

Rules for the 2011 African Cup of Nations TN Soccer Tournament

1. ROSTERS: An official team roster (2011) must be on file with organizers prior to the organizers at the latest 2 days before each game. Players can only play on one team in the tournament.
2. LENGTH OF GAME:
◆ 2 x 45 minute halves and will decrease by any delay in the start time of the game
3. FIFA RULES APPLY, UNLESS LISTED DIFFERENTLY IN TOURNAMENT RULES.
4. SUBSTITUTIONS: Substitutions may be made with referees' approval only. Substitution requests may be given at these times:
 - A. Before a goal kick
 - B. Before a throw-in for your own team or the non-throw in team if the team taking the throw-in is substituting.
 - C. After a goal
 - D. At halftime
 - E. After an injury (one for one)
 - F. After a yellow card has been issued (one for one)

Players substituted during the game are allowed to re-enter the game at the allowed times

5. Coaches are responsible for the spectators' behavior. Dissent will not be tolerated. Only registered team officials will be allowed on the side with the players.
6. Individual awards will be given to 1st and 2nd place and 3rd place
7. TIES DURING CHAMPIONSHIP are settled by one 5-minute sudden death. If a tie still exists at the end of overtime, penalty kicks will take place, See Rule 7.
8. PENALTY KICKS
Penalty kicks 5 per team, alternating. 1 per team will be selected until the tie is broken. (The penalty kicks must be taken by players that are on the field at the end of game).
9. A team that fails to field 7 players 5 minutes after the scheduled kick off, will forfeit. The score will be 4-0.

Any use of illegal players will result in a forfeiture of the game and may include termination of participation for the rest of the tournament and the year after.

10. Offsides will be called.
11. On passback to keeper, keeper may play ball with their hands.
12. When ball is out of sideline, play will be restarted with a throw in.
13. Keepers cannot distribute the ball over mid-field line. Violation will result in a free kick at midfield for the opposing team.

14. REFEREES DECISIONS ARE FINAL ◆ NO PROTESTS - NO APPEALS. Arguing with the referee for more than ONE minute will result in a call against you.

15. INCLEMENT WEATHER: The Referees, Field Coordinators, and/or the Tournament Director have the right to stop games due to weather.

Games interrupted during first half:

- a. will continue if time and weather permit
- b. If time and weather do not permit, a 0-0 tie will be awarded. (The tie will be broken by a penalty shootout. See Rule 7)

Games interrupted during second half:

1. will continue if time and weather permit
2. If time and weather do not permit, the score of the game will stand if it is not a tie. (If a tie, the tie will be broken by a penalty shootout. See Rule 7)

DUE TO CIRCUMSTANCES OR CONDITIONS BEYOND CONTROL, THE TOURNAMENT COMMITTEE WILL NOT BE RESPONSIBLE FOR ANY REFUNDS.

16. EJECTIONS: Any player, coach, assistant coach or manager receiving a red card will not be permitted to participate in the Remainder of the game and the following game. Suspension from additional games will be contingent upon a review of the violation after receipt of the referee report.

17. The tournament rules must be followed at all times. Violators will be asked to leave the tournament venue.

18. MEDICAL RELEASE FORMS ♦ Each team must present a notarized medical release form for each player rostered, including guest players, at registration.

19. REGISTRATION ♦ Registration for all teams will be held on Aug 21st from 3:30 p.m. to 4:40pm at Gateway 2 Africa 5814 Nolensville Pk.

20. ELIGIBILITY ♦ All African country Soccer teams are eligible to participate in the African Cup of Nations Soccer Tournament.

21. COLORS ♦ All teams must declare their colors with the registration of the team for each game to avoid having similar colors. In the case of similar color uniforms, the organizers will contact both teams to determine which team has another color. If both teams do not have other colors, the organizers will secure a set of Jerseys from another team and a coin tossed to determine which team will change uniforms.

22. DISPUTES ♦ Any disagreement which cannot be resolved by the listed rules will be settled by the Event organizers All decisions are FINAL.

23. PLAYERS ♦ Every team must present mostly players from its own country. A maximum of three players from other African Countries outside the country a team represents will be allowed. Exceptions allowed only on rare cases. The only exception approved for the 2011 African Cup of Nations TN Champ is the All star Military African Team

Maximum number of players per team is 16

NOTE: Updates or changes will be sent by text message, email and posted on www.AfricanFunDay.com It is the captains responsibility to check these for information. Not showing up at the scheduled time will result in forfeiture of the game and not being aware will not be an acceptable excuse.

I _____, captain of the _____ team, has gone over these rules with my team and have had each player participating sign to indicate agreement.

Signature of Captain