

UMOJA GAMES

2024

RULES & REGULATIONS

About us

We are born out of a Shia Muslim organization that aims to lead and unite the broader Muslim ummah through Soccer and Beyond

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The below rules and regulations are subject to change without notification. It is the teams' and participants' responsibility to keep up-to-date with the latest version.

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1. ELIGIBILITY & REGISTRATION

1.1. PLAYER ELIGIBILITY

Umoja Games 2024 is open to the Muslim community in the spirit of fostering goodwill and unity. Umoja Games is for all ages: boys, girls, women and men. All are welcome!

By registering for the Umoja Games, all players agree 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, spectators, volunteers and/or participant's team may be eliminated from the tournament at the sole discretion of tournament organization. Refunds will not be given.

1.2. CODE OF CONDUCT

Players, managers, coaches and spectators are ALL expected to uphold (respect & observe) Islamic values including, but not limited to hijab, faith, dignity, character and behavior that is of a follower of the Holy Quran and the teachings of the Prophet (SAW), his family and companions.

Players, managers, coaches and spectators shall abide by the rules, policies and procedures of the venue of Umoja Games 2024, including any health and safety protocols. Failure to do so may result in the elimination or ejection of the player, manager, coach, or spectator without refund. All Male players, managers, coaches and spectators shall not be permitted to watch female tournament matches with the exception of Girl's 8 & Under matches where fathers are permitted to watch their daughters.

Players, managers, coaches and spectators are not permitted to use tobacco, marijuana, e-cigarettes, drugs, alcohol, and/or hookah/shisha in all Umoja Games 2024 venues (ie. hotels and field incl parking lots). Any violations may result in the suspension from the tournament for participants and spectators, and/or ejection from all venues, or a lifetime ban from the tournament and any related Umoja services.

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

1.3. TEAM REGISTRATION

Team registrations for all ages categories must be submitted via the Umoja App no later than June 24th, 2024 at 11:59pm EST, 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.

All team registrations are subject to approval from the Umoja Games organizing team. Teams and players will be afforded a full refund should their team not be approved for participation at Umoja Games 2024.

A team's registration will be considered complete when the manager has verified and inputted the jersey numbers of all of the players registered by the "Roster Lock Date" which is July 1st, 2024. Teams will receive a "Team Registration Complete" status on the Umoja App once the above steps have been done. Failure to do so will result in disqualification from the tournament.

1.4. PLAYER REGISTRATION

Player registrations for all age categories must be submitted via the Umoja App no later than June 24th, 2024 at 11:59pm EST, 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 Player Check-in.

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

By participating at Umoja Games 2024, players consent to publish pertinent information (including headshot picture) to the tournament website and app. Player profile pictures can be requested to be removed from the Umoja App 60 days after the conclusion of the tournament via a written request to games@umojaoutreach.org.

1.5. PLAYER CHECK-IN

All participants are required to check-in prior to participation at Umoja Games 2024. 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 July 2nd, 2024 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:

- Picture
- Government issued ID

Umoja Outreach Foundation reserves the right to change the check-in requirements at any time. A complete list of valid documents for the latter two of the above bullets can be found here.

Participants will receive a confirmation within 24 hours of check-in. Participants will be asked to re-submit documentation if their documentation is not valid. A participant is considered checked-in and ready to play, if they have received a "Player Checked-In" status on the Umoja App. Players who have not checked-in during the above-mentioned window, will be required to submit a request to the Independent Review Committee via the Umoja App for reinstatement.

1.6. 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 on their App.

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

1.7. FREE AGENTS

The deadline to register as a free-agent is June 24th, 2024 at 11:59pm EST, unless communicated officially by Umoja Outreach Foundation. A list of free-agent players will be posted on the Umoja App. Teams with an interest to "pick" a free-agent will have to email games@umojaoutreach.org by 11:59pm EST by July 1st, 2024. In the event a free-agent is not "picked". Umoja Games will work to accommodate the player.

1.8. 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 24th, 2024 at 11:59pm EST.

1.9. SWAP WINDOW

A "swap window" will be open for team captains/managers to add/swap 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 25th, 2024 until July 1st at 11:59pm EST.

Teams may only add/swap up to 4 players. Swapping of players is not allowed between teams. To add/swap players, teams are required to submit a new player registration form by the due date noted above.

1.10. REFUND POLICY

The following table summarizes the refund policy should you need to cancel your participation at Umoja Games 2024. Refund amount will be minus any processing fees.

Request Date	Fee Refunded
Before April 1st, 2024	75% Refund
Before May 1st, 2024	50% Refund
Before June 15th, 2024	25% Refund
After June 15th, 2024	No Refund

Refund requests must be submitted to games@umojaoutreach.org. All refund requests will be processed within 60 days following the completion of the tournament.

1.11. 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.

1.12. CONTEST PERIOD

The contest period will begin June 24th, 2024 and runs until July 1st, 2024 at 11:59pm EST. In order to submit a player contest, please fill out the available form on the Umoja App. All player contests will be reviewed by the Independent Review Committee.

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 48 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.

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 USD 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 not be refunded.

1.13. STAY TO PLAY

This is a stay to play tournament. All participants that live outside 30 miles from the venue (725 Conshohocken Rd, Conshohocken, PA 19428) must stay at one of the delegated hotels.

Delegated hotels can be reserved via the Umoja App

2. TOURNAMENT SETUP

2.1. TOURNAMENT CATEGORIES

Tournament Category	Format	Age Restrictions
Men's Open	9-aside	None
Men's Over 40	9-aside	Born in 1984 or earlier
Men's Over 30	9-aside	Born in 1994 or earlier
Boy's 19 & Under	9-aside	Born in 2005 or later
Boy's 15 & Under	9-aside	Born in 2009 or later
Boy's 12 & Under	9-aside	Born in 2012 or later
Boy's 9 & Under	7-aside	Born in 2015 or later
Women's Open	7-aside	None
Girl's 16 & Under	7-aside	Born in 2008 or later
Girl's 12 & Under	7-aside	Born in 2012 or later
Girl's 8 & Under	7-aside	Born in 2016 or later
Umoja Soccer Camp	Training Program	Born in 2018 or later

Umoja Games reserves the right to alter or change tournament categories, format, etc. in any category based on registration. Each tournament category has internal limits on the number of teams that will be accepted. Teams will be accepted on a first come first serve basis and contingent on the following:

- (1) All team and player fees have been paid
- (2) All players have registered by the deadline
- (3) All players have met the tournament requirements, incl. player pictures
- (4) All team managers / captains have submitted the team roster

Teams and players failing to meet these items will be automatically disqualified without any refunds. Teams that are not accepted will be eligible for a refund. Refunds for teams withdrawing participation will be eligible for a refund based on the refund policy.

All players participating in a tournament category higher than their current age require a parent waiver form if the player is 18yrs or younger 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.

Male attendees, players, coaches will not be permitted to watch all girls and womens games with the exception of the Girl's 8 & under. Fathers of the Girl's 8 & Under participants will be permitted to watch their games.

2.2. MULTIPLE CATEGORY PARTICIPATION

Players are permitted to participate in multiple tournament categories 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 tournament categories.

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.

2.3. TEAM COMPOSITION

Tournament Category	Format	Min Players per Team	Max Players per Team
Men's Open	9-aside	8	18
Men's Over 40	9-aside	8	18
Men's Over 30	9-aside	8	18
Boy's 19 & Under	9-aside	8	18
Boy's 15 & Under	9-aside	8	18
Boy's 12 & Under	9-aside	8	18
Boy's 9 & Under	7-aside	8	14
Women's Open	7-aside	6	14
Girl's 16 & Under	7-aside	6	14
Girl's 12 & Under	7-aside	6	14
Girl's 8 & Under	7-aside	6	14

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

2.4. FIELD & GOAL DIMENSIONS

Tournament Format	Field Size (approx. Yards)	Penalty Spot Distance (From Goal Line)	Goal Size (approx. Feet)
9-aside	80 x 55	12	8 x 24
7-aside	55 x 35	10	6.5 x 18.5
4-aside	30 x 20	Half	6 x 4

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

All tournament categories will use size 5 soccer balls with the exception of Boy's 12 & Under, Boy's 9 & Under, Girl's 12 & Under and Girl's 8 & Under. Boy's 12 & Under, Boy's 9 & Under, Girl's 12 & Under and Girl's 8 & Under will use size 4 soccer balls. The Umoja Soccer Camp will use a mix of size 5, 4, and 3 soccer balls based on determination made by the coaches/trainers.

2.5. TOURNAMENT SCHEDULE & FORMAT

All categories will follow a round robin league format followed by a knockout stage. Games will be two halves of 25 minutes each with a 5-minute half time. Duration of the games may be adjusted as necessary by Umoja Games to handle unforeseen circumstances. Each team will be guaranteed a minimum of four games over the course of the entire tournament. Formats may also change based on team registration in any given category.

Congregational prayers will be offered based on prayer times. 30 minutes will be allocated for prayers. Play will resume 30-minutes after the Adhaan. No lunch break will be provided to teams. Teams are encouraged to have lunch between their scheduled games.

2.6. LIVE DRAW

The live draw will take place prior to the start of the Umoja Games. 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, Umoja App or other mediums. The draw will place teams into groups or an open round robin and assign them to the schedule indices (e.g. A1, A2, etc.).

2.7. 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.

2.8. INCLEMENT WEATHER

In the event of severe inclement weather (i.e. extreme thunder showers, lightning, tornado, etc.) a stoppage of play will be automatically called based on the safety regulations by the facility. The facility staff will determine the duration of the stoppage and when it is safe to return to play. In the event of a tornado, all attendees will have to evacuate the facility.

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 15 min 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 a tie must be settled (i.e. quarter finals, semi and finals) then 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 Umoja Games Committee.

2.9. PLAYER AWARDS

All individual awards are decided by an independent panel. Players can file a complaint with the committee within 3 days following the completion of the tournament. Such complaints are subject to a \$35 processing fee which is non-refundable.

2.10. INDEPENDENT REVIEW COMMITTEE

The Independent Review Committee is an independent review panel that collectively addresses, investigates, and fact-finds any concerns and complaints in order to achieve a just, fair, and impartial resolution.

Any complaints/issues must be filed via the Umoja App within 1 hour of the incident. Such conflicts will be addressed by the Independent Review Committee. There is a \$35 USD processing fee per review requested.

Issues submitted via any other means (E.g. email 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.

3. LAWS OF THE GAME

The below laws may differ for formats other than 9-a-side. Where not mentioned specifically below, FIFA Laws of the Game will govern Umoja Games 2024 matches.

3.1. POINT SCORING & 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.

3.2. 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 USD.

3.3. POWER PLAY RULE

During a match when the goal difference reaches 5, the losing team may field an additional player. If the goal difference reaches 8, the losing team may field

another additional player (taking the total up to 2 additional players).

At the point the goal difference falls to 4, the losing team must withdraw one of their additional players. At the point the goal difference falls to 7 the losing team must withdraw their second additional player (this does not need to be the same player that was put on as the additional player).

The power play rule is only applicable to Boy's U9, U12, and U15 matches as well as Girl's U9, U12, and U16 matches. The rule will not be in play for Boy's U19, Men's and Women's games.

3.4. GOAL DIFFERENTIAL CAP

Teams must show respect and sportsmanship for their opponents. There will be a goal differential cap of 5 recorded for matches at Umoja Games 2024. Scoring and stats will be posted to reflect this. Goal differential cap will only be applicable to Boy's U9, U12, and U15 matches as well as Girl's U9, U12, and U16 matches. The rule will not be in play for Boy's U19, Men's and Women's games.

3.5. 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 the 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 in the same order. These shots are sudden deaths.

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

3.6. 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 on the 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 July 2th, 2024.

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

All soccer shoes are permitted - 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.

3.7. SUBSTITUTIONS

Unlimited substitutions can be made at any stoppage of play (ie. goal, goal kick, throw-in). 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.

3.8. OFFSIDES

No offside rules will apply.

3.9. GOAL KICKS

The goal kick must bounce or be touched by a player within their own half of the field. 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 the 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 (who did not take the initial kick) on the defending team.

3.10. THROW-INS

A throw-in is defined as the player raising the ball behind their head and throwing it into play with both feet firmly touching the ground. A throw 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 needed to restart play.

3.11. SLIDE TACKLES

There are no slide tackles permitted by players. 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 referee's discretion.

3.12. 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 any 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

3.13. YELLOW AND RED CARDS

A player or coach 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, (direct red, 2 blue and/or 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 is 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 or coach from future Umoja Games for any period of time.

3.14. 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 unbecoming of a sportsman. These will be used at the referee's discretion based on the severity of the player(s) or coach(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