



## FALMOUTH FALL CLASSIC 2011: TOURNAMENT RULES

### **FIFA LAWS:**

All FIFA laws will apply, except for those exceptions contained herein, as well as all State rules that apply to U-9, U-10 and U-11 and modified FIFA rules for that age group concerning substitution and goal kicks.

### **MATCH PLAYING TIMES (RUNNING TIME):**

U-9 & U-10	6v6	two 25-minute halves
U-11 & U-12	8v8	two 25-minute halves
U-13 & U-14	11v11	two 30-minute halves

### **ROSTER SIZE:**

Roster size is a maximum of 14 players for U9-U12 and a maximum of 18 players for U-13 and up. Players may not be double rostered, including within teams from the same club. The Field Marshal or the Referee will verify players against the approved roster or player passes. Proof of player age is determined by player passes, birth certificates, or a certified/frozen league roster. Any team found using ineligible players would forfeit games for the entire tournament. Teams must field at least 5 players for U9/U10, 7 players for U11/U12 and 10 players for U13/U14 within 10 minutes of the scheduled start of the game. Otherwise, the offending team will forfeit the game.

### **FORFEITS:**

Winners of forfeited games will be awarded a 3-0 win.

### **YELLOW/RED CARDS:**

Any player or coach receiving a red card will not be eligible to participate in the remainder of the game in play, plus the next game. An ineligible player or coach may view the game from the spectator side of the field. An ineligible coach may cause his or her team to forfeit the game if, in the opinion of the referee, the coach is "coaching" his or her players during the game.

Any player receiving a yellow card will be allowed to play in the remainder of that period of the game in play. A second yellow card in any one game will result in the issuance of a red card. A red card may be issued immediately, if, in the opinion of the referee, any player commits a serious foul. At the discretion of the Tournament Committee or the referee, a deliberate, serious foul or any violent conduct by a player resulting in a red card may also result in ineligibility of that player for the remainder of the tournament.

**SUBSTITUTIONS:**

Unlimited substitutions are allowed, with the consent of the referee:

- A. Prior to your team's throw in\*;
  - B. Prior to a goal kick by either team;
  - C. After an injury (if the injured player leaves the field of play)
  - D. At half time;
  - E. After a goal is scored;
  - F. After the end of regulation time during a championship game, if tied.
- \* Prior to either team throw in for U-9, U-10 and U-11

**SUSPENDED & TERMINATED GAMES:**

Prior to the start of the game, the Field Marshal will determine fitness of playing condition.

Responsibility then shifts to the referee during the game. Qualifying games will be considered complete if the game is terminated after at least 20 minutes have been played.

Any game terminated prior to 20 minutes of elapsed time will be recorded as a 0-0 tie.

Championship games may be suspended during play by the referee. The Tournament Committee will then rule on a possible re-schedule to complete the game. If the game cannot be restarted, and 20 minutes if the game has elapsed, then the winner will be determined by the current score. If there is a tie, or if less than 20 minutes have elapsed, both teams will be declared co-champions.

**SPORTSMANSHIP:**

Coaches are responsible for the conduct of the players, parents and fans of their teams. For any sportsmanship problems concerning the spectators, the referee will solicit the assistance of the Field Marshal and direct the offender(s) to leave the immediate area of the playing field. If the offender(s) fail(s) to leave the area as directed, the referee, as his or her discretion, may terminate the game and award a forfeit to the non-offending team.

**SCORE SHEETS:**

Both coaches must sign the referee's score sheet at the conclusion of each game. Failure to sign the sheet will negate any right to protest the game or incorrectly posted scores.

**CANCELLATION/REFUNDS:**

Any team that is accepted into the tournament and later withdraws will forfeit the entry fee. No refund will be made in the event of cancellation or shortening of any matches due to inclement weather. If the entire tournament is cancelled due to inclement weather, each team will be refunded all but the \$50 registration fee. Any team that forfeits last scheduled game will be barred from future tournaments.

**SIDELINES:**

Coaches, substitute players, and spectators are required to remain 2 yards behind the touchlines. Teams will be on one side of the field and spectators on the opposite side. Field Marshals will be present at each game to ensure proper conduct.

**EQUIPMENT:**

Prior to the start of each game, the referee will assure all rostered players have their shin guards, proper footwear, no jewelry, and no splints or hard casts (referees will have the final say). The Referee will also assure a proper size ball is present at the start of each game. The “Home” team will provide the game ball.

**START OF MATCHES:**

A team arriving late or that is not ready to play at the appointed hour risk forfeiture of the match. Should a team arrive late or otherwise fail to be ready to play at the appointed hour, the referee and/or Field Marshal shall declare a five-minute grace period. If the team is not on the field ready to play by the end of the grace period, the late team will forfeit the game and the score will be recorded as 3-0.

If the forfeiting team subsequently arrives or is ready to play within the allotted time slot, the referee and/or Field Marshal can shorten the game by the amount of time necessary to complete the match within the scheduled time slot. The two teams may then play an exhibition match that does not count toward the Fall Classic record.

Before the start of each game, each coach may be asked to provide the referee with a certified State roster and player passes. The first team listed in each game is designated as the “Home” team. A coin toss will determine ball possession and selection of the defending goal.

**PROTESTS:**

Protests must be communicated to the Tournament Committee within 1 hour of the completion of the game in question. The Tournament Committee will decide all contests and their decision will be final. Protests concerning judgment decisions of the referees will not be entertained.

**TEAM SCORING AND CHAMPIONSHIPS:**

The U-9, U-10 and U-11 are participation-only events. Each team will play three (or in some cases, four) games. There will be no semi-finals or championships for these divisions. In all other U-12+ tournaments the bracket winners will proceed directly to championship game.

**POOL PLAY:**

For U-12- U-14, qualifying pool play of three games (or, in some cases, four) per team, will be followed by semi-final (where applicable) and championship rounds. In the qualifying round, 3 points will be awarded for a win and 1 point for a tie.

**FOURTH GAME IN POOL PLAY:**

If any given bracket contains five or more teams, one or more teams must play a fourth game that will not count toward their standings and point totals. However, since it will be one of the opponent’s three games, it will count toward the opponent’s standings and point totals. Therefore, to ensure competitive and fair play, which of the team’s four games gets excluded from its qualifying record will only be determined after they have completed their fourth game. Once the fourth game’s results have been submitted to the Official Scorer, the game to be excluded will be randomly drawn from a hat. The team’s point totals for advancement purposes will then be calculated.

**TIEBREAKERS FOR POOL PLAY:**

To determine a bracket winner should two or more teams have the same number of points, tiebreakers will be in this order:

1. Head to Head
2. Goal Differential (4 goals maximum per game)

Example:

10-0 => +4

5-1 => +4

3-1 => +2

1-3 => -2

3. Fewest goals given up
4. FIFA Penalty Kick Rules will apply

Note: Three-way ties are resolved at Tiebreaker #2, with second place again starting with Tiebreaker #2.

**SEMI-FINAL AND CHAMPIONSHIP ROUND OF GAMES:**

In the semi-final rounds, tie games will result in two 5-minute sudden death overtime periods. If the game remains tied, a shoot-out will determine the winner. The shoot-out teams will consist of any 5 players of each team on the playing field at the end of play, and if still tied after 5 shooters each, will continue with different shooters drawn only from players on the field at the end of regulation play.

In the championship round, tie games will result in two 10-minute sudden overtime periods. If the game remains tied, a shoot-out will determine the winner. The shoot-out teams will consist of any 5 players of each team in the playing field at the end of play, and if still tied after 5 shooters each, will continue with different shooters drawn only from players on the field at the end of regulation play.

**OTHER:**

1. No dogs on fields except Guide dogs.
2. No grilling at either tournament site during the tournament.