

WASATCH SOCCER CLASSIC TOURNAMENT RULES

Registration

1. Participation

Each participating team must complete registration online, remit payment, be accepted by Tournament Registration Director and check-in with official tournament staff prior to play.

A refund will not be given due to inclement weather conditions, or any naturally occurring event that requires game cancellation.

2. Roster

All players must be listed on the roster provided at check-in. No player may be added to the roster after check-in.

- U9 & U10 - 12 player roster limit
- U11 & U12 - 15 player roster limit
- U13 - U15 – 18 player roster limit
- U16 & Above – 22 player roster limit – no more than 18 players are eligible to sit with the team and play at any one game.

3. Guest Players

- Guest players must be identified at registration or check-in in order to be eligible for tournament games.
- Adding guest players after check-in will not be allowed.
- Guest players must have a valid player card or be on the official roster, and a proper guest player release form – for Utah teams, that form is the Specialty Player Action Form found at http://www.utahyouthsoccer.net/UserFiles/file/specialty_player_action_2011.pdf
- Guest players may be recreational players provided they obtain certification comparable to that issued by the state official that grants player registration cards.
- Number of guest players allowed is determined by the age group
 - U9 & U10 – 3 maximum allowed per team
 - U11 & U12 – 4 maximum allowed per team
 - U13 & older - 5 guest players are allowed per team

4. Documentation

At check-in, the team representative must present

- Six copies of the official photo roster for in-state teams or an official roster and laminated player cards for out-of-state teams
- A completed Guest Player form for each guest player (see Guest Player section for details)

Rules of Play

The tournament uses FIFA and Utah Youth Soccer Association (UYSA) rules as amended for youth soccer competition, except as specifically modified by the following rules.

1. Number of Games

Each team will play a minimum of three (3) games.

2. Time between games

A two hour rest period is recognized as a standard practice between games. Due to the timing of this tournament (school in session) and staging (Wed – Fri), the Scheduling Director will do his/her best to provide as much time between games as possible, though it may not be two hours. In these cases, at least 1 hour will be provided between games when played on the same day.

3. Injury Time

Injury time may be added within the time constraints of the game, at the discretion of the referee.

4. Structure of Bracket Games

Combining of age groups will be done at the Tournament Committee's discretion, if needed.

Pool play games may end in a tie.

- U9 – U10 - 7 V 7, size 4 ball, 25 min halves, 5 min half time, no overtime
- U11 - U12 - 9 V 9, size 4 ball, 25 min halves, 5 min half time, no overtime
- U13 - U14 - 11 V 11, size 5 ball, 30 min halves, 5 min half time, no overtime
- U15 & older - 11 V 11, size 5 ball, 35 min halves, 5 min half time, no overtime

5. Semi final Play

ALL semi final games MUST end in a winner. The end result CANNOT be a tie. Semi final games will receive 5 minutes more per half (U13 and older). Half time is 5 minutes in length. Semi final games ending in a tie after regulation time will go immediately to FIFA penalty kicks to determine the winner. Only the players on the field at the end of regulation play will be permitted to participate in the penalty kicks.

6. Championship Play

ALL final games MUST end in a winner. The end result CANNOT be a tie. Final games will receive 5 minutes more per half (U13 and older). Championship games ending in a tie after regulation time will have two 5-minute overtime periods (not sudden death). If the game is still tied after the overtime periods, the game will go immediately to FIFA penalty kicks to determine the winner. Only the players on the field at the end of the overtime period will be permitted to participate in the penalty kicks.

Player Substitutions

1. Subject to the referee's discretion, teams may make an unlimited number of substitutions during a match.
2. Subject to the referee's discretion, substitutions may be made at the following times:
 - The possessing team may substitute prior to its own throw-in;
 - The non-possessing team may substitute prior to a throw-in by the possessing team if the possessing team is also making a substitution and the non-possessing team's substitutes are at the halfway line ready to enter the match;
 - Either team may make substitutions at the following times;
 - Prior to a goal kick by either team;
 - After a goal by either team;
 - After an injury to either team when the referee stops play;
 - At halftime;
 - On a caution, only the cautioned player may be substituted.
3. Substitutions shall be made in the following manner:
 - The referee must be informed of and acknowledge a proposed substitution;
 - A substitute must be standing at the halfway line prior to the substitution opportunity;
 - A substitute must enter the field of play at the halfway line;
 - The substituted player may exit the field of play anywhere;
 - A substitute may not enter the field of play until the substituted player has exited the field of play, unless otherwise directed by the referee.
4. A player who has been substituted may reenter the match as a substitute.
5. Under no circumstances may substitutions be made after the game has ended in a tie and FIFA penalty kicks will be required to determine a winner.

Scoring

1. Each team will be awarded 3 points for a win, 1 point for a tie and 0 points for a loss.
2. The championship bracket seeding is determined by the highest point total.
Ties are broken in the following manner:
 - Head to head record (game played between two tied teams)
 - Goal differential (goals scored less goals allowed over all games)
 - Fewest goals allowed
 - Most goals scored
 - Most shut-out wins

- FIFA penalty kicks or coin toss – the tournament committee will decide if the teams will have a shoot-out or a coin toss, dependent on match schedules and availability of fields/referees.

3. The team winning by Forfeit will have a score of 1-0 entered for the match. They are awarded 3 points for a win.

Eligibility

1. A Team representative must present a copy of stamped or stickered roster and officially checked in player cards to the Field Marshal Station at their respective field 30 minutes prior to the start of each game

Failure to have required documentation at a game will result in a forfeit of that game.

2. A team should also have available at games

- copy of medical authorizations for all players;
- A copy of all guest player forms;

3. Playing eligibility of each player will be determined by the official roster and/or player card as issued by the team's state organization – presented and verified at tournament check-in. No player may be added after check-in.

4. A player may only play for one team during the tournament – no double roster players allowed.

Any player playing for more than one team will be disqualified for the duration of the competition and the last team he/she played for will forfeit the match.

Inclement Weather Rules

INCLEMENT WEATHER RULES:

1. All games at a site may be temporarily suspended or canceled for any of the following reasons: Rain, lightening, excessively high winds, low air temperature, or when the fields are unplayable due to one of the aforementioned reasons.
2. The Tournament Committee, Field Chairman, Tournament Director or Referee are responsible for suspension and cancelation of games due to inclement weather.

3. If games are suspended, all participants and spectators must go to their vehicles or other permanent structure and wait 30 minutes for further instructions.

If the decision is to end a game:

- In pool play the current score at the time of the stoppage shall be final.
- In all playoff games the score at the stoppage shall be final. If the score was tied at the time of stoppage, the two teams will proceed to taking kicks from the Penalty Mark to determine a winner at a time and place dictated by the Tournament Director.

If the decision is to restart play:

- Play will restart with a dropped ball at the place where the ball was when play was suspended, unless the ball was out of play, play shall restart with the appropriate restart.

4. If a game is delayed by weather, prior to the start of the game, all participants and spectators must go to their vehicles or other permanent structure and wait 30 minutes for further instructions.

If the decision is to cancel the game:

- The Tournament Director will decide if games will be rescheduled. In the event that a game will not be rescheduled the result will be recorded as a draw with each team receiving 1 point except for semi-final and final game which will be decided by a shootout.

If the decision is to start the game:

- The Tournament Director may reduce the length of the game to allow the game to be played within the constraints of field availability, amount of daylight left, and any other factor that necessitates the reduction of game time.

5. Information on postponement and rescheduling will be published on the Wasatch Soccer Club website www.wasatchsoccer.org. It is each team's responsibility to check these sources prior to travel to games to check for game time changes.
6. Rescheduling Policy- Tournament Director will make decisions on how to reschedule games, and reserves the right to alter the tournament format to do so. Rescheduled games will be published as soon as possible on our

website. Any and all games, times and places are subject to change in the event of inclement weather.

Uniforms/Equipment

1. Players must wear equipment (including shin guards) in accordance with FIFA laws.
2. The two teams must wear colors that distinguish them from each other and from the referees. Each goalkeeper must wear colors that distinguish him/her from the other players, the referee, and the assistant referee. The home team shall wear their darker colored jerseys and the visiting teams shall wear their lighter colored jerseys. If there is still a conflict, the home team should change, according to UYSA policy 6315.
3. The first team listed on the bracket is the Home team.
4. A size 4 ball is used for U9 through U12 and a size 5 ball for U13 and older.

Forfeits

1. U9 & U10 games can start with 5 players, U11 & U12 can start with 6 players and U13 and above can start with 7 players. If the above criteria is met, the game will not be delayed.
2. Teams failing to produce tournament authorized player cards or an official roster (with all players listed) to the Field Marshal prior to the scheduled game time or immediately following the end of the prior game is considered a forfeit. **The game will still be played.** However, the team winning by Forfeit will have a score of 1-0 entered for the match and awarded 3 points for a win.

Financial

1. No refund after the team has been accepted into the tournament.
2. The Wasatch Soccer Classic, its directors, and members do not assume any financial responsibility for any injury or illness or death occurring during and/or traveling to or from this tournament by any persons, player, coach, official, or

spectator. No club/team is allowed to enter the competition without first having liability insurance.

Discipline

1. Conduct of players, coaches and spectators are monitored by the referees under FIFA rules.

2. Any player receiving a RED CARD must immediately leave the field of play, remove their jersey and can no longer sit with the team. Any coach, manager or other team official, who has been ejected by a referee must leave the field of play immediately – at least 300 yards from the playing field. Play will be suspended until the ejected individual leaves the vicinity. If after 5 minutes, the ejected individual has not left the vicinity, the match will be forfeited to the opposing team.

3. If the coach is ejected, the match will **only** continue if there is another eligible, rostered coach present. Otherwise, the match will end and the team will forfeit the match to the opposing team.

4. A player receiving a red card is not eligible to play in the following tournament game – including the final. A coach who is ejected for reasons other than “abuse” of a referee may participate in the following game. Abuse includes, but is not limited to, foul language, threats and inappropriate gestures. The tournament committee will review each ejection and let the coach know if the behavior is considered to be abuse. If the behavior is considered abuse, the coach will be notified and subject to suspension from the balance of the tournament. The length of suspension is at the discretion of the tournament committee. **No protests allowed.**

5. The referee reports any player receiving a RED CARD or ejected individuals to the field marshal. The field marshal records red cards and ejections on the official roster or player card. This information is passed to the tournament director and referee coordinator at the end of the game.

6. The tournament director and/or tournament committee will review all red cards, coach and spectator dismissals and determine if further action is needed.

7. Coaches must remain in the bench area. No mechanical signaling devices are permitted.
8. Teams are responsible for good conduct of their players, coaches, and spectators during all competition. If a match is terminated due to inappropriate behavior, the responsible team will forfeit the match to the opposing team.
9. Spectators may not enter the field of play or interfere with the game or participants in any way.
10. Alcohol, drugs, weapons and animals are not allowed at any of the field sites.

Referees

1. The referee's word is final. **No protests are allowed.**
2. USSF certified and registered referees are provided by the tournament committee. Games are supervised using the diagonal system of control.
3. If an assigned referee fails to appear and cannot be replaced by the tournament committee, club linesmen will be provided first by the home team, and then by the visiting team.
4. Referees report the results of each game to the referee headquarters.
5. Protests as to the eligibility of a player may be made prior to a game with any given team, but is not allowed in subsequent games with the same team.

Awards

All members of the **first** and **second** place teams will be presented with individual awards. Awards will be presented at either Ellison Park or Angel Street Complex, which are the fields of all final games. The award location will be at the same location as the final game.

Bench and Spectator Areas

1. Each Team's bench area shall be along the same touchline as its respective spectator area. Thus, one Team's bench area and spectator area shall be on the opposite touchline from the other Team's bench and spectator area.
2. As you face the field, the Team's bench area shall be to the right of the midfield line extended and the spectator area shall be to the left of the midfield line extended.
3. The Team's bench area shall be located at least two (2) yards outside the touchline, beginning not closer than five (5) yards from the midfield line extended and extending twenty yards going away from the midfield line extended towards the end line on the right.
4. The Team's spectator area shall be located at least two (2) yards outside the touchline, beginning not closer than ten (10) yards from the midfield line extended and extending twenty yards going away from the midfield line extended towards the end line on the left.
5. Coaches must remain within their respective bench area during the match.
6. Players on the bench must remain within their respective bench area during the match except when being substituted, at which time the player must remain at the midfield line until called by the center referee to enter the match.
7. Match officials may enforce these provisions and suspend or terminate a match if a coach, player, or spectator fails to abide by requests from match officials to comply.
8. Match officials may modify the spectator areas if field conditions warrant a change.
9. Home team chooses which side of the field they want to sit on.

*Any exceptions to the rules will be made for the good of the game.