

UMOJA GAMES 2021

Rules and Regulations

Version 1.0, Published April 15th, 2020

The Rules & Regulations are split into three sections for ease of reference:

- Section A: Eligibility & Registration
- Section B: Tournament Setup
- Section C: Laws of the Game

All rules and regulations are subject to change.

Section A: Eligibility & Registration

Player Eligibility

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

By registering for Umoja Games, the player agrees to abide by the terms and conditions of the tournament including but not limited to the Code of Conduct set forth below.

If a player does not adhere to the player eligibility and Code of Conduct, the player concerned, team manager, team captain, other affiliates and/or participant's team may be eliminated from the tournament. Refunds will not be given.

Code of Conduct

Players, managers, coaches and spectators 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).

Players, managers, coaches and spectators shall abide by the rules, policies and procedures of the venue of Umoja Games 2021. Failure to do so may result in the elimination or ejection of the player, manager, coach, or spectator without refund.

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

Any breach of the player and manager/coach code of conduct will be examined and reviewed by the Independent Review Committee and action taken accordingly.

Team Registration

All team registrations must be submitted via the Umoja Games website (www.umojaoutreach.org/games), no later than June 1st, 2021 at 11:59pm, unless communicated officially by Umoja Games. No additional teams will be accommodated after this date. Failure to submit all "required" fields in the registration forms can result in disqualification of the team.

Captains/Coaches will need to confirm/attest the eligibility of the players on their team once the registration deadline has passed. Failure to confirm will result in an automatic disqualification of the entire team without any refund.

Player Registration

All player registrations must be submitted via the Umoja Games website (www.umojaoutreach.org/games) or Umoja App, no later than June 1st, 2021 at 11:59pm, unless communicated officially by Umoja Outreach Foundation. This deadline also applies to any players that are registering as free-agents.

The player registration will only be accepted once all “required” sections of the online form have been completed, payment has been received and a recent headshot picture (taken in the last six months) has been submitted. Player pictures will be used for check-in – see further information under Facial Recognition & Check-in.

Players failing to submit their player registrations by the aforementioned date will be automatically deregistered.

By participating at Umoja Games, players consent to publish pertinent information (including headshot picture) to the tournament website. Player profile pictures can be requested to be removed from the website 60 days after the conclusion of the tournament via a written request to games@umojaoutreach.org.

Facial Recognition & Check-in

All participants are required to check-in prior to participation at Umoja Games 2021. Check-in will only be available via the Umoja App. There will be no check-in available at the tournament. Deadline to check-in is June 30, 2021 at 11.59 PM. Failure to check-in prior to the deadline will result in disqualification without refund.

The following information is required for check-in:

- Government issued ID. For youth age categories, Birth Certificate is adequate.
- Recently taken picture. This will be used by a Facial Recognition software to match against the player picture submitted at registration.

Participants will receive a confirmation within 24 hours of check-in. Participants will be ineligible to participate at Umoja Games 2021 in cases where the check-in is unsuccessful. Players will be required to submit a request to the Independent Review Committee for reinstatement.

Player Cards

Once checked in, players will receive their uPass (player cards) on the Umoja App. Captains/Managers will have all of their team’s uPasses (player cards) on their App and receive physical copies of their team’s player cards on the first day of the tournament. Players will only be given one physical copy of their player card.

Player cards will feature player name, photo, team and category information, and jersey number. Players need to show referees before the start of each of their games in order to be eligible to play. Referees will verify the information prior to the start of each match. Failure to produce such ID card will result in disqualification from that game.

Free Agents

The deadline to register as a free-agent is June 1st, 2021, unless communicated officially by Umoja Games. A list of free-agent players will be posted on our website. Teams with an interest to “pick” a free-agent will have to email games@umojaoutreach.org by 11:59pm by June 14th, 2021.

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 player swap nor the team size lock-in, as noted herein.

Transfer Window

The 'transfer window' will be open where players may switch from one team to another via an e-mail request to games@umojaoutreach.org. The e-mail should include the captains (in cc) from both teams that are affected.

The transfer will only be processed upon receipt of consent from the affected captains.

All transfers must be submitted before the end of the player registration deadline on June 1st, 2021 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. The swap period will be from June 5th, 2021 until June 12th, 2021 at 11:59pm.

The swaps are restricted to exchanges only. No additions to the number of players on the team 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.

Financial Aid

Umoja Outreach Foundation has introduced a new process to assist families and participants that require financial assistance to participate at any events organized by the Umoja Outreach Foundation or its branches, including Umoja Games.

Anyone requiring assistance must submit a financial aid form on the website. The final date to request assistance specific to Umoja Games 2021 will be May 25th, 2021.

Refund Policy

The following table summarizes the refund policy should you need to cancel your participation at Umoja Games 2021. Refund requests must be submitted to accounting@umojaoutreach.org.

Request Date	Team Fee Refund	Player Fee Refund
Before March 1st, 2021	Full Refund	Full Refund
Before April 1st, 2021	75% Refund	75% Refund
Before May 1st, 2021	50% Refund	50% Refund
Before June 1st, 2021	25% Refund	25% Refund
After June 1st, 2021	No Refund	No Refund

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 Outreach Foundation will not be liable for any player injuries and health conditions whatsoever.

Contest Period

The primary contest period will begin June 1st, 2020 and run until June 4th, 2021.

During the contest period, a team may challenge a registered player's eligibility based on their age, faith or otherwise. If a player is contested, a player will have 72 hours from when they were notified of the contest to submit the following documents:

- Government issued document (with photo) (i.e. Passport, Driver's License)
- Official Letter from the Islamic Center they attend (if contested based on faith)

If a player does not meet the requirements of the verification process, the player concerned, team manager, team captain, other affiliates and/or participant's team will be eliminated from the tournament. Refunds will not be given.

A second contest period will be set-up over a 72-hour window starting June 13th, 2021. The players eligible to be contested during this period will be limited to the players that were registered during the swap period. The rules for this contest period will be the same as those in the primary contest period.

There is no limit to the number of player contests per team by a player or manager/coach over both contest periods. However, a \$35 processing fee will be levied per contest submitted. If the player contest is successful, then the processing fee is refunded. Please note, anonymous contests (complaints) will not be reviewed or processed and the processing fee will be not be refunded.

All player contests will be reviewed by the Independent Review Committee and their decision will be reviewed by the Umoja Outreach Executive Team. In order to submit a player contest, please fill out the available form on the website.

Section B: Tournament Setup

Tournament Categories and Age Criteria

Tournament Categories	Format	Age restrictions
Men's Open	8-aside	None
Men's Over 35	8-aside	Born before July 1, 1986
Boy's 19 & Under	8-aside	Born on or after July 1, 2001
Boy's 15 & Under	8-aside	Born on or after July 1, 2005
Boy's 12 & Under	8-aside	Born on or after July 1, 2008
Boy's 9 & Under	8-aside	Born on or after July 1, 2011
Women's Open	8-aside	None
Women's 30 & Over	6-aside	Born before July 1, 1991
Girl's 15 & Under	8-aside	Born on or after July 1, 2005
Girl's 12 & Under	8-aside	Born on or after July 1, 2008
Girl's 9 & Under	8-aside	Born on or after July 1, 2011
Toddler's 6 & Under	Training Program	Born on or after July 1, 2014

All players participating in a tournament category higher than their current age require a parent waiver form before the tournament commences. Players may only play up one category i.e. A U9 boy may play up in Boys U12 but not U15.

Multiple Category Participation

Players are permitted to participate in multiple tournaments provided the second category is an older one. For example, a 17-year old, while eligible to participate in U19 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 released will be final.

Maximum and Minimum numbers

Tournament Categories	Format	Min Players per team	Max Players per team	Max Teams in category
Men's Open	8-aside	6	16	20
Men's Over 35	8-aside	6	16	8
Boy's Under 19	8-aside	6	16	12
Boy's Under 15	8-aside	6	16	12
Boy's Under 12	8-aside	6	16	12
Boy's Under 9	8-aside	6	16	12
Women's Open	8-aside	6	16	8
Women's Over 30	6-aside	4	14	8
Girl's Under 15	8-aside	6	16	12
Girl's Under 12	8-aside	6	16	12
Girl's Under 9	8-aside	6	16	8

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

Field and Goal Dimensions

Tournament Categories	Format	Field Size (Yards)	Goal Size (Feet)	Ball Size
Men's Open	8-aside	75 x 50	6.5 x 18.5	5
Men's Over 35	8-aside	75 x 50	6.5 x 18.5	5
Boy's Under 19	8-aside	75 x 50	6.5 x 18.5	5
Boy's Under 15	8-aside	75 x 50	6.5 x 18.5	5
Boy's Under 12	8-aside	75 x 50	6.5 x 18.5	5
Boy's Under 9	8-aside	75 x 50	6.5 x 18.5	4
Women's Open	8-aside	75 x 50	6.5 x 18.5	5
Women's Over 30	6-aside	75 x 50	6.5 x 18.5	5
Girl's Under 15	8-aside	75 x 50	6.5 x 18.5	5
Girl's Under 12	8-aside	75 x 50	6.5 x 18.5	5
Girl's Under 9	8-aside	75 x 50	6.5 x 18.5	4

Dimensions listed above are subject to change based on facility requirements and availability

Tournament Schedule and Format

All categories will follow a round robin league format followed by a knockout. Games will be two halves of 20 minutes each with a 5-minute half time. Duration of games may be adjusted as necessary by Umoja Games to handle unforeseen circumstances.

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.

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.).

Grace Period

Teams will have a maximum of 5 minutes after the scheduled game time as a grace period before the game being declared as a forfeit. If games are delayed the official start time will be communicated to teams through the marshals at each field. If no official change has been to game times, scheduled game time is assumed. 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.

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 will 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 Independent Review Committee and Umoja Games Committee.

Conflict Resolution

If any complaints/issues during the tournament arise, they must be documented via the Umoja App.

Any complain/issue must be filed within 1 hour of the incident. Such conflicts will be addressed by the Independent Review Committee. There is a \$35 processing fee per conflict submitted. This fee will be refunded for successful resolutions.

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

Any attempt to go directly and approach, text or email any Umoja officer (incl. referees, members of the conflict resolution committee) may result in additional penalties on the player or team, at the discretion of Umoja Games organizing team.

Section C: Laws of the Game

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:

- Goal difference
- Number of goals scored
- Number of goals conceded
- Head to Head (Ignored in cases where all teams have not all played each other)
- 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, a penalty shoot-out (5 penalties followed by sudden death penalties) 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.

Forfeits

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 5-0. This also applies to knockout stage games regardless of tournament bracket.

The forfeiting team will be disqualified from the tournament. To reinstate, the team must submit a request, which will be prioritized based on game schedules, to the Independent Review Committee and pay a non-refundable fee of \$35.

Mercy Rule

Any team losing by 5 goals or more, their coach will have the right to inform the referee to end the game at any point in time.

The final score will be based on when the game ends i.e. when the full length of time has elapsed or when the coach decides to engage the mercy rule, whichever comes first.

Penalty Shoot-Out

If two teams are tied at the end of a knockout game or are tied according to the tie breaker criteria above a penalty shootout will occur to determine the winner.

Only players who were on the field prior to the full-time whistle are eligible to take penalty kicks. Reserve players must not enter field after full-time whistle and will be cautioned by the referees if done so. Penalty shootout will consist of 5 shooters, and if a winner has not been determined after 5 shooters, sudden death penalties will commence from the remaining players on the field.

If all eligible shooters have shot and a winner still has not been determined, the shooters lineup will roll over and begin from the first shooters again. These shots are sudden death.

Teams are permitted to change their goalie prior to each penalty kick provided the new goalie is amongst the players who were on the field at the time of the full-time whistle.

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 players are required to have numbers on the back of their jerseys, including goalkeepers. Players are required to wear the same number for the entire tournament, including cases where teams use different kits during the tournament. Jersey numbers for each player must remain the same on all versions of the team's jerseys. Teams are required to submit their roster with the player jersey numbers no later than June 24th, 2021.

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 sport strap to secure them to the player

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.

Offsides

No offside rules will apply

Goal Kicks

The goal kick must bounce or be touched by a player within their own half. If it crosses the half mark without 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.

The ball may be played within the defending teams' own box, in this case the opposing team is not allowed to encroach on the box until the ball is in play. The ball becomes in play when it is touched by another player (did not take the initial kick) on the defending team.

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.

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.

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's 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. The calls will be made at the referees discretion.

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:

- Kicks or attempts to kick an opponent
- Trips or attempts to trip an opponent
- Strikes or attempts to strike an opponent
- Jumps at an opponent
- Charges at an opponent
- Pushes an opponent
- Handles the ball deliberately
- Holds an opponent
- Spits at an opponent
- Tackles an opponent to gain possession of the ball but contacts an opponent before touching the ball

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 6 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
- Touches the ball with his hands again after it was released from his possession and not touched by another player

Indirect free kicks are awarded to the opposing team if a player, commits any of the following circumstances:

- Plays in a dangerous manner
- Impedes the progress of an opponent
- Prevents the goalkeeper from releasing the ball from his hands
- Commits any other offence, not listed here, for which play is stopped to caution or dismiss a player

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 Independent Review 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.

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