

## BML Rules

All games are played under FIFA and USSF rules and are at the discretion of the referee's and tournament officials.

Coaches are in control of their sidelines. No hometown rules. Coaches and players will be on the sidelines with their spectators.

No Pets are allowed at the site. Games will be stopped until removed. However the time will continue shortening the playing time of the game. No seeds or shelled nuts of any kind allowed in Park.

1) If a team is late or is a no show for a scheduled game time; (after a 15 min. grace period) the team that is late or did not show up forfeits the match and the max. pts. of 8 will be awarded to the opposing team.

2) The least no. of players on a U13 and U14 team will be (7) including the GK for a team to start a game.

Note : (five (5) for U8 and U10 age groups, six (6) for U11 and U12 age groups).

3) A team won't be able to play without the teams rostered & listed Coach or Asst. Coach. (Check Coaches or Asst. Coaches Pass)

4) Only players with properly approved Player's Pass are allowed to play in any scheduled game.

Note : Current player passes for all players must be presented and verified against the team roster at any time as requested by the referee or tournament committee. Teams should be prepared to present player passes at any time during the tournament.

5) All decisions made by the Tournament Committee Officials & Referees are final and binding. No protests are allowed.

### **Point System :**

**(3) Points for a Win**

**(1) Point for a Tie**

**(0) Point for a Loss**

**(1) Point for a Shut Out**

**(1)Point for each Goals Scored (Up to 4 Goals)**

### **Loss of Points**

**(1)Spirit rule  
violation**

**(1)Red card  
Player**

**(2)Red Carded  
Coach**

### **Tie-Breakers :**

**1st - Head to Head Results**

**2nd - Goals Against**

**3rd - Goals Scored (Up to 4 Goals)**

**4th - If the two teams are still tied - (Penalty Kick)**