

CCSAI CLASSIC LEAGUE

CLASSICLEAGUE 11U QUALIFYING TOURNAMENT

RULES of the COMPETITION

I. TEAMS:

1. **EVENT ROSTER FREEZE DATE IS JULY 19, FOR ALL QT GAMES.**
2. All games will be 9v9 format. Each team must have a minimum of 6 eligible players to start a game, and 6 players to continue play.
3. Both teams must sit on the same sideline opposite parents and spectators.
4. **Home Team (listed first on schedule) and Visiting Team must wear Contrasting Jerseys. In case of Jersey Color Conflict, Home Team changes to their Alternate Jersey.**
5. Both teams will present an acceptable ball to the referee to choose for use as the game ball. If a Tournament ball is available then only that ball will be used for games. M
6. Teams can only have Rostered Players, Coaches, Assistant Coaches and Managers on their sideline bench area. Team Trainers must be registered as Assistant Coaches to be allowed at the team's bench area. A limit of three (3) rostered adults will be allowed at the team's bench area during the games.
7. All teams must present to the referee their Virtual ID Cards before the start of each game.
8. Late Players are required to check-in with Tournament Official before entering the game.

II. PLAYERS:

1. Players are required to wear shin guards that are age appropriate and must be completely covered by the player's socks.
2. Each team must wear matching uniforms: jerseys, shorts, and socks which must be the same color as all players on the same team.
3. Each player must have a clearly discernable permanent number on the back of their jersey (including alternate jerseys), which will correspond to their name on the Game Roster. (Permanently numbered T-shirts of the same team color are allowed for this competition).
4. The goalkeeper's jersey will be distinct from both teams and the referee. Goalkeeper's jersey does not require a number. Referees will change in case of color conflict with teams or goalkeepers.
5. Substitution Rules:
 1. Number of Substitutions and Re-entry:
The IFAB Rules that (a) limit the number of potential substitutes; or, (b) prohibit a player

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from returning to the game after he has been substituted for, do not apply.

Players that have been substituted for may return to the game as an additional substitute for any player on the field at the times set forth below.

2. Timing of Substitutions:

With the permission of the referee, substitutions are allowed: (a) at a throw-in by the team in possession; (b) at a throw-in by the team not in possession so long as the team in possession is also making a substitution; (c) by either team at a goal kick; (d) by either team after a goal is scored; (e) at the beginning of the second half of play; and, (f) when a caution (yellow card) is given (that player may be substituted for).

6. If a trainer concludes there is a suspected head injury, the player will not be allowed back on the field until released by a doctor.

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III. POINTS SYSTEM AS FOLLOWS: MAXIMUM 10 POINTS PER GAME POSSIBLE:

*6 POINTS FOR A WIN

*3 POINTS FOR A TIE

*0 POINTS FOR A LOSS

*1 POINT FOR EACH GOAL – UP TO A MAX 3 GOALS

*1 POINT FOR A SHUTOUT

TIEBREAKERS:

All games may end in a TIE. If teams are tied in points after a round of play, the following TIEBREAKERS will be used to determine teams that advance:

1. Head to Head
2. Goal Differential – no maximum
3. Goals For – no maximum
4. Kicks From Penalty Mark (KFPM)

FORFEITS:

FORFEITS WILL BE SCORED AS A 3-0 WIN (10 POINTS), FOR DETERMINING POINTS FOR ADVANCEMENT. IN THE CASE OF A FORFEIT, ALL GAMES FOR THE FORFEITING TEAM WILL BE COUNTED AS "FORFEIT GAMES". A TEAM THAT KNOWINGLY PLAYS AN UNREGISTERED, INELIGIBLE, OR SUSPENDED PLAYER SHALL FORFEIT ALL OF THEIR GAMES.

ANY TEAM WHO FORFEITS A GAME WILL BE REMOVED FROM THE COMPETITION and WILL BE INELIGIBLE FOR CLASSIC LEAGUE QUALIFICATION FOR A MINIMUM OF TWO (2) YEARS.

In the event a team withdraws from the tournament once games have started, all games against that opponent will be declared a forfeit for calculation of standing points. Any team that withdraws within two weeks of the start of the tournament or does not complete all required scheduled games may not be allowed to enter any NTSSA sanctioned tournaments until the coach of that team appears before the NTSSA Cup and Games Committee for a hearing explaining their actions. Any team that withdraws within two weeks of the start of the games will be sanctioned from participating in any CCSAI events for at least one (1) year. Any team that withdraws once games have started will be sanctioned from participating in any CCSAI events for at least two (2) years per the paragraph above.

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IV. GAME DAY ROSTERS:

Game Cards with both teams' rosters will be generated from GotSport rosters for each team by the tournament committee and provided to referees for each match. **Only players properly registered in the data base will be eligible to participate in this competition.**

ROSTER CHECKS:

If a team requests a roster check prior or during a game, a \$200.00 cash fee must be submitted.

V. LENGTH OF GAMES AS FOLLOWS:

<u>AGE GROUP</u>	<u>GAME LENGTH</u>	<u>BALL #</u>
11U	2x25 minute halves	#4

All games can end in a tie unless notified prior to the start of the game by a Classic League Tournament official that a winner must be determined from that match for advancement or qualification purposes

There will be a maximum 2 minute water break (duration managed by the referee) during each half in every game. The clock will NOT stop. Players must remain on field.

Games must start on time or immediately after the previous game is completed. Coaches and Managers are responsible for their team being at the correct field at their scheduled time.

REPORTING SCORES:

The managers of both teams are required to input the score IMMEDIATELY after conclusion of the game.

The referee will be responsible for turning in the game card to tournament head quarters

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VI. INCLEMENT WEATHER:

In the event of inclement weather, the Tournament Committee will determine if games are to be suspended. If games are suspended, team and spectators should go to the parking lot and **stay in their cars—do not leave the complex** until you know the games will not be resumed. If play can be resumed a Tournament official will sound the **ALL CLEAR** and play will resume at the point it was suspended. Games may be temporarily suspended in the 1st or 2nd half with the intention of resuming play as soon as possible. If games cannot be resumed, reschedule information will be posted to the internet website and on the league hotline. **DONOT LEAVE THE COMPLEX UNTIL YOUR COACH OR MANAGER TELLS YOU GAMES ARE CANCELLED.** Either the coach or manager (not players or spectators) SHOULD check with the Tournament complex headquarters for more information before leaving.

A GAME THAT REACHES HALFTIME WILL BE CONSIDERED COMPLETE IF IT CANNOT BE CONTINUED.

THE TOURNAMENT WILL NOT BE CANCELLED DUE TO INCLEMENT WEATHER. ALL SUSPENDED OR DELAYED TOURNAMENT GAMES WILL BE RESCHEDULED AT THE DISCRETION OF THE TOURNAMENT.

All field condition changes and/or closings will be posted on:
WEATHER HOTLINE – 214-814-4321
WEBSITE: WWW.CCSAI.ORG

VII. PROTESTS:

1. **ALL REFEREE DECISIONS ARE FINAL!**
2. No protests will be allowed except for use of an ineligible player.
3. All protests must be submitted in writing by the Coach or Manager to the Classic League Tournament Committee at the Complex Headquarters within two (2) hours after the incident with a \$200.00 cash fee.
4. If the protest is upheld the fee will be refunded. If denied the fee will be forfeited to the CCSAI Classic League.
5. Decisions made by the Classic League Tournament Committee will be final.

IF A SITUATION ARISES THAT IS NOT COVERED IN THESE RULES THE CLASSIC LEAGUE, NTSSA AND/OR USYS POLICIES WILL GOVERN.

**** ALL CLASSIC LEAGUE TOURNAMENT COMMITTEE DECISIONS ARE FINAL.**

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VIII. MISCONDUCT:

A “ZERO TOLERANCE” POLICY FOR SIDELINE MISCONDUCT WILL BE ENFORCED FOR THESE GAMES. THIS INCLUDES INAPPROPRIATE LANGUAGE, RACIAL SLURS, OR VERBAL ABUSE TOWARD REFEREES, PLAYERS, AND GAME OFFICIALS ON AND OFF THE PLAYING FIELD.

1. **Coaches and Managers are responsible for the behavior of their players and spectators.**
2. Any player, coach, manager, parent, or spectator who is asked to leave the field by a game or Tournament official must report to the Complex Headquarters immediately – not at the end of the game. Players must be accompanied by their team manager or parent. Anyone sent-off must report to the Complex Headquarters immediately. After reporting to the Complex Headquarters they must remain at the headquarters location until their game is over or leave the complex.
3. The minimum suspension for anyone sent-off is one game. A suspended player can be present at their next scheduled game with their team but not in uniform.
4. **Suspended Coaches cannot attend their next scheduled game with the team in which they received their suspension.** If they have another team(s) playing in the tournament they may attend those games.
5. **Foul & Abusive Language and Violent Conduct will not be tolerated** and may require a hearing before a player, coach, manager, parent, or spectator can return to the tournament. Every attempt will be made to schedule the hearing prior to the next game of the suspended individual. Any verbal or physical abuse towards a game official will be referred directly to the NTSSA A & D Chairman under NTSSA rules.
6. Additional game suspensions may be added by the Classic League Tournament Committee depending on the severity of the misconduct. **Fighting, Foul & Abusive Language, Racial Slurs, and Violent Conduct will not be tolerated** either on the playing field or sidelines and will be dealt with severely.
7. Misconduct on the part of any player, coach, manager, parent, or spectator considered detrimental to the tournament or the welfare of those participating, may be cause to withhold future participation by the CCSAI CLASSIC LEAGUE. All persons participating in and/or attending this tournament are expected to conduct themselves in a mature and sportsmanlike manner.
8. **All Complex Rules are to be followed.** The complete complex rules are posted on the Classic League’s website (www.ccsai.org). In particular, please observe the rules regarding no parking areas, NO DROPOFFS in the traffic lanes, no spectators behind or on the same side of the field as the player area, no pets allowed, **no team warm-up in the 18**

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yard goal area (including goal keepers), no scooters/skateboards/rollerblades/bicycles, and trash pickup (including all tape and bottle caps). Any team, player, coach, manager, parent, or spectator not complying with these rules will subject their team to tournament standing points being removed and/or fines at the discretion of the Classic League Tournament Committee.

9. **Field Marshall Volunteers** will be on hand to assist with information pertaining to the games at their complex. These are volunteers and should be treated with respect for helping out. All issues pertaining to field conditions and problems should be directed to the Classic League officials at the tournament Complex Headquarters.
10. **Ben Hogan Sports Therapy Institute Trainers** will be on hand at the complex to assist with playing injuries. If medical assistance is required, the trainers will assist in making the call for emergency medical notification. At Richland, The Ben Hogan Sports Therapy Institute Trainers room is on the east side of the concession building toward the rear of the building.
11. NTSSA Rules for Misconduct of Youth Players/Coaches/Assistant Coaches will apply to these games. A player receiving a second **Yellow Card** in a single game is suspended for the balance of that game and the next game within the competition. A player receiving a **Red Card** or a coach/assistant coach who is sent off is suspended for the balance of that game and the next game within the competition, or if in the last game of competition, may be referred to North Texas Soccer for further sanctions.