

# 2011 Fishers Halloween Classic Tournament Rules

**Time Zone Note:** All games are scheduled on Eastern Standard Time

**1. Laws of the Game:** The current edition of the FIFA Laws of the Game, Guide for Referees, USSF as amended by the United States Youth Soccer Association (USYSA) for youth shall apply. The following are rule exceptions which shall govern play in the U9/U10 age divisions per Indiana Soccer guidelines.

- A. Off-sides will conform to FIFA Law for all ages except U9 & U10. **In U9 and U10, there is no off-side rule and the restricted punt rule is in effect (see below).**

**\*U9/U10 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. Drop-kicks, ground kicks throwing and rolling past midfield are allowed. A goalie may PUNT the ball but it must land in their defensive half before crossing the midfield line. An infraction will result in an **indirect free kick** from the midfield line (*where the ball crossed the midline in the air*) for the opposing team.

**2. Referees:**

- A three person referee system will be used for all matches, U9 through U15
- The center referee will maintain game time
- No additional time will be added to any game for stoppages in play, except for finals matches at the discretion of the referee

**3. Eligibility Requirements:** The tournament is open to registered USSF Club Teams that fall under the US Soccer Members listed on the sanctioning form and which play a regular season together.

- A. **Roster Sizes.** Each registered team is allowed a maximum roster size, including guest players, as follows:

- Twelve (12) players for U9 and U10 teams
- Fourteen (14) players for U11 and U12 teams
- Eighteen (18) players for U13, U14, U15 teams

- B. **Indiana U9 Requirements:** Indiana Soccer U9 travel/academy teams may have U8 players on their roster. However, the team **MUST** have at least one true age U9 player on the roster in order to participate in the tournament. US Club Soccer U8 travel teams may participate in the U9 age group divisions.

- C. **Academy Team Roster Requirements:** All Indiana Soccer U9/U10 Academy teams must have an official tournament roster. **Pool play lists will not be accepted.** Indiana Soccer teams must submit their lists to the state office in order to obtain a tournament roster prior to registering for the tournament. The Halloween Classic committee will not accept teams without tournament rosters.

- D. **Player Pass Requirements:** Per IYS requirements, teams must have all players possessing either USYSA player passes or all US Club player passes. Additionally, guest players must possess valid player passes from the same governing body (USYSA or US Club) as the team they are participating with in order to be a guest player on that team. For example, a USYSA team may not use a player with only a US Club player pass as a guest player, nor can a US Club team use a player with only a USYSA player pass as a guest player. All player passes must include a player photo and be laminated.

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- E. Guest Players:** In all age divisions, a team may bring up to three (3) guest players. The total number of players may not exceed the maximum roster size for the age group. All guest players are required to possess a valid player pass from their state association, and players may register and play with only **one** team during the tournament. Players participating on more than one team will be disqualified from the tournament, along with the teams for which they played.
- F. Non-Indiana Teams:** Non-Indiana teams must check with their state association and present a proper permission to travel form at registration if required for out-of-state play.
- G. Coach Identification Requirements:** Coaches must adhere to the following identification requirements to be eligible to participate in the tournament.
- Team coaches **MUST** be on the tournament roster;
  - Team coaches **MUST** have a governing body coaching card;
  - Club coaches may coach a team, but must have their club coaching card
  - IYSA (Indiana only) club coaches may coach a team, but must have their club coaching card or valid Indiana driver's license. This applies to Indiana coaches only, due to the ability of our tournament staff to verify coaching credentials through Indiana Soccer Association databases.

**4. Tournament Format:** Each age group is divided into flights (Black, Orange, White, Green, Yellow) 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, as determined in the scoring section below, after the 3 or 4 game round robin schedules.

In the event of a tie at the end of regulation time, there will be no overtime or shoot-outs, and the match will end in a tie. In a semi-final or championship game, up to two 5 minute overtime periods may be played and golden goal will apply, meaning the first team to score wins. If neither team scores during the two overtime periods and the game remains tied, a penalty kick shoot-out shall take place according to FIFA guidelines.

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-13	30 min/half	35 min/half	11 v 11	Full	5
U-14	30 min/half	35 min/half	11 v 11	Full	5
U-15	30 min/half	35 min/half	11 v 11	Full	5

\*No additional time will be added to matches except for finals and then only at the discretion of the referee.

**5. Awards:** U-9 and U-10 age groups will receive participation awards. U-11 through U-15 age groups will receive champion and finalist awards.

**6. Substitutions:** Substitutions may be made with the consent of the referee as follows:

- The team with throw-in possession may substitute;
- Both teams may substitute if the team with throw-in possession substitutes;
- Before a goal kick both teams may substitute;
- After an injury when the referee has stopped play, both teams may substitute one-for-one;
- At halftime both teams may substitute;
- One-for-one substitutions may be made by either team after a caution if the cautioned player is substituted

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7. **Scoring:** Points will be determined in the following manner:

- WIN = 3 points
- TIE = 1 point
- LOSS = 0 points

A game forfeit will award the non-forfeiting team a win at any time the forfeit occurs, whether prior to, during, or after the game, regardless of whether the forfeiting team has scored or is winning the match. The 3 point win will be recorded, but no goals will be recorded, as they would apply for tie breaker purposes.

8. **Tiebreakers:** In the case that two teams amass the same number of points during the round robin, the tie breakers are as follow:

- 1<sup>st</sup> – Head-to-head game
- 2<sup>nd</sup> – Total goal differential (max 4 per game)
- 3<sup>rd</sup> – Fewest total goals allowed
- 4<sup>th</sup> – Penalty kick shoot-out\*

In the case that more than two teams amass the same number of points during the round robin, the tie breakers will be in the following order:

- 1<sup>st</sup> – Total goal differential (max 4 per game)
- 2<sup>nd</sup> – Most goals scored
- 3<sup>rd</sup> - Fewest total goals allowed
- 4<sup>th</sup> – Penalty kick shoot-out\*

\*Note: Penalty kick shoot-out will not occur without the acknowledgement and approval of both the Tournament Director and Tournament Senior Referee. In the event that penalty kicks must be used to determine a winner in the group stages or final round, the format shall take place according to FIFA guidelines and the following:

- Each team will select five (5) players to kick. Only players on the field at the end of the game may be selected.
- Teams will alternate kicks. The first team to kick will be determined by the referee's coin flip and the winner decides to go first or second.
- If the score remains tied after five (5) kicks per team, teams will enter the 'sudden death' stage of alternate kicks one at a time until a winner is determined.
- All eligible players must kick before any eligible player can repeat.
- Goalkeepers may be changed after any shot.

Upon conclusion of all matches, each team coach (or a designated team representative) must sign the game card. Game card scores are final. Coaches are encouraged to review game cards to ensure scores are accurate prior to signing the card. The Tournament Director and committee will have final determination of all scores.

Once scores are reported to the scoring officials, they are uploaded to the tournament web site at <http://www.fisherssc.org/classic>, and displayed on monitors in the main tent. The availability of display monitors at alternate game sites is at the discretion of the tournament committee.

9. **Pre-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.

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**10. Uniforms:** The home team shall be designated white (or lighter color) for all matches, including championship matches. If team uniforms are of the same or similar color, the field marshal or referee will indicate that the visiting team change jerseys. Failure of the away team to change colors when instructed by the referee or field marshal will result in the away team forfeiting the match.

- All players are required to wear shin guards and they must be covered by the socks.
- No jackets or sweatshirts may be worn over game jerseys, and any jackets or sweatshirts worn under jerseys must have the hoods, zippers, and drawstrings tucked under the uniform.
- Players may wear warm-up pants, but must be approved by the referee to ensure there are no hazards, such as tripping, by wearing the pants.

**11. Inclement Weather:** Every effort will be made to play all scheduled games. The tournament director reserves the right to determine when and if games are to be postponed or shortened. 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.

- Games will be played unless lightning is sighted or the field conditions present a risk of player injury.
- Games will be considered completed if the first half has completed and play is stopped by the referee or tournament director.

**12. Protests:** No protests will be allowed in this tournament. The decisions of the Tournament Director are binding and final.

**13. 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.

**14. Injuries and Medical Support:** Medical staff will be available at all tournament sites to provide first aid, and will be notified as required by the field marshal.

- 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.

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

Please respect others and help us create the best soccer experience for everyone:

- NO PETS – Please leave your pets at home.
- NO SMOKING at the fields.
- NO ALCOHOL at the tournament sites.
- FOUL AND/OR ABUSIVE LANGUAGE OR GESTURES will not be tolerated and will be dealt with immediately whether directed at a tournament official, referee, player, vendor or parent.

**16. Cancellation Policy:** If a minimum of ½ of one game is played, no refunds will be issued. Should the tournament need to be cancelled prior to the start of any tournament games, the tournament committee will determine the percentage of registration fees to be refunded.