



2018 Fall Classic MSC TOURNAMENT RULES



The Fields of Opportunity Club Cup

Laws of the Game

- In general, all games will be played under FIFA Laws of the Game, except where amended by USYSA or ISA Rules of Play and except as noted below. These rules may be modified, in which case rule changes will be provided before the beginning of tournament play.
- For U8, U9 and U10 age groups all kicks are indirect free kicks.
- Heading is not allowed in U11 and below age groups.
 - Non-deliberate headers will result in continued play.
 - Deliberate headers will result in an indirect free kick. If within the goal area, on the goal area line parallel to the line nearest the point of infraction.
 - If outside the goal area, from the point of infraction.
 - Deliberate headers by defense that result in the opposing team scoring, goals will be allowed.
- U9 and U10 age groups will be required to drop off to the top of the center circle for all goal kicks. The coaches should be fully aware of this rule, but it is not the referee's responsibility to enforce this rule.

Player/Team Eligibility

- Players must be born in the following years for their appropriate age division:
 - U8 = 2011 U9 = 2010 U10 = 2009 U11 = 2008 U12 = 2007 U13 = 2006
 - U14 = 2005 U15 = 2004 U16 = 2003 U17 = 2002 U18 = 2001 U19 = 2000.
- Players must be on a state approved roster or state approved tournament roster in order to participate; Players must be members of a state youth soccer association (or members of a USSF affiliated member). Guest player forms must be presented in order to participate (if needed).
- All player and coaches must present a valid USSF/USYSA ID Card. ID Cards will be verified at check-in and on the field prior to each game. Teams using illegal players will forfeit any game in which the illegal player participated.
- All players must have a completed Medical Waiver form at check-in.
- No roster changes will be permitted after a team roster has been approved at the tournament check-in.
- All players must be checked into the game by the Field Marshall. Field Marshall will keep the players cards until the end of the game.
- All out of state teams must provide a copy of their Travel Permit at check-in.
- Players will be allowed to play on only one team in the Summer Classic for each weekend of play.
- The following roster sizes and formats will be offered at the 2016 Muscatine Summer Classic:

<u>Age Division</u>	<u>Format</u>	<u>Maximum Roster</u>	<u># of Guest Players</u>
U8	4 v 4	6	3
U9	7 v 7	12	3
U10	7 v 7	12	3
U11	9 v 9	16	5
U12	9 v 9	16	5
U13 thru U18	11 v 11	22	6

Substitutions

- Either team may make substitutions on any goal kick, after a goal or at half time.
- The team in possession may substitute on a throw-in.
- If play is stopped for an injury, the injured player MUST leave the field and one player from the opposing team may be substituted at this time (this rule does not apply to the goalkeeper).

Duration of Games

- In case of bad weather or poor field conditions, please refer to Rights of the Tournament Committee.
- Game duration and breaks:
 - U8 – 4 x 8 minute periods. 5 minute break
 - U9 & U10 – 2 x 25 minute halves. 5 minute break
 - U11 & U12 – 2 x 25 minute halves. 5 minute break
 - Championship game: 2 x 30 minute halves. 5 minute
 - U13 – U14 – 2 x 30 minute halves. 5 minute break
 - Championship game: 2 x 35 minute halves. 5 minute breaks.
 - U15 – U16 – 2 x 30 minute halves. 5 minute break
 - Championship game: 2 x 35 minute halves. 5 minute breaks.



- U17 – U19 – 2 x 30 minute halves. 5 minute break
 - Championship game: 2 x 35 minute halves. 5 minute breaks.

Tournament Director has the authority to make any adjustments to the schedule or game times to accommodate the event.

Equipment, Game Ball Sidelines

- Each player on a team must have a unique number on the back of his/her jersey, excluding goalies.
- Each player must wear shin guards. Socks must be worn in a manner that completely covers the shin guards.
- The team listed first on the schedule will be considered the home team.
- In all games, the home team shall change jersey to avoid color conflicts.
- All player equipment is subject to referee approval.
- Shin guard keepers or medical tape will be allowed on player's socks as long as they are the same color as their sock.
- U8 through U12 games will use #4 balls; all others use a #5 ball. The home team will be responsible for supplying the game ball. If that ball is not acceptable to the Center Referee, a ball maybe accepted from another source.
- Teams will position themselves in the sidelines as indicated on the field map.
- Players with cast for medical purposes will be allowed to play as long as they are covered in sponge or soft material and not be dangerous to others.

Scoring

- Games in the preliminary rounds will be scored as follows:
 - 3 points for a win
 - 1 point for a tie
 - 0 points for a loss.
 - 1 point for a shutout to the winning team.
 - Some games are played to satisfy a 3 game minimum and do not count towards point advancement
 - A point will be deducted from a team's point total for every red card received for a player, coach or parent.
- Group Winners will be determined by the following sequence:
 - Points
 - Head-to-head competition
 - Fewest goals allowed
 - Goal differential for all games [goals scored minus goals allowed] with a maximum of a six (6) goal differential per game. Losing teams will receive a negative goal differential
 - Coin toss

Ties/Tiebreakers

- Games that are tied at the end of regulation time will end as a tie in the preliminary rounds.
- In the event of a tie in the semi-final or championship games, teams will play up to two sudden victory, five minute overtime periods. If still tied after overtime play, kicks from the penalty mark will be taken as follows:
 - Each team will designate five (5) players to kick – only players on the field at the end of the game may be selected
 - Teams will alternate kicks - the first team to kick will be determined by the referee's coin flip
 - If the score remains tied after five (5) kicks, teams will alternate kicks one at a time until a winner is decided
 - All eligible players (those on the field at end of regulation play) must kick before any eligible player can repeat
 - Goalies may be changed after any shot.

Failure to Show/Forfeits:

- A minimum of four players constitutes a team for 7v7, five players for 9v9, and seven players for 11v11 games.
- Teams with fewer than the minimum number of players will be given a ten minute grace period beyond the scheduled kickoff time before the game is declared a forfeit.
- In the event of a forfeit, the score of the game shall be posted as a 3 to 0 game result (i.e.: 3 points, plus 1).
- Any team leaving the field of play before the conclusion of any game is disqualified from the tournament.
- The Tournament Directors shall make the final decision if the forfeit will be allowed. If not allowed, failure of any team to appear for a scheduled game will be reported to their appropriate state association.

Red/Yellow Cards

- Any player or coach receiving a red card will be asked to leave the field area for the remainder of the game and will **NOT** be allowed to play or coach in the next game. Two yellow cards in one game equal a red card. No substitution may be made for the player sent off during the match the red card was issued. A point will be deducted from team's point total for every red card received.
- Field Marshalls shall keep the ID Card(s) of anyone receiving a red card during a game and turn it to the Tournament Director. ID Cards will be returned to the coach of the team involved after the player or coach has served their one game suspension or at the end of the Classic Tournament.



- All red cards issued during the tournament will be recorded in the tournament records and also reported to the home state association for the team involved. The home state association and the home club/league have the responsibility for imposing additional sanctions if warranted.
- Appeals and protests will not be accepted on this issue. Any player or coach ejected because of flagrant misconduct or having received two (2) red cards during the tournament will NOT be allowed to play or coach in the remainder of the tournament. Such conduct can be grounds for future team/club rejection in MSC Tournaments.

Team/Spectator

- Both teams will be on the same side of the field. Only three coaches with appropriate Coaches' ID Cards will be allowed in the team's box.
- All spectators will be on the opposite side of the field, a minimum of three yards back from the touch line.
- Coaches are responsible for the conduct of players, parents, coaches, and spectators at all times and locations during the tournament. Alcohol is strictly prohibited at the Muscatine Soccer Complex and by ISA policy.
- No pets or bicycles are allowed in the Muscatine Soccer Complex.
- Harassment of the referees or the tournament officials is unacceptable. Coaches can be issued yellow and/or red cards due to such harassment by coaches, players and spectators of their team.
- Those not following the rules will be dealt with by the Tournament Staff and maybe asked to leave the Complex.

Cancellation

- Refunds, if any, due to cancellation of the tournament games shall be at the discretion of the Tournament Staff.
- Refunds due to weather cancellations will be prorated out by number of games completed.

Awards

- All U8, U9 and U10 participants will receive participation awards with no trophies being issued.
- For all other age groups, players on 1st and 2nd place teams receive player awards.
- Club point system:
 - All pool play games will provide 3 points for the winning club and 1 point for the losing team.
 - Bracket Play:
 - Champions for each age group receive 5 points
 - Runners up for each age group receive 4 points

Protests

- Protests will not be allowed.
- The Tournament Staff's interpretation of the tournament rules shall be final.
- On the field, the referee's decisions will be final.

Rights of the Tournament Committee and Staff

The Tournament Committee reserves the right and authority to:

- Group age divisions based on team availability.
- Relocate and/or reschedule games times. Reduce by up to half the duration of games.
- Cancel any preliminary games, which have no bearing in deciding age group or division winners.
- Suspend a game without necessarily terminating it and then resuming the game at a later time.
- Decide the final pairings for quarter and semi-final play. Decide the final tournament standings and award winners.
- Make any decisions as necessary to accommodate unexpected situations and/or weather.