

## Classics Elite Soccer Academy U9/U10 Tournament Rules

**Check In Location:** Classics Elite Blossom Fields

**Check In Times** One hour prior to **FIRST** game played on **Saturday May 8**

Team representatives are **REQUIRED** to check-in the team 1 HOUR PRIOR to playing their first game. Teams playing prior to checking in will have a game score of 0 recorded in the standings. We will distribute any schedule changes, validate rosters, and answer questions at check in.

**Medical release forms** and official roster will be required for all teams at check-in. All teams will need laminated player ID cards for each player in addition to medical release forms and official, signed roster.

### **Game Information:**

All teams will be guaranteed to play at least three games. In round robin play, ties at the end of regulation time will stand. For championship games, ties at the end of regulation time will be followed by two 5 minute overtime periods, followed by FIFA penalty kicks, 3 kickers each team before going to sudden death kicks.

In the event of inclement weather, the Tournament Director has the authority to restructure or cancel the tournament. Every effort will be made to complete the tournament.

### **Game Times and Ball Size:**

Ball Size: 4

Round Robin Game Length: 2 x 20 min

FINALS Game Length: 2 x 25 min

Teams must be at the scheduled game field and ready for inspection by the referee at least 15 minutes before the scheduled game time. Each team must be ready to play at the scheduled time or immediately after the conclusion of the previous game as determined by the referee, or the team is subject to forfeiting the match. Each team must be prepared to present a game ball of appropriate size, weight, and pressure to the referee before the start of the game for his/her selection. All games will have a 5 minute half.

### **Player Substitutions:**

Players may be substituted with the consent of the match referee at the following times above:

- Before a throw-in in your favor,
- Prior to a goal kick by either team,
- After a goal is scored by either team,
- At halftime,
- When the referee approves an injury substitution by one team, the other team may substitute an equal number of players,
- No player shall enter or leave the field of play without the consent of the referee.

### **Playing Conditions:**

**The Home Team is listed first or on top in the schedule.** Both teams shall occupy the same side of the field, as identified by the Tournament Director. All game spectators, including parents and visitors for both teams will occupy the opposite side of the field. **The Home Team chooses the goal to attack and Visitors Team kicks off.** In case of inclement weather, the Tournament

Director and/or Site Coordinator will determine if a game is to be played. Once the game has started, the decision rests with the referee. If any games are cancelled, it is up to the coaches of the teams to check with the Site Coordinator and/or Tournament Director for rescheduling information. Games shall be considered complete if one half of the game has elapsed. The score at the stoppage of play will be the final score. If one half has not elapsed and the game is stopped, the game will be rescheduled if it could affect the outcome of the tournament and if conditions permit as determined by the Tournament Director.

#### **Uniforms:**

**As a convenience to both teams, it is recommended that the home team wears their "colored" or darker uniform and the visitors wear white or lighter uniform.** Should there be a conflict in uniform colors, the home team will be required to change uniforms or wear a "penny" of a different color over their uniform. Each player's uniform should have a separate, easily identifiable number.

#### **Team, Player and Coach Credential Check:**

Each team must be able to present its validated roster and player cards to either a Tournament Official or the Referee crew before the start of each match, if requested. Coaches must have an official "Kid Safe" pass for the current year. A player may play for only one team in the tournament, and must be listed on the approved roster. If a player plays in a game and is not properly registered, the team will automatically forfeit that game and may face further penalties as determined by the Tournament Director.

#### **Team Standings and Tie Breakers:**

Team standings will be based on the following scoring system:

Each team's total points from all first-round games will determine the placement of teams in each bracket, with the team earning the highest total points being the bracket winner. In the event, a team forfeits a match, all points from tournament games involving that team will be dropped from the calculation of final standings.

The point system is as follows:

- 6 points for a win
- 3 points for a tie
- 1 point for every goal, up to 3 goals
- 1 goal awarded for shootout victory
- 1 point for a shutout
- 1 point loss for a red card
- 10 points for a no-show forfeit, marked as a 0-3 win to the opposing team for all games played by forfeiting team

#### **Ties in the standings will be resolved in the following order:**

**Round Robin Games:** In the event that two or more teams are tied in points at the end of these games, the following tiebreakers shall be applied in order given until a winner is determined.

1. Winner of head to head competition.
2. Net goals (goal difference, limit of +/- 3 per game)
3. Goals against
4. Most goals scored (maximum of 3 goals per game)
5. Most total wins
6. FIFA penalty kicks

**Championship Games:** If a championship game is tied at the end of regulation time, then two overtime periods will be played, followed by FIFA penalty kicks, 3 kickers before going to sudden death. These overtime periods are 5 minutes each.

### **Reporting of Results**

Both coaches will be required to sign the scorecard after each game. The referee will turn in the official game card to the Scorer's table. Officials will be responsible for collecting and recording the match results, but each coach is responsible for verifying the posted scores prior to the team's next game.

### **Advancement Pairings**

In brackets involving 4 teams, the 1st and 2nd placed teams will compete in the championship game. In brackets containing 5 teams, the first placed team will be declared the champion, the second placed team, runners-up. There are no championship games in the brackets involving 5 teams.

**Awards:** First and second place teams in each age group and competition level will receive a trophy or medal. These will be presented immediately after the final game near the concession stand for each bracket.

### **Team and Spectator Discipline:**

**An ejected coach or trainer is ineligible for the remainder of the day per STYSA rules regardless of team.** An ejected player is ineligible for their next scheduled game. A second red card/ejection to the same individual results in that person being expelled from the tournament. Any ejected player, coach or trainer must report to the complex tent or leave the complex. Violation could result in further game suspensions.

In addition, any player or coach receiving a second caution in the tournament will be ineligible to participate in the next scheduled game. The coach is responsible for the actions of verbal and physical abuse of referees by his/her spectators. Such abuse will not be tolerated. Violations may result in termination of the game and further sanctions by the Tournament Director. Any individual that has been sent off must leave the field area within two minutes of the ejection or the game could be terminated by the referee with further sanctions added by the Tournament Director. Any coach who removes his/her team from the field during a game will cause the match to be abandoned by the referee and further sanctions may be added by the Tournament Director. If a player refuses to give his or her correct name when requested by a referee or Tournament Official, the referee crew will terminate the game and additional penalties could be imposed by the Tournament Director.

### **Team Protests and Appeals:**

Protests and appeals will be allowed only in the event a team is believed to have used an ineligible player. No other protests will be considered. The offended team may file a protest by submitting in writing the nature of the violation within two hours of the incident, along with \$100 in cash to the Tournament Director. If the protest is upheld, the fee will be returned and corrective action as determined by the Tournament Director will be taken. The Tournament Director must determine that the violation defined by the written protest materially affected the outcome of the game. The decision of the Tournament Director on protests is final. If the protest is not upheld, the protest fee is forfeited to the Classics Elite Soccer Academy.

### **Matters Not Provided For:**

USYSA and STYSA Administrative Rules books will govern any situation or questions on rules of competition not covered herein. Any matter not provided for in the Tournament rules or STYSA or USYSA rules shall be determined by the Tournament Director, whose decisions shall be final.