

UMOJA GAMES 2018

Rules and Regulations

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All rules and regulations are subject to change.

Player eligibility

All players must be of Shia Ithna-Asheri Ja'afari faith.

Upon registration at Umoja Games, the player agrees to abide by the terms and conditions of the tournament including (but not limited to) the player code of conduct.

Upon registration at Umoja Games, participant must provide government-official photo documents (E.g. Drivers License, passport etc) to validate name and age-related eligibility in his/her tournament category.

Code of Conduct

Each player, manager, coach and spectator are expected to uphold (respect & observe) Islamic values including, but not limited to hijab, faith, dignity, character and behavior that is becoming of a follower of Ahlul Bayt (AS) (also commonly referred to as followers of the Shia Ithna-asheri Ja'afari faith).

All venues used for Umoja Games competition will be designated as smoke-free. Participants/spectators are not permitted to use tobacco, electric cigarettes or hookah/sheesha in these areas. Any violations can result in suspension from the tournament for participants and spectators, and/or ejection from the facility.

It is understood that any breach of the player and manager/coach code of conduct will be examined and reviewed by the conflict resolution committee and action taken accordingly.

Medical Coverage

It is the sole responsibility of all tournament players, managers/coaches regardless of age to ensure that all appropriate travel and medical insurance is purchased. Umoja Games will not be liable for any player injuries and health conditions whatsoever.

Tournament Categories and Age Criteria

Tournament Categories	Format	Age restrictions
Men's Open	8-aside	None
Men's Over 35	7-aside	Born in 1982 or earlier
Boy's Under 16	7-aside	Born in 2001 or later
Boy's Under 12	7-aside	Born in 2005 or later
Boy's Under 8	7-aside	Born in 2009 or later
Women's Open	7-aside	None
Girl's Under 14	6-aside	Born in 2003 or later
Girl's Under 8	6-aside	Born in 2009 or later
Toddler Tourney	-	Born in 2012 or later

All players participating in a tournament category higher than their current age require a parent waiver form before the tournament commences.

Players will be permitted to participate in multiple tournaments provided the second category is an older one. For example, a 15-year old, while eligible to participate in U16 Boys and Men's, can participate in both tournaments. Players must pay the participation fee for both categories in order to participate in both. Any scheduling conflicts with the teams a player is registered to, will not be resolved by the organizers. The schedule as released will be final.

Maximum and Minimum number of players per team

Tournament Categories	Format	Maximum	Minimum
Men's Open	8-aside	16	6
Men's Over 35	7-aside	14	5
Boy's Under 16	7-aside	14	5
Boy's Under 12	7-aside	14	5
Boy's Under 8	7-aside	14	5
Women's Open	7-aside	14	5
Girl's Under 14	6-aside	12	4
Girl's Under 8	6-aside	12	4

Teams with less than the minimum players required will be disqualified. There will be no team or player refunds accommodated for such cases.

The minimum number of players is also applicable during the tournament for purposes of determining forfeit. Teams that forfeit a game shall be given a 3-0 defeat.

Registration

All team and player registrations must be completed via the Umoja Games web-site (www.umojaoutreach.org/games).

All registrations must be submitted through the online registration forms on our website. Failure to submit all "required" fields in the registration forms can result in disqualification of the team or player.

Team Registration

All team registrations must be submitted no later than July 1st, 2018 at 11:59pm, unless communicated officially by Umoja Games. No additional teams will be accommodated after this date.

Player Registration

All player registrations must be submitted no later than July 1st, 2018 at 11:59pm, unless communicated officially by Umoja Games. The player registration will only be accepted once all "required" sections of the online form, including payment, and government issued photo ID are provided. Players failing to submit their player registrations by the aforementioned date will be automatically deregistered.

This deadline also applies to any players that are registering as a free-agent.

Transfer Window

A 'transfer window' will be open where players may switch from one team to another via an e-mail request to games@umojaoutreach.org. All transfers must be submitted before the end of the player registration deadline on July 1st, 2018 at 11:59pm.

Swap Window

A 'swap window' will be open for team captains/managers to exchange players on their current roster with players not registered or participating on any other team at Umoja Games. Swaps will be allowed for maximum of two players only. The swap period will be from July 7th, 2018 until July 14th, 2018 at 11.59 pm.

The swaps are restricted to exchanges only. No additions to the number of players on the roster will be permitted. Swapping of players is not allowed between teams. To register a swap, teams are required to submit a swap player form, player registration and a new team registration form by the due date noted above.

Free Agents

The deadline to register as a free-agent is July 1st, 2018, unless communicated officially by Umoja Games. A list of free-agent players will be posted on our website, www.umojagames.org. Teams with an interest to "pick" a free-agent will have to email games@umojaoutreach.org by 11:59 pm by July 14th, 2018.

In the event a free-agent is not "picked". Umoja Games will work with registered teams to accommodate the player. Free-agents do not count towards the two (2) player swap nor the team size lock--in, as noted above.

Contest Period

A first contest period will be set-up over a 72-hour window starting July 3rd, 2018 to challenge a registered player's eligibility either by age, faith or otherwise. If a player is contested, a player must meet 2 of the following 3 criteria as part of the verification process:

1. Government issued document (with photo) evidence contrary of the claim (i.e. Passport, Driver's License)
2. Official Letter from Islamic Center they reside in
3. Two references from participants on other teams playing in the same tournament category

If a player does not meet the requirements of the verification process, the player or participant's team will be eliminated from the tournament. Umoja Games will evaluate this on a case by case basis and reserves the right to eliminate the player or team concerned.

A second contest period will be set-up over a 48-hour window starting July 16th, 2018. The players contested during this period will be limited to the players that were registered during the swap period. The rules for this swap period will be the same as those in the first contest period.

There is a limit of two player contests per team by a player or manager/coach over both contest periods. Please note, anonymous contests (complaints) will not be reviewed or processed

All player contests must be sent to conflictresolution@umojaoutreach.org with the following information:

- Full Name and Team of contested player(s)
- Reason for contest(s)
- Full Name and Team of the contestee (person requesting the contest)

Tournament Logistics

All categories will follow a round robin league format followed by a knockout.

Prayers time will be strictly adhered. 30 minutes will be allocated for prayers. Play will resume 15-minutes after the Adhaan.

No lunch break will be provided to teams. Teams are encouraged to have lunch between their scheduled games.

Duration of games may be adjusted as necessary by Umoja Games to handle unforeseen circumstances.

Format may also change based on team registration in any given category.

Live Draw

Each of the teams participating will be drawn by lottery, in a draw format, in advance of the tournament. Further information will be circulated to participants via our website or other mediums. The draw will place teams into groups and assign to the schedule indices (e.g. A1, A2, etc.).

Inclement Weather

In the event of severe inclement weather (i.e. extreme thunder showers, lightning, hail etc.) at the referee's sole discretion, a stoppage of play may be called for the duration determined by the safety regulations in the hosting city or a 15-minute break to gauge the safety of resuming play.

If the stoppage of play time elapses, and 75 percent of the game has been completed (e.g. 30 minutes of a 40-minute game) the score stands as is even in the event of tie.

If the stoppage of play is less than safety regulations duration or the game is less than 75 percent complete, the game is played with no shortening of game length after the stoppage is complete. If the game ending in tie must be settled (i.e. quarter finals, semi and finals) than the game will be resumed to complete the balance of full time remaining. It is the duty of the referee to immediately keep time at the commencement of such a stoppage of play.

Any necessary changes to the format and schedule of play will be settled solely at the discretion of the Conflict Resolution Committee and Umoja Games Committee.

Point Scoring and Tie-Breakers

Three points are awarded for a win, one point for a draw, and no points for a defeat. If two or more teams are equal on points on completion of the group/league matches, the following criteria are applied, in the order given, to determine the rankings:

- Head to Head results based on aggregate score
- Goal difference
- Number of goals conceded
- Number of goals scored
- Lower number of yellow cards and red cards received (equivalent to two yellow cards) among the teams in question
- If teams are still tied, after applying criteria above, 5 penalty shoot-outs will be held to settle the tie

For all knock-out stages, in the case of a tie at the end of regulation time, penalty shoot-outs (5 penalties followed by sudden death penalties) will be held to determine the winner. There will be no extra-time accommodated in any of the knock-out stage games.

If a team is unable to meet the minimum player requirements 5 minutes after the scheduled time of the game, the game shall be forfeited to the opposing team. Any forfeit will result in the opposing team getting three points with a score-line of 3-0.

Discipline

The referee's decision is final. The flow of the game will only be conducted by the sound of the whistle. Sportsmanship coupled with the enforcement of the laws of the games will enable the referee to maintain order and fair play. Verbal warnings, yellow cards and red cards have been put in place to curb any conduct un-becoming of a sportsman. These will be used at the referee's discretion based on the severity of the player(s) actions. This includes but is not limited to the following unwarranted behavior:

- Unsporting behavior, persistent infringement or time wasting
- Any arguments against referee's call
- Arguments between players
- Use of any profanity swearing towards another player, referee, or spectator
- Use of any obscene gestures
- Foul play with any malicious intent
- Any intolerable behavior deemed inappropriate by the referee

Yellow and Red Cards

A player may receive a yellow or red card from the referee throughout the course of a game including before, during play, half time and after the game.

A player receiving a red card or two yellow cards in a game will be immediately sent off and may not participate in the remainder of the game as well their team will be short a player for the remainder of the game.

Players receiving a dismissal from a game, (red or 2 yellow cards) will be suspended for the next game in the division the player received the dismissal. The suspension will also apply if the next game is in a subsequent round (as applicable for certain division).

A one game suspension is also applicable to a player receiving two yellow cards in two different matches during the round robin stage. This applicable for the knockout stages as well. The suspension will apply even if the next game is in a subsequent round (as applicable for certain division). Single yellow cards accrued will be cancelled after the round robin stage.

Suspensions do not extend into other categories should participants play in multiple divisions. However, serious violations, as deemed by the referees and organizers, may result in suspensions carrying over to other divisions.

The referee may refer any incident or case to the Conflict Resolution Committee for review. The conflict resolution committee has the right to increase the suspension and/or disqualify a player based on the referee's report.

In cases of flagrant verbal abuse, foul language or a physical altercation, Umoja Outreach Foundation may ban a player from future Umoja Games for any period of time.

Equipment

Each team must wear different color jerseys. In the case of color conflicts, one of the teams (based on a coin toss) can borrow the colored pinnies that will be available pitch side.

All teams will require having numbers on the back of their jerseys. Players will be required to wear the same number for the entire tournament and this must be provided as part of the player registration form. Final Registration must be provided before the start of the tournament.

Goalkeeper's jersey will be required to be distinct color from the outfield players. No caps/hats allowed.

All soccer shoes are permitted except for soft grounds - no replaceable or metal studs.

No jewelry will be permitted of any kind, even if covered i.e. taped etc. All players are required to wear shin guards. Players cannot wear glasses without a strap to secure them to the player

Free Kicks

The ball must be stationary before taking a free kick. Intentional encroachment by defenders at the taking of free kicks may result in a yellow card. The free-kick could be direct or indirect at the discretion of the referee:

Direct Free Kicks: If a direct free kick is kicked directly into the opponent's goal, a goal is awarded. Direct free kicks will be given in the following circumstances:

- Kick or attempts to kick an opponent
- Jumps at an opponent
- Handles the ball deliberately
- Holds the opponent

Indirect Free Kicks: a goal can be scored only if the ball subsequently touches another player before it enters the goal. Indirect free kicks are awarded to the opposing team if a goalkeeper inside his own penalty area, commits any of the following circumstances:

- Takes more than 5 seconds while controlling the ball with his hands before releasing
- Touched the ball with his hands after it has been deliberately kicked to him by a teammate
- Touches the ball with his hands after he has received it directly from a throw-in taken by a teammate

Throw-ins

A throw-in is awarded to the opponents of the player who last touched the ball when the whole of the ball crosses the touch line, either on the ground or in the air. A goal cannot be scored directly from a throw-in. Proper overhead throw-ins will be need to restart play.

Goal Kicks

The goal kick must bounce or be touched by a player within its own half. If it crosses the half mark within a bounce or contact by a player the defending team is awarded a throw in at exactly the halfway mark of field by either of the sidelines. This is only applicable in the Men's Division.

Slide Tackles

Slide Tackling is taking a ball from an opponent while sliding across on the ground and taking control of the ball by contacting the ball before contacting the opponent. It has been determined that slide tackling inherently puts players in danger and will not be permitted; therefore, no slide tackling will be permitted.

Note, the Goalkeeper is allowed to slide in an attempt to clear the ball, if in the referees' judgment, the slide is a deliberate attempt only to make contact with the ball, not the opponent. If Goalkeeper slide is deemed as careless by the referee (a foot in air, a hook, rolling tackle) it is a foul and possibly a bookable offense.

An outfield player may slide in instances where there is absolutely no opponent close by and no injury is likely to occur. This would most likely happen when a player is attempting to stop the ball from going out of bounds or an offensive player sliding to knock the ball into the goal where there is no other defensive player close to the play. No other exceptions.

Substitutions

Unlimited substitutions can be made when the ball goes out of play. The referee must permit the substitution. The team in possession of the ball must initiate the substitution, the opposing team can also make substitution once initiated by the team in possession. Injured players can be substituted at any time at the referee's discretion.

Grace Period

Teams will have a maximum of 5 minutes as grace period before the game being declared as a forfeit. In any instances of a forfeit, the opposing team would be declared as the winner. The rules around award of points and goals are discussed in a separate section.

Offside

No offside rules will apply

Other rules applicable in host city regulatory organization

Certain rules dictated by the host city/country soccer regulatory body may apply, such as heading in certain areas of the pitch for younger ages. Such rules will be left at the discretion of the referee

Conflict resolution

If any complaints/issues during the tournament arise, they must be documented via the online form on the Umoja Games website (<https://umojaoutreach.org/games/appeals/>).

Any complain/issue must be filed within 1 hour of the grievance. Such grievances will be addressed by the Conflict Resolution Committee.

Do not go directly and approach, text or email one of the tournament organizers referees or administrators. Follow the protocol laid out above.

Issues submitted via any other means (E.g. email to info@umojaoutreach.org or directly to Umoja officers) will be discarded.

All decisions made by the Conflict Resolution Committee will be reviewed by Umoja Outreach Foundation Executive Team prior to the judgment being finalize