

TOURNAMENT RULES

Laws of the Game: The 2005/2006 edition of the FIFA Laws of the Game, Guide for Referees, USSF as amended by the USYSA for youth shall apply. The following are rules exceptions which shall govern play in the U-9 through U-12 divisions (per IYS guidelines).

The U-9 and U-10 divisions shall be played with 6 players per side with one designated as the goalkeeper. The U-11 group will be played with 8 players per side and one designated as the goalkeeper. There will be two U-12 divisions. One will be played with 8 players per side, one of whom will be designated as the goalkeeper. The second U-12 division will play 11 players per side with one player designated as the goalkeeper.

Off-sides will conform to FIFA Law for all ages except U-9 & U-10. **In U-9 and U-10, there is no off-side rule and the restricted punt rule is in effect (see below).**

***U-9/U-10 Restricted Punt Rule**

Punting and/or Drop Kicks are allowed, however the ball may not land past midfield without touching the ground or another player first. Throwing, Rolling, and/or putting the ball down on the ground and kicking it beyond the midfield line in the air is allowed.

- In the case of an infraction, an indirect free kick will be awarded. The indirect free kick will be placed at the midfield line.

A single referee with optional club or licensed assistant referees shall be used.

Eligibility Requirements: The tournament is open to registered USSF Club Teams which play a regular season together. Each registered team is allowed a maximum of eighteen (18) players for divisions U-13, U-14 and U-15 and the 11v11 U12 division, fourteen (14) players for U-11 and the 8v8 U-12 division, or twelve (12) players for U-9 and U-10 teams. In all divisions except the full-sided U-12 division, a team may bring up to three (3) guest players from another team. In the 11v11 U-12 group, teams may bring up to four (4) guests. All guest players are required to possess a valid player pass from their state association. Players may register and play with only **one** team during the tournament.

Tournament Format: Each age group is divided into flights (Black, Orange, White, Green, Yellow, etc.) based upon the number of teams selected and the team seeding process (Black is the top flight). The winner of a particular flight is the team that accumulates the most points after the 3 or 4 game round robin schedules (reference Scoring section below).

In the event of a tie at the end of regulation time, there will be no overtime or shoot-outs in round robin games. In a semi-final or championship games, two 5 minute overtime periods shall be played in their entirety. If the game remains tied after the two overtime periods, a penalty kick shoot-out shall take place according to FIFA guidelines.

2009 Fishers Halloween Soccer Classic

Age Group	Game Length	Finals Length	Players	Field Size	Ball Size
U-9	25 min/half	25 min/half	6 v 6	small	4
U-10	25 min/half	25 min/half	6 v 6	small	4
U-11	30 min/half	30 min/half	8 v 8	intermediate	4
U-12	30 min/half	30 min/half	8 v 8	intermediate	4
U-12	30 min/half	30 min/half	11 v 11	full size	4
U-13	30 min/half	35 min/half	11 v 11	full size	5
U-14	30 min/half	35 min/half	11 v 11	full size	5
U-15	30 min/half	35 min/half	11 v 11	full size	5

U-9 and U-10 age groups will participate in 4 round robin games and will receive participation awards. U-11 through U-15 will receive champion and finalist awards.

Scoring: Points will be determined by the following formula: WIN = 3 points, TIE = 1 points, LOSS = 0 points. In the case that two teams amass the same number of points during the round robin, the tie breakers are: 1st – head-to-head game, 2nd – total goal differential (max 4 per game), 3rd – fewest total goals allowed, 4th –penalty kicks.

Game Check-in & Forfeitures: Due to the short days in October, the game schedule leaves little “slack time” between games. For this reason, every team must check-in with the field marshal 15 minutes before the scheduled start time. A sufficient number of players to begin the game must be checked-in at least 5 minutes before the scheduled start time. **Otherwise, the field marshal shall declare a forfeit.** Once again, the forfeit time is 5 minutes **prior** to the scheduled start time. Failure to complete a game or leaving the field during a game shall result in a forfeit.

Uniforms: If team uniforms are of the same color, the field marshal or referee may request that one team change jerseys. The team shall be chosen by coin flip.

Inclement Weather: Every effort will be made to play all scheduled games. The tournament committee will determine when and if games are to be postponed. Because of the lack of “slack time” between games, any delays due to inclement weather will be subtracted from the game time. If a large delay occurs, the tournament committee may change the site of subsequent games.

Conduct of Players, Coaches, Spectators and Administrators: All tournament participants are expected to uphold the standards of the game and exhibit the highest levels of sportsmanship. Any player ejected from a game will not be allowed to play in the subsequent game. The coach must retrieve the player pass at the administration tent. If a coach or spectator is asked to leave, this shall be noted and the field marshal for the next scheduled game will be asked to insure that neither is a participant. A team that fails to exhibit the highest level of sportsmanship will not be asked back in subsequent years.

2009 Fishers Halloween Soccer Classic

Player Safety: Any player who is found to be bleeding or to have blood on his/her uniform shall be asked to leave the field. The player may return only after demonstrating to the assistant referee that the bleeding has stopped and that all blood has been removed from the uniform.

Protests:

A team may file a protest by submitting in writing the nature of the violation within two hours of the incident, along with a non-refundable \$250 cash fee. The Tournament Director and the Competition Committee will review the appeal. The decision of the Tournament Director on protests is binding and final.

General: The tournament directors have the final authority in the interpretation of the tournament rules and the operation of the Fishers Halloween Soccer Classic.

Cancellation Policy: The Fishers Halloween Soccer Classic agrees to provide the guaranteed number of games or refund a percentage of the tournament application fee commensurate with the percentage of games not played. In the event of a complete cancellation of the tournament, the Fishers Halloween Soccer Classic reserves the right to retain \$200 of the team registration fee.