



# 2025 Reddan Ice Age Classic Tournament Rules



Teamwork

Sportsmanship

Love of The Game

All events at Reddan Soccer Park rely heavily on the "Spirit of the Game": An emphasis on sportsmanship, fun, respect-for-all and quality of play over winning, rivalries or trophies. Highly competitive play is encouraged but never at the expense of mutual respect among competitors, adherence to the rules and the basic enjoyment of participating. Spirit of the Game provides the underpinnings of the Rules of Play and will guide any unique decisions or unforeseen circumstances not covered in the Rules of Play.

**1. FIFA/USYSA & WYSA** Rules apply to all games. Exceptions are noted below.

**2. TEAM COMPOSITION:** It is the responsibility of each team to field a team that meets the requirements of the following rules for each game. Players may only play on one team unless approval is granted by the Tournament Director (approval will not be granted for a player to play on more than one team within a single age group unless there is a unique or extreme hardship). ALL players must be affiliated with a US Soccer-affiliated organization. Each team must present a signed or certified league roster as well as USYSA Player Passes. Teams are permitted up to THREE guest players. "Club Pass" players will be counted as part of a team's regular roster, the number of which will be limited by its respective State Association policies. Please contact the Tournament Director if there is a hardship case. Note that it is possible that some teams originating from the Madison Area Youth Soccer Association district may have 1-2 "overage" players due to specific circumstances that were not deemed a particular advantage to the team; rather, simply accommodating participation which have similarly been approved for Reddan Soccer Park tournaments.

**U11 & 12 Teams:** maximum roster size is 16. These teams will play 9 players (goal keeper being one of them) on the field for each team.

**Note:** Matches within the U11 age group flights will observe the "No Heading" policy per US Soccer.

**U13 – U17 and older:** maximum roster size is 22. Teams may only play/suit up 18 players per match unless a special exception is granted. These teams will play 11 v 11 "full sided" matches.

**3. REGISTRATION:** Will be conducted online, prior to the event. Provide a copy of rosters, player passes (if applicable), Guest Player form, Waiver of Liability and Medical Release from each player (Waiver and Medical Release may be on the same document such as the Universal Permission & Medical Treatment Statement on the WI Youth Soccer Association web site).

**4. DURATION OF GAMES:** U11-U13: 2x30 minutes (Running time with a five-minute halftime). U14-U19: 2x35 minutes (Running time with a five-minute halftime). Starting Kick-off and which end a team attacks at the beginning of the game will be determined by a coin toss which will be "called" by the Away team listed on the schedule.

**5. GAME SCHEDULE:** Tournament Committee shall have the authority, in the event of extreme or inclement weather, or other circumstances, to do any of the following:

- Relocate or reschedule any game
- Reduce by up to half the duration of any game
- Cancel any game that has no bearing on the outcome of a group
- Terminate any game five minutes before the next game is scheduled to start
- Please refer to Rule 17 regarding refunds if the event is called off at any time.

**6. HOME TEAM:** The home team is responsible for supplying an acceptable game ball and changing jerseys in case of a color conflict. Coaches are expected to be generally aware of and stay within a technical area, even if it is not clearly marked.

**7. TEAM AREAS:** Both teams will be located on the same side of the field with ALL spectators located on the opposite side of the field UNLESS COVID-related restrictions remain in place requiring Home & Away Players and Spectators to be opposite sidelines.

**8. SUBSTITUTIONS:** Substitutions may be made prior to a throw-in in favor of your team, prior to a goal kick by either team, following a goal by either team, following an injury to a player from either team, or at half time. Substitutions may also be made for your team on the opposing team's throw-in if the opposing team also has a player at the half-way line. Referees are given liberty and authority to limit excess and near-constant substitutions as a time wasting and gamesmanship tactic.

## 9. PLAYER EQUIPMENT:

- All players will wear adequate shin guards covered by stockings.
- No casts or splints are allowed unless approved by the Tournery's Referee Assignor.
- No jewelry will be allowed
- ALL player equipment is subject to referee approval.

**10. STANDINGS:** *Please work through team's coach or manager for questions or clarifications regarding standings and tie breaker scenarios at Tournament Headquarters. Rule 15c may also be applied to tie-breakers.*

- 6 points are awarded for a win, 3 points are awarded for a tie, 0 points are awarded for a loss but BONUS POINTS may be awarded for goals scored (see "c").
- 1 point for a shut-out Win. This is considered a BONUS POINT. 0-0 ties do not get awarded a BONUS POINT.
- BONUS POINTS are equal to the number of goals scored in a match, up to a maximum of three per game, plus the shut-out bonus if applicable. For example, a team winning by a score of 4-1 would receive 3 BONUS POINTS. The losing team would receive 1 BONUS POINT. A 4-0 score would result in 4 BONUS POINTS for the winning team. The losing team would receive 0 BONUS POINTS.

- d. **TIE BREAKERS:** In the event of a tie in determining flight winners or a wildcard berth, the following criteria will be used, in order, to break the tie. In addition, please review Rule 15/"BEHAVIOR":
- i. Head to Head Competition (disregarded when three or more teams are tied)
  - ii. Most Games Won
  - iii. Best Goal Differential with a 3 goal differential maximum per game
  - iv. Most "Goals For" (GF) up to a maximum of 3 goals per game being considered.
  - v. Least "Goals Against" (GA) up to a maximum of 3 goals per game being considered.
  - vi. Kicks from the Mark in accordance with FIFA guidelines

**11. WILDCARD GAMES:** Some divisions have Wildcard berths into Semi Final matches. The Wildcard team will be decided after preliminary-round play is completed in all flights/brackets (i.e., Red, White, Blue, etc.). The berth will be granted to the team that has the most total points of all teams without considering the 1<sup>st</sup> Place team from each flight. Tie Breakers will be the same as listed in Section 10. Standings. The Tournament Director reserves the right to reassign teams to the semi-final games to avoid teams who have advanced into the semi-finals from playing against a team they have already played in the preliminary rounds. Semi-final match-ups will be at the discretion of the Tournament Director and cannot be negotiated.

**12. ELIMINATION GAMES:**

Semi-final Matches: If a Semi-Final game ends in a tie following regular time, the winner shall be determined by Kicks from the Mark in accordance with FIFA guidelines. No overtime periods will be played in semi-final matches which end in a tie. A coin toss will be held immediately after regulation, with the winner of that toss taking kicks first. The Center official will determine which goal will be used, unless a specific location for the procedure is identified by the Tournament Director.

Championship Matches: If a Championship game ends in a tie, teams will play two five-minute overtime periods (both to completion). A coin toss will be held immediately after regulation, with the winner of that toss having the choice of which goal to defend. The other team kicks off. If the game is still tied after the two overtime periods, then the winner shall be determined by Kicks from the Mark in accordance with FIFA guidelines.

**13. AWARDS:** Champion and Runner Up teams receive an individual award for each player. Unfortunately, it cannot be assured that coaches or managers will be granted an award nor any player who was not on the event-approved roster.

**14. FORFEITS:**

- a. Use of a suspended player will result in forfeiture of the match in which the suspended player was used. Coaches and managers should be aware that use of a player who received a red card in the previous match will result in a forfeit.
- b. If a team has less than 7 player's present, five-minute grace period will be granted before a forfeit is declared. All teams are responsible to play the entire tournament. A minimum of 7 players constitutes a team. Failure to appear will jeopardize future acceptance for the team or club in this tournament.
- c. A team forfeiting will be disqualified from placing 1<sup>st</sup> or 2<sup>nd</sup> in their group and/or advancing to a semi-final or final. The score of any forfeited game will be recorded as 1-0.

**15. BEHAVIOR:**

- a. Coaches and team managers are responsible for the behavior of their players and spectators.
- b. All yellow and red cards will be reported to the tournament director and to the WI Youth Soccer Association.
- c. The following may result in loss of a point to a team in the standings: persistent or egregious violation of the Zero Tolerance Rule regarding referee abuse, verbal or physical confrontation with opposing team's players/coaches/spectators, approaching a referee at halftime/postgame and persisting with questions or complaints, or failure to cooperate with event officials with regard to tournament and park rules.
- d. Any player receiving a red card will be suspended from the next game in the tournament. Except in the case of referee assault or abuse, the Tournament Director shall have the authority to impose, should circumstances warranted by matters arising from the tournament or games, additional penalties to a player, team staff, team or club originating from the MAYSA district.
- e. In accordance with USYSA regulations, the issuance of all red cards and other matters involving the conduct of a team, its coaches, or supporters will be reported to the home state association and the home club/league of the player, coach, team, or supporters involved. All matters involving a referee assault or abuse shall, in accordance with USSF Rule 1108, be referred immediately to the Wisconsin Youth Soccer Association.
- f. In the event of an ejection to a player, coach or spectator the "out of sight and out of hearing" rule will be applied. Violation of the rule may result in the individual(s) banned from the entire event, forfeiture of a game or dismissal from the remainder of the event (no refunds).

**16. PROTESTS:** The decisions of the referee and those of the tournament committee are final. Referee feedback will be accepted, but only in writing and from the team's coach, via a form available at Tournament HQ.

**17. REFUNDS:** If the event is called off prior to its commencement, fees shall be returned to the teams less \$100 per team. If the event is called off refunds will not be given to teams having completed two or more matches. No refunds will be given to teams that drop out after the schedule (even in preliminary/draft form) is communicated.