



## 2024 Midwest ODP Showcase Rules

# 2024 MIDWEST ODP SHOWCASE

Please note that all games will be played under MODIFIED IFAB Laws of the Game.

### 1. Number of Players:

For an 11v11 game a minimum of seven (7) players constitutes a team. A 10-minute grace period will be extended beyond the scheduled kick-off time if seven (7) players are not available. If at the end of the 10-minute grace period the team does not have at least seven (7) players, the referee shall immediately report the failure of the team to the Site Manager. **There is NO MAX on the number of players allowed to dress for the 11v11 game.**

A team with less than eleven (11) players must start the game as soon as seven (7) players are on the field. For all U11 and U12 games (9v9) a minimum of five (5) players constitutes a team. The same grace period procedures as stated above will be followed using the 5-player rule. **There is NO maximum on the number of players allowed to dress for (9v9) games.**

### 2. Roster/Game Cards/Player Passes:

No Game Cards are being used for this ODP Event. Scores and Cards should be recorded by the officials, but only for their purposes. This information does not need to be report to the onsite official coordinator

It is the responsibility of each state association to ensure that players are properly registered and insured for participation in this event.

1. There are no official rosters for this event
2. There are no official player cards for this event
3. There is no official team check-in for this event.

### 3. Substitutions:

UNLIMITED FOR ALL AGE GROUPS.

### 4. Scoring and Stoppage Time

Scores should be maintained by the officials for each match. However, as there is no advancement for this event, games may end in a time (at the end of regulation time), and do not need to be reported to event personnel

Stoppage time may be added to the length of the game at the referee's decision but is not mandatory. In the event of added stoppage time, this information should be shared with the coaches during the flow of the match



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### 5. Yellow Card (Caution) / Red Card (Send-Off):

For the ODP Showcase Event, we will following standard carding procedures and mechanics as outlined in the IFAB rules with the following exception:

In the event of a red cards ejection, the player will be removed from the game and may be replaced by an additional bench player. Any Red card ejections are for the current game only and WILL NOT carry additional suspension. Any player removed from the match is NOT permitted to re-enter the current match.

### 6. Lightning Protocol:

HQ tent Tournament officials will be monitoring for storms and will likely provide you with updates before you see or hear thunder and lightning. In the event of inclement weather, HQ will sound an airhorn and the game will be suspended, and everyone seek safe shelter. Referee must check in with the Site Manager prior to restarting the game and shall only do so when and as directed by the Site Manager. **Do not presume that play is terminated for the day and leave the field complex.** In any circumstances, please check in with the Site Manager (or Referee Administrator) prior to departing the field complex at any time. If you happen to see lightning or hear thunder yourself (and have not heard the sound of an airhorn from tournament officials), please stop the game immediately, seek shelter, and notify the tournament officials. **Please note that the match is not abandoned, merely delayed!**

### 7. Concussion Protocol:

If a player suffers a head injury, the Referee shall have the player removed from the game for evaluation by the event's Health Care Professional. Note that Ohio's Return-to-Play law requires that Ohio youth athletes who are suspected of sustaining a concussion, MUST be removed from practice or play. Ohio laws prohibit a child to return to play (practice or competition) on the same day that he/she is removed on suspicion of having sustained a concussion. This determination will be completed by event Healthcare Professionals onsite and will not be the responsibility of the referee.

### 8. Headball Restrictions (U11 ONLY):

For all U11 games, players are not allowed to deliberately head the ball. Infraction = indirect free kick restart.

### 9. Player Uniforms:

Each player must wear an official uniform with a number on the back of the player's jersey. Goalkeepers are not required to have a number on their uniform. Each number must be different.



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Home team will wear light colors and away team will wear dark. In the event of a conflict, the team causing the conflict will need to change. All players must wear shin guards, socks covering the shin guards, appropriate footwear, shorts, and a jersey.

<b>Age Group</b>	<b>No of Players</b>	<b>Length of Half</b>	<b>Ball Size</b>
2014/2013/2012	9v9	2- 30 Min Halves	4
2011/2010	11v11	2- 35 Min Halves	5
2009/2008/2007	11v11	2- 40 Min Halves	5