.2.4 Player ID**

Collect and present all official player passes for the players suited up for the scheduled match for ERSFNA officials and have players line up for referee and ERSFNA inspection.

### **5.2.5 First Eleven (Starters)**

Team representatives must identify the first eleven (11) starters on the official team roster sheet at least ten (10) minutes before kick-off time. Player IDs for starters will be retained by ERSFNA representative the remaining ID cards will be returned to the team representative.

### **5.2.6 Roster Check**

Present players in correct jersey with numbers corresponding to the roster.

### **5.2.7 Referee Inspection**

All players must be checked in by the referee prior to game time.

### **5.2.8 Late Arrivals**

Players who are not present at game time, but are on the official roster form, may enter the field after presenting their player pass to the linesman or ERSFNA representative and get checked for proper uniform. Players should wait until permission is given by the referee to enter the field. Once instructed to enter, players must enter the field from the center after the substituted player reaches the sideline.

### **5.2.9 Return Match Sheet**

Both teams must return their match sheet to the ERSFNA representative at least ten (10) minutes before kick-off.

## **5.3 Player Substitutions**

All substitutions, including the replacement or changing of the goalkeeper, shall be first made known to the Referee, and his consent/approval thereof be obtained, prior to such substituted player entering

upon or exiting from the playing field, or exchanging positions with the goalkeeper; failure to do so shall result in a "yellow card" caution to the Head Coach and accompanying accordant penalties

### 5.3.1 Substitution Limit

A team may substitute up to **FIVE (5) TIMES** with the approval of the referee during the following.

#### 5.3.1.1 Throw-in

During throw-in for the requesting team

#### 5.3.1.2 Injury Stoppage

When play is stopped for injury

#### 5.3.1.3 Goal Kick

On either team's goal kick

### 5.3.2 Injured Player

An injured player may leave the field of play during a match. However, he must get the attention of the referee. The player may not return, or be substituted for, until a dead ball situation has occurred and the referee has signaled that the substitute may enter the field of play. A player who is substituted may return to the match.

### 5.3.3 Player Re-entry

A substituted player can re-enter the game with the referee's consent.

### 5.3.4 Referee's consent

No substitution can be made without the referee's consent.

### 5.3.5 Team Benches

No more than 15 people (11 substitutes and 4 officials) will be allowed to sit on the substitute's bench.

## 5.4 Scoring and Point Calculation

### 5.4.1 Point System

ERSFNA's Technical Soccer Coordinator(s) will maintain a point score record of all preliminary matches played. The point system for determining the position is as follows:

#### 5.4.1.1 Win

A win is awarded three (3) points

#### 5.4.1.2 Draw

A tie is awarded one (1) points

#### 5.4.1.3 Loss

A loss is awarded zero (0) points

#### 5.4.1.4 Loss by Forfeit

A team loss by forfeit penalized by money

#### 5.4.1.5 Win by Forfeit

A team winning by forfeit earns the full 3 points and game score will be considered 2-0.

## 5.4.2 Group Positioning

Group positioning will be set within the basis of the above scoring scheme. The ranking in each group is determined as follows:

### 5.4.2.1 Points

Greatest number of points obtained in all group matches;

### 5.4.2.2 Goal Difference

Goal difference in all group matches – Goal difference is calculated by goal for (GF) – goal against (GA) per match.

*For example, if in the three group stage games Team A had a +3 goal differential and Team B had a +1 goal differential, Team A would advance;*

### 5.4.2.3 Head-to-Head

Result of head-to-head match between teams concerned;

### 5.4.2.4 Goals Scored

Greatest number of goals scored in all group matches.

*For example, if Team A scored 10 goals and Team B only scored 8 goals, Team A would advance.*

## 5.4.3 Tie Breaker

If two or more teams are equal on the basis of the above three criteria, their rankings will be determined as follows:

### 5.4.3.1 Greatest Number of Points

Greatest number of points obtained in the group matches between the teams concerned.

*For example, if Team A beat Team B and tied Team C, it would have four points in head-to-head games; Team B lost to Team A and beat Team C, it would have three points in head-to-head games; and Team C lost to Team B and tied Team A, it would have one point, meaning Team A would advance;*

### 5.4.3.2 Goal Difference

Goal difference resulting from the group matches between the teams concerned.

*For example, if Team A beat Team B, 4-0, Team B beat Team C, 3-0, and Team C beat Team A, 2-0, Team A would advance. Even though each team ties with three points in head-to-head games, Team A has the highest goal differential, +2, in the head to head games;*

### 5.4.3.3 Greater Number of Goals Scored

Greater number of goals scored in all group matches between the teams concerned.

*For example, if Team A tied Team B, 4-4, Team B tied Team C, 2-2, and Team C tied Team A, 3-3, each team has two points and a zero goal differential in head-to-head games. However, because Team A has scored seven goals, more than the six goals of Team B and five goals of Team C, Team A advances;*

#### 5.4.3.4 Coin's Toss

Coin's Toss to be done between the tying teams. The coin toss will be conducted by the ERSFNA Executive Committee with a representative from the tying teams present.

### 5.5 Group Stage

#### 5.5.1 Decision

The ERSFNA Executive Committee decides on the format of play, the group formation and the duration of the preliminary competition. It forms groups for the preliminary competition by seeding and drawing lots. Teams will be ranked based on previous year's performance. The decisions of the Executive Committee are final.

#### 5.5.2 Team Withdrawals

In the event of any withdrawals, the ERSFNA Executive Committee may change the groups in accordance with the provisions of the above paragraph; otherwise the following format will be followed.

#### 5.5.3 Group Formation

The 16 teams in Division I taking part in the ERSFNA annual competition will be divided into four groups of four teams. Depending on the number of participating teams, similar format will be adopted for Division II as well. The teams in the four groups will be designated as follows:

GROUP A	GROUP B	GROUP C	GROUP D
A1	B1	C1	D1
A2	B2	C2	D2
A3	B3	C3	D3
A4	B4	C4	D4

#### 5.5.4 League Format

The league format will be used: each team playing one match against each of the other teams in the same group, with three points for a win, one point for a draw and none for a defeat as described in section 5.4.

#### 5.5.5 Match System

Each team plays each of the other teams in the same group once, according to a league system (three points for a win, one for a draw and none for a defeat). The tournament group matches are played according to the schedule below. The last two matches in each group must both kick off at the same time. The first-named team is considered as the home team.

Match Day 1	Match Day 2	Match Day 3
A1 v. A3	A4 v. A1	A1 v. A2
A4 v. A2	A2 v. A3	A3 v. A4
B1 v. B3	B4 v. B1	B1 v. B2
B4 v. B2	B2 v. B3	B3 v. B4
C1 v. C3	C4 v. C1	C1 v. C2
C4 v. C2	C2 v. C3	C3 v. C4
D1 v. D3	D4 v. D1	D1 v. D2
D4 v. D2	D2 v. D3	D3 v. D4

### 5.5.6 Last Two Matches in Group

The last two matches in each group must both kick off simultaneous on the same day and time, whenever possible.

### 5.5.7 Match Duration

The game duration for all group stage matches will be 80 minutes.

## 5.6 Knock-off Stage

### 5.6.1 Match Duration

The match duration for all knock-off stages will be 90 minutes. If, after 90 minutes, a match ends in a draw, two periods of 15 minutes each will be played. If the score is level after extra time, penalty kicks will be taken to determine the winner in accordance with the procedure described in the FIFA *Laws of the Game*.

### 5.6.2 Quarter-Finals

The four group winners and four group runner-ups play the quarter-finals in single knockout matches as follows:

Quarter-Final Matchups				Result
Winner A	Vs.	Runner-up B	=	Winner 1
Winner B	Vs.	Runner-up A	=	Winner 2
Winner C	Vs.	Runner-up D	=	Winner 3
Winner D	Vs.	Runner-up C	=	Winner 4

### 5.6.3 Semi-Finals

The four winners of the quarter-finals play the semi-finals in single knockout matches, as follows:

Semi-Finals Matchups				Result
Winner 1	Vs.	Winner 3	=	A
Winner 2	Vs.	Winner 4	=	B

### 5.6.4 Final and Play-off for Third Place

#### 5.6.4.1 Championship Game

The two winners of the semi-finals play the final in a single knockout match for the division Championship.

#### 5.6.4.2 Third Place Game

The losers of the semi-finals will qualify for a play-off for third place match whenever applicable. The final decision on whether to have a third place match or not will be left at the discretion of ERSFNA's Executive Committee.

## 5.7 Awards, Medals and Trophy

At the conclusion of the ERSFNA Annual Sports Tournament, the following special awards will be presented:

### **5.7.1 Cash Awards**

Cash prizes may be awarded to the champion and runner-up teams. Award amount will be determined by ERSFNA's Executive Committee each year.

### **5.7.2 Championship Trophy & Medals**

A championship trophy will be awarded to the division winner along with award medals for each player, coach and staff listed on the official team roster.

### **5.7.3 Runner-up Trophy & Medals**

A Runner-up trophy will be awarded to the division's second place team along with award medals for each player, coach and staff listed on the official team roster.

### **5.7.4 Fair Play Trophy**

The ERSFNA Fair Play trophy, a fair play medal for each player and official will be presented to the team finishing first in the fair play contest. The ERSFNA Organizing Committee shall determine the ranking at the end of the final competition. The applicable rules are in the fair play contest regulations.

### **5.7.5 Most Valuable Player**

The following awards for Most Valuable Player (MVP) will be awarded:

#### **5.7.5.1 Best Young Player (Jr. MVP)**

The Best Young Player Award will be presented to the best young player in the tournament that displays technical skills, sportsmanship, leadership character, team play and other intangibles (players overall value for his team), as selected by the ERSFNA Technical Study Group. A candidate for this award must be a player under the age of twenty-three (23). The Jr. MVP candidate need not come from a division winner or other playoff qualifier.

#### **5.7.5.2 Golden Ball (MVP)**

The Golden Ball (MVP) award may be presented to the most outstanding player at each ERSFNA tournament, as selected by the ERSFNA Technical Study Group. The MVP candidate need not come from a division winner or other playoff qualifier.

#### **5.7.5.3 Golden Glove**

The Golden Gove award may be awarded to the best goalkeeper of the tournament, as selected by the ERSFNA Technical Study Group. ERSFNA will recognize the top goalkeeper of the tournament based on the player's performance throughout the competition. Although goalkeepers have this specific award for their position, they are still eligible for the Golden Ball award as well.

### **5.7.6 Coach of the Year**

ERSFNA is dedicated to recognizing quality coaches at the annual tournament. The award serves to recognize those persons who have demonstrated exemplary efforts in the coaching of the players. The ability to promote good sportsmanship and fair play, have a favorable basic attitude toward the game and players, offer quality instruction, and have made a positive contribution to coaching in ERSFNA are the criteria that identify these recipients as superior. The coach of the year candidate must be officially listed as a coach on the team's roster form. The applicable rules are in the Coach of the Year Contest regulations.

### **5.7.7 Officials Award**

One medal will be presented to each of the officials who officiate at the final.



## **5.8 Referee Function**

### **5.8.1 Referee**

ERSFNA will provide referees for all ERSFNA scheduled matches for each division. ERSFNA is final authority on all final match disputes and regulations.

### **5.8.2 Referee's Authority**

The referee's authority should extend to spectators, non-playing team members, players and line men to the extent necessary to preserve the integrity of the match and its governing laws. Wherever possible, vehicles are not allowed inside the perimeter of any field where ERSFNA sanctioned matches are conducted.

### **5.8.3 Alcoholic Beverages**

The use of alcoholic beverages, including beer, is prohibited by players and/or team members and coaches along the spectator line before or during matches. Violation of the above rules may result in the suspension of the players or penalty to the team.

### **5.8.4 Field Condition Match Termination**

The referee should have the authority to stop or terminate a match due to field conditions, weather such as heavy rain and/or lightning or when teams are unruly.

## **5.9 Special Circumstances**

The ERSFNA Executive Committee will issue any instructions necessitated by special circumstances that may arise in the ERSFNA Annual Tournament. These instructions should form an integral part of these Regulations.

### **5.10 Matters not provided for**

Matters not provided for in these Regulations will be decided by the ERSFNA Executive Committee in accordance to the organizations by-laws. These decisions will be final.

# **6 Awards Regulation**

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## **6.1 Fair Play Contest Regulations**

Fair play is a fundamental part of the game of football/soccer. It represents the positive benefits of playing by the rules, using common sense and respecting fellow players, referees, opponents and fans. Conduct according to the spirit of fair play is essential for the successful promotion and development of and involvement in sport. The objective of activities in favor of fair play is to foster a sporting spirit, as well as the sporting behavior of players, team officials and spectators, thereby increasing the enjoyment of all those involved in the game

### **6.1.1 Award Criteria**

Fair play is also acknowledged and rewarded at every ERSFNA tournament. The Executive Committee, with input from match officials, evaluates and rates the behavior on and off the pitch of all participating teams in an ERSFNA competition. The ERSFNA Fair Play Award is then conferred upon the team with the best average fair play score during the tournament.

### **6.1.2 Methods of Assessment**

After each match, ERSFNA's representative is expected to complete a fair play assessment form in consultation with the referee and, where applicable, the referee observer. The referee confirms that fair play aspects have been duly discussed by signing the fair play assessment form.

### **6.1.3 Assessment Criteria**

The assessment form identifies five (5) criteria (items) for the evaluation of the fair play performance of the teams. Assessment should be based on positive rather than negative aspects. As a general rule, maximum assessment marks should not be awarded unless the respective teams have displayed positive attitudes. High marks are considered as "Exemplary", whereas getting a zero (0) points indicates that the performance was below average.

#### **6.1.3.1 Spirit of the Game**

Maximum of ten (10) points will be given on the basis of how the team adhered to the "Spirit of the Game" in the opinion of the officials. The aim of this item is to reward positive play which is attractive for the spectators. In assessing positive play, the following aspects should be taken into consideration:

##### **6.1.3.1.1 Positive Aspects**

Attacking rather than defensive tactics, acceleration of the game, efforts to gain time (e.g. bringing the ball back into play, even when in a winning position) and continued pursuit of goals, even if the desired result has been achieved.

##### **6.1.3.1.2 Negative Aspects**

Deceleration of the game, time-wasting, tactics based on foul play and play-acting, etc.

#### **6.1.3.2 Respect for Law of the Game (Red & Yellow Cards)**

The scoring system is deduction from a maximum of 10 points. Yellow will deduct one (1) point whereas red card will deduct three (3) points. If a player who has been cautioned with a yellow card commits another offence which would normally be punishable with a yellow card, but who must be sent off for this second offence (combined yellow and red card), only the red card counts, i.e. total of 3 points to be deducted. If, however, a player who has been cautioned with a yellow card commits another offence for which the punishment is dismissal, a total of 4 points (1+3) must be deducted. A red and yellow card is the only item which may take a negative value.

#### **6.1.3.3 Respect for the Opponents**

Players are expected to respect the Laws of the Game, the competition regulations, opponents, etc. They are also expected to ensure that fellow team members and everyone else involved in the team abide by the spirit of fair play as well. Assessment should be based on positive attitudes (i.e. helping an injured opponent) rather than infringements. Maximum of five (5) points will be awarded for fair play and respect for the opposition's fellow players.

#### **6.1.3.4 Respect for the Referees**

Players are expected to respect the referees (including assistant referees and fourth officials) as people, as well as for the decisions they take. Double counting against the item 'red and yellow cards' should be avoided. However, the ERSFNA match delegate may take into account the seriousness of the offences punished by cards. A positive attitude towards the referees should be rewarded by high marks, including the acceptance of doubtful decisions without protest. Maximum of five (5) points will be awarded for a team that demonstrates respect for match officials.

### 6.1.3.5 Behavior of the Team Officials

Team officials, including coaches, are expected to make every effort to develop the sporting, technical, tactical and moral level of their team through all permitted means. They are also expected to instruct their players to behave in a manner which is in accordance with the fair play principles. Positive and negative aspects of the behavior of team officials should be assessed; e.g. whether they calm or provoke angry players or fans, how they accept the referee's decisions, etc. Maximum of five (5) points will be awarded in assessing team official's behaviors.

### 6.1.4 Overall Assessment

The overall assessment of a team is obtained by adding up the points given for the individual items, dividing this total by the maximum number of points and multiplying the result by 10. The maximum number of points per game generally equals 35. The general assessment should be calculated to three decimal points and not rounded up.

*Example: The various items for team A are assessed as 8+7+3+4+5, giving a total of 27. The general assessment will therefore be:*

$$(27/35) \times 10 = 7.714$$

## 6.2 Most Valuable Player Regulations

### 6.2.1 Best Overall Player (MVP) Contest Criteria

This award goes to the most outstanding player, of the competition, based on ERSFNA's Technical Study Group scoring system. The players evaluation will be based on the following criteria:

#### 6.2.1.1 Technical Ability

Rate the player's tactical ability from 0 to 5 points. Ball control, passing, dribbling, heading & finishing skills

#### 6.2.1.2 Tactical Maturity and Awareness

Tactical insight incorporates the anticipation, reading, and execution of certain clues that happen during possession and non-possession of the ball. Rate the player

#### 6.2.1.3 Creativity and Inspiration

The candidate must demonstrate creative football/soccer traits that inspire other players and spectators.

#### 6.2.1.4 Positive Personality Traits

Personality traits are simply the actions, attitude and behaviors possessed by the player. The player must demonstrate positive personality traits towards teammates, opponents, coaches and game officials.

### 6.2.2 Best Young Player (Jr. MVP) Contest Criteria

This award goes to the most outstanding young player, of the competition, based on ERSFNA's Technical Study Group scoring system. The player must be under the age of twenty-three. The same criteria used above will be used to evaluate the Jr. MVP candidates.

### 6.2.3 Golden Ball Contest Criteria

### 6.2.4 Golden Glove Contest Criteria

### 6.2.5 Coach of the Year Contest Criteria

Team coach can be considered for the Coach of the Year award based on the total score of the following five (5) criteria:

#### 6.2.5.1 Citizenship

Is the coach well known in his own soccer community and aware of the larger soccer world? Does the coach positively influence soccer beyond his own team? Is the coach open to suggestions or other ideas? Does his on field conduct must exhibit positive behavior?

*Maximum of five (5) points will be awarded by his peer coaches, ERSFNA staff and match officials in assessing the candidate's behaviors.*

#### 6.2.5.2 Personal Coaching Development

Does he continue to learn and perfect skills and abilities? Has he taken courses in all aspects of the game (i.e., refereeing, coaching, or playing)? Does the coach participate in some manner whether playing or refereeing? Does he learn about the game in other ways?

*Maximum of five (5) points will be awarded by his peer coaches, ERSFNA staff and match officials in assessing the candidate's dedication to the total personal development.*

#### 6.2.5.3 Player Development

Are players motivated to learn and play to the extent of their ability? Does the coach teach enthusiasm, creativity, independence, self-confidence, and risk taking? Are players encouraged to seek higher competition? Does the coach encourage players to train on their own or play in "pick-up" games? The candidate must possess extreme knowledge of the game (rules, systems, coaching philosophy).

*Maximum of five (5) points will be awarded by his peer coaches, ERSFNA staff and match officials in assessing the candidate's player development skills.*

#### 6.2.5.4 Sportsmanship

Does the coach provide an example of sportsmanship? Teach to players and supporters? Are players encouraged to comprehend the link between sportsmanship and life? Does the coach practice what he preaches? Does the candidate have great rapport with the team? Does he display respect of the players, coaches and officials (cooperative, considerate)?

*Maximum of five (5) points will be awarded by his peer coaches, ERSFNA staff and match officials in assessing the candidate's sportsmanship ability.*

#### 6.2.5.5 Team Management

Does the coach provide registration materials in a timely manner? Does he delegate work and responsibilities effectively? Does he demonstrate strong communication and team management skills (e.g., provides clear direction and is responsive to ERSFNA's requests)? Does the coach demonstrate

high level of motivation? Is the coach proficient with technology? Does the coach take full accountability for decisions, actions, and performance? Does he possess command of team image (team conduct, style of play and performance)?

*Maximum of ten (10) points will be awarded by **ONLY** ERSFNA's Executive Committee in assessing the candidate's team management abilities.*

## 7 Disciplinary Actions

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### 7.1 Player Misconduct and Violations

In FIFA's, Laws of the Game, a foul is the act of kicking, tripping, jumping in/at, charging, striking or pushing an opponent. Misconduct occurs when a player willfully targets his opponent.

#### 7.1.1 Violation Report

The referee should report all Cautions (Yellow Cards), Ejections (Red Cards) on the ERSFNA official game form after every match and submit it to federation officials. Player ID passes of ejected player should be forwarded to federation officials as well. The ERSFNA Executive Committee's Soccer Technical Coordinator will maintain a record of all players ID passes received. He will return the said passes when appropriate period of suspension or penalty has been carried out.

#### 7.1.2 Player Ejection

A player ejected from a match is automatically ineligible to play the next ERSFNA scheduled game.

### 7.2 Yellow Cards

#### 7.2.1 Two Yellow Cards

##### 7.2.1.1 Same Match

A player receiving TWO YELLOW CARDS for any reason in the SAME GAME (and therefore shown a RED card and sent off) will sit out one game (the following ERSFNA game played by his team) and be fined **\$20.00 USD** by ERSFNA. The fine must be paid in full before said player is allowed to play again

##### 7.2.1.2 Group Stage and Playoff Matches

Any player receiving cumulative two (2) YELLOW cards during the group stages of the tournament shall sit out the next scheduled match after receiving the second YELLOW card. In addition to the one (1) game suspension, the player will also be fined **\$15.00 USD** by ERSFNA. The fine must be paid in full before said player is allowed to play again.

#### 7.2.2 Second Yellow Cards

If a player receives a YELLOW card followed by a RED card in the same match and is suspended for the following scheduled match, the YELLOW card issued before the RED card is not counted as one of the two YELLOW cards received. However, all previous and subsequent single YELLOW cards will count.

### 7.2.3 Reset of Cautions (Yellow Cards)

All single cautions received during the group play will be reset at the conclusion of the group stage play. Any player who is cited with multiple cautions will only reset after the applicable suspension is served and all applicable fine is paid in full.

## 7.3 Red Cards

### 7.3.1 Straight Red Card

A player receiving a STRAIGHT RED card (Ejected) for any reason from a match will sit out the following scheduled game and fined **\$25.00 USD** by ERSFNA. The fine must be paid before the said player is allowed to play again.

### 7.3.2 More than One Red Card

A player receiving more than one RED card (Ejection) in a tournament shall be reviewed by ERSFNA Executive Committee for appropriate action. An additional fine may be assessed, in addition to, other punishment(s).

### 7.3.3 Fighting

A RED card for FIGHTING will be an automatic suspension for the rest of the tournament. If a player is penalized with such at the last game of the season, that player will not play the following year's ERSFNA Tournament.

### 7.3.4 Violent Conduct

The ERSFNA executive committee will decide the merit and punishment of "VIOLENT CONDUCT."

### 7.3.5 No Substitution

A player receiving a RED card during a match cannot be replaced; his team has to play short for the rest of the game.

### 7.3.6 Suspension

As in the case of RED cards, if the player's team forfeits the next game or if the game is not played for any reason, the suspension is valid for the next ERSFNA scheduled match. Any unfulfilled suspensions in the current tournament will carry over to the following tournament year.

## 7.4 Abuse or Assault of a Referee

Any misconduct or violations towards a referee will not be tolerated. The following applies to a player, coach or spectator:

### 7.4.1 Abuse

Abuse (including foul language) or physical threats toward the referee will result in fines and suspension. These are outlined in the USSF Referee Administration Handbook.

### 7.4.2 Assaults

Procedures for handling referee assaults are based on the USSF Referee Administration Handbook.

### 7.4.3 Reference

Additional Reference: USSF Referee Administration Handbook.

## 7.5 Suspensions

The Executive Committee has the right to suspend or revoke a player's pass upon showing that the player has intentionally disregarded the rules of the associations, including the General Rules of Play, and has intentionally endangered the safety of any other person within the general playing area, including, but not limited to the spectators, players, or referees.

# 8 Protest and Appeals

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## 8.1 Appellate Jurisdiction

### 8.1.1 Exclusive Appellate Jurisdiction

The Executive Committee will have exclusive appellate jurisdiction to hear and determine all appeals to ERSFNA of all game rulings.

### 8.1.2 Jurisdiction

This jurisdiction should include but not be limited to.

#### 8.1.2.1 Ejection

Ejection's of registered players, coaches or spectators.

#### 8.1.2.2 Early Game Termination

Any game rulings resulting in an early game termination or in a game forfeiture.

#### 8.1.2.3 Adversely Affected Team

Any other game rulings which are duly appealed by the adversely affected team and which are found by the committee to have a material effect on the outcome of the game.

### 8.1.3 Card Issuance

In the event of a protest of a card issuance, the Executive Committee has the authority to reduce/increase game suspensions and or fines, but the original card ruling will stand.

### 8.1.4 Ground for Protest

Protests may be made **ONLY** on the basis of an ineligible player or on the misapplication of the laws of the game by the referee.

### 8.1.5 Protest Time Limit

The protest must be made **within four (4) hours** of the match involved. ERSFNA should be informed in writing of any protest and the disposition of the protest.

### 8.1.6 Requirement

Protests made to ERSFNA should be made to the Executive Committee in writing through the President.

### 8.1.7 Filing Fee

All protest filings must be accompanied by a **\$25.00 USD** fee which will not be returned if the protest is denied. (Note: A complaint does not constitute filing a protest).

### **8.1.8 Processing Time**

The Executive Committee will process the protest as soon as possible and inform the affected persons in writing within 24 hours from the receipt of the protest. If the Executive Committee has been involved in the protest, the Board of Directors will hear the protest. In the event the Board of Directors is not available, the General Assembly (consisting of all registered team leaders) will hear the protest. The Board of Directors and General Assembly will adhere to the ERSFNA format for hearing protests.

## **8.2 Protest of Ineligible Player**

### **8.2.1 Ineligible Player**

If the protest is based upon an ineligible player, the Executive Committee will notify the Team Representative(s) of the team on which the contested player participated, as soon as the protest is lodged. Notice should be given in the most expeditious means possible (If team plays an ineligible player, all matches, in which that player participated, are forfeits).

### **8.2.2 Definitions**

An illegal player is characterized by the following in addition to special announcements by the ERSFNA's Executive Committee:

#### **8.2.2.1 Unregistered Player(s)**

A player who is not listed on the team's official roster

#### **8.2.2.2 No Player ID**

Registered Player who does not possess player ID during roster check before a match, but elects to play the match anyway

#### **8.2.2.3 Multi Team Registration**

A player who is registered with more than one team

#### **8.2.2.4 Player on Suspension**

A player who is on ERSFNA's suspension but elects to play a match without proper authorization from ERSFNA

#### **8.2.2.5 Roster Requirement Violation**

A team with more than two (2) non-Eritrea players on the field

#### **8.2.2.6 Professional Player**

A professional player who is not declared professional during registration process

#### **8.2.2.7 Delinquency**

A team or a player who failed to pay their penalty or fees

#### **8.2.2.8 Uniform Violation**

A player who is in violation of the uniform code (not properly uniformed)



#### **8.2.2.9 Weapons Violation**

A player who is found with weapons (i.e. knives, guns, etc.) while on the field

#### **8.2.3 Field Condition**

Protests based upon field conditions, lack of linesmen or other reasons obvious at the start of the match will not be allowed unless the referees have been notified prior to the match that a protest is going to be lodged and the Team Representatives identify that they are playing the match under protest in writing. The specific reason for the protest must be noted.

### **8.3 Appeals of Game Rulings**

#### **8.3.1 Game Ruling**

The Executive Committee will review all game rulings resulting in the ejection of a player, coach, or spectator, in the early game terminal on, or in a game forfeiture automatically upon the Committee's receipt of the Referee's Report describing such a ruling at its next regularly scheduled meeting.

#### **8.3.2 Early Game Termination**

Any early game termination or game forfeiture will be reviewed by the committee at its next regularly scheduled meeting after receipt of the report. Both of the teams involved in any such early termination or game forfeiture will be permitted to submit legibly written or typed statements for or against the forfeiture or termination which should contain:

##### **8.3.2.1 Petitioner Information**

The representative's name, team name, and phone number of the party making the appeal.

##### **8.3.2.2 Concise Factual Statement**

A concise statement of the facts alleged to constitute the violation; and

##### **8.3.2.3 Supporting Factual Information**

A concise statement of why these facts should not be deemed a violation and/or a concise statement of why the alleged violation does not warrant the continuation of the automatic mandatory disciplinary action prescribed by these Rules.

## **9 Match Forfeits and Terminations**

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### **9.1 No Show**

A team that registers to participate in an ERSFNA sanctioned tournament and fails to show up after being scheduled to play in the tournament will be fined an additional \$100.00 USD. ERSFNA will publish a deadline by which teams can cancel their registration. If a team cancels registration by the deadline, then the team is entitled to 50% of the registration fee. If a team fails to cancel by the deadline set by ERSFNA, then the team will lose the registration fee and will be fined an additional **\$100.00 USD**.

## 9.2 Match Forfeits

### 9.2.1 Game Forfeiture

If a match is forfeited because of any reason, such as too few players, unruly fans or coaches, etc., the referee will terminate the match and report the action to the Executive Committee. The Executive Committee will rule on the forfeiture with the following guidelines in mind. Extenuating circumstances may be considered

### 9.2.2 Limited Number of Players

If a match is called because of too few players due to ejections; the score is **NORMALLY** that which stood at the time of the match being called if the properly manned team is ahead and 1 to 0 in favor of the non-offending team if the offending team is ahead.

### 9.2.3 Forfeiture Fine

A team that forfeits a game after proper notification of ERSFNA game schedule will be required to pay a **\$500.00 USD** before the team can play in another ERSFNA scheduled game. Proper notification is defined as a posted official ERSFNA tournament schedule bearing the said team's name identifying the team for a scheduled match. ERSFNA will make reasonable effort to post the official schedule in a timely manner. However, it is the responsibility of the team's coach to verify and confirm his/her team's schedule and arrive on time with full gear at the stated field.

### 9.2.4 Points of Scores

If a match is terminated due to the behavior of players, coaches, or fans, the final score will be as follows:

#### 9.2.4.1 Behind

Three (3) points for a win and a 1 to 0 score in favor of the non-offenders if they are behind.

#### 9.2.4.2 Draw

Three (3) points for a win and a 1 to 0 score in favor of the non-offenders if they are tied.

#### 9.2.4.3 Ahead

The score at the time if the non-offenders are ahead

### 9.2.5 Throwing a Game

A team that intentionally throws a game to give advantage to an opponent will cause the two teams to get a forfeit and both teams will be fined **\$300.00 USD** before they can play in another sanctioned game. The Executive Committee will make reasonable effort to prove the conspiracy before rendering a decision.

### 9.2.6 Extreme Weather Match Termination

Any ERSFNA scheduled match terminated after the start of the second half due to weather conditions, referee incapacitation, deterioration of field, or at referee's discretion, will be a complete match. Any match terminated prior to the end of the first half or not started in the second half due to the same conditions above will be rescheduled and replayed from the start.

# 10 Team Representative

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## 10.1 Responsibilities

### 10.1.1 Point of Contact

**You** are the Point of Contact for the players on your team. Team reps must provide ERSFNA with a contact address, phone number, and e-mail address. In addition, you must provide ERSFNA with the name of an alternate team rep and the same contact information so that we may communicate with your team (e.g., schedule changes, disciplinary action).

### 10.1.2 General Rules of Play

**You** are responsible for knowing the rules and instructing the team on the General Rules of Play.

### 10.1.3 Official Game Sheet

**You** are responsible for presenting an Official Game Sheet (roster) of no more than 23 players and coaches to the referee no less than 15 minutes prior to game time.

### 10.1.4 Technical Information

**You** are the person that ERSFNA Game Scheduler/Technical Coordinator will contact about game times, locations, and dates.

### 10.1.5 Notification of Team

**You** are responsible for notifying your team on any ERSFNA's communication with you may have had regarding your team and also keeping your team updated with information posted on ERSFN's website at [www.ersfna.org](http://www.ersfna.org).

### 10.1.6 Protests

**You** are responsible for any protests lodged by your team.

# 11 Schedule of Fees and Fines

## 11.1 Registration Fees

Registration fee's listed below are subject to change by ERSFNA. All fees listed are per team unless noted otherwise. All published fees are subject to change.

No.	SPORT FEE DESCRIPTION	FEE (USD)
1	Early Registration (January 1 <sup>st</sup> to Mar 1 <sup>st</sup> )	\$400
2	Regular Registration (Mar 2 <sup>nd</sup> to May 1 <sup>st</sup> )	\$450
3	Late Registration (May 2 <sup>nd</sup> to May 31 <sup>st</sup> )	\$500
4	Roster change fee per player	\$35
5	Replacement for lost Player ID Card	\$10

## 11.2 Infraction Fines

The suspensions and fines listed for the infractions below are minimum values. If the severity of the infraction warrants, the Board may impose higher values.

No.	INFRACTION	MINIMUM DOLLAR FINE (USD)
1	ERSFNA Game forfeit	\$500
2	Withdrawal / No show of team from tournament before deadline (see section <b>Error! Reference source not found.</b> )	\$100
3	Total of two (2) Player yellow card infraction two cards over multiple games (1 game suspension)	\$15
4	A yellow followed by red card Minimum one (1) game suspension	\$20
5	Player red card infraction Minimum one (1) game suspension	\$25
6	Throwing a game	\$300
7	Use of illegal (non-eligible) Player	\$100