



## **KICK-OFF CLASSIC RULE HANDBOOK**

Tournament rules are subject to change at the discretion of the Tournament Directors at any time during the course of the tournament.

### **Player Rules**

- SHIN GUARDS MANDATORY
- NO JEWELRY
- SHOW GOOD SPORTSMANSHIP AT ALL TIMES

### **Team Rules**

- ALL TEAMS MUST HAVE APPROPRIATE UNIFORMS
- TEAMS MUST BE ON OPPOSING SIDELINES FROM TEAM SPECTATORS.
- NO REMATCHES ALLOWED
- NO ADDITIONAL PLAYERS ALLOWED AFTER SUBMITTING ROSTER
- NO FOUL LANGUAGE OR VULGAR CHANTING FROM TEAM
- MINIMUM OF 5 PLAYERS REQUIRED TO START GAME FOR U8 and U10
- MINIMUM OF 7 PLAYERS REQUIRED TO START GAME FOR U11 and UP

### **HOME TEAM MUST**

- PROVIDE THE TOURNAMENT BALL FOR EACH GAME
- CHANGE UNIFORMS IN THE EVENT OF A COLOR CONFLICT
- CHOOSE POSSESSION OR SIDE TO DEFEND AT KICK-OFF

### **Spectator Rules**

- NO FOUL LANGUAGE, OR VULGAR CHANTING FROM FANS
- NO SMOKING OR ALCOHOLIC BEVERAGES ON PREMISES

### **Scheduling**

Games cannot be rescheduled or changed once the tournament schedule has been released. **No exceptions!**

### **Eligibility**

Younger players are permitted to play “up” on older teams, but no player may play “down” on younger teams. NO PLAYER MAY BE REGISTERED WITH MORE THAN ONE TEAM IN AN AGE GROUP OR SWITCH FROM ONE TEAM TO ANOTHER DURING THE TOURNAMENT.

Birth Year Matrix below:

Year Season Ends - Birth Year = Age Group

Season	2023-24
Birth Year	Age Group
2017	U7
2016	U8
2015	U9
2014	U10
2013	U11
2012	U12
2011	U13
2010	U14
2009	U15
2008	U16
2007	U17
2006	U18

### **Running Time**

A five-minute grace period will be allowed for the required minimum number of players and an adult supervisor (coach). Any team not on the field ready to play by the time the grace period expires will be declared a forfeit for the match.

- All games are 40 minutes, running time. Time kept on the field by the referee.
- No stoppage of time except for serious injury or at the referee's discretion.
- **Games start promptly according to tournament schedule. Have your team prepared and on time.**

### **Point System**

Teams are awarded: 3 points for a win, 1 point for a tie, 0 points for a loss.

The team with the most points in a single division or group will win the division or group. In the event of a tie the following tiebreaker system shall apply to determine the standings:

- **Total Team Points**

### **Tiebreakers:**

- **Head to Head Competition** (This criterion is not used if more than two teams are tied)
- **Goal Differential:** (maximum differential of 5 goals per game will account for this difference)
- **Goals Against**
- **Goals For**
- **Most Shutouts**

- **Coin Flip determined by Tournament Director**

If a team **forfeits** a game, the opposing team will be awarded with a win (+3 pts), one goal scored, and zero goals against. The forfeiting team will be given a 0-1 loss and (-3) pts.

### **Championship Game**

- Championship games will be decided by penalty kicks if the score remains tied at the end of regulation.
- Penalty Kicks: FIFA Rules apply.

### **Team Roster**

- A completed team roster is due at the registration deadline
- Rosters are not considered complete if players do not fill out a waiver form.
- Coaches may not add, cross out, or substitute players once the online roster has been submitted.
- Players cannot play for another team in the age division.
- Player identification needs to be available during team registration or participant(s) may not play

### **For U8 to U10: (7v7)**

- Each team is allowed 14 players on the roster.
- Team consists of 6 field players and a goalkeeper.
- A minimum of 5 players is needed to field a team.
- Less than 5 players results in an automatic team forfeit.

### **For U11 & U12: (9v9)**

- Each team is allowed 16 players on the roster.
- Team consists of 8 field players and a goalkeeper.
- A minimum of 7 players is needed to field a team.
- Less than 7 players result in an automatic team forfeit.

### **For U13 and up: (11v11)**

- Each team is allowed 18 players on the roster.
- Team consists of 10 field players and a goalkeeper.
- A minimum of 9 players is needed to field a team.
- Less than 9 players result in an automatic team forfeit.

### **Team Sideline & Substitutions**

Team Sideline:

- Teams must share a sideline and spectators must be on opposite sideline.
- Only **two** adults are permitted to coach from the team sideline.

- All other adults must watch the game from the spectator area.
- Coaches and players may not cross over the designated team sideline area.
- All team bags must be placed neatly on the sideline.
- Coaches and players must leave their team sideline immediately after their game.
- Players are responsible to clean up any garbage from their team

### **Substitutions:**

- Unlimited substitutions. Substitutions allowed on all stoppages.
- Substituted players must first come off the field before a new player may enter.
- All substituting players and coaches must remain on team sideline during the game.
- Coaches may not enter the field at any time unless the referee permits.
- Goalkeepers who are substituted must wear a different colored team shirt.

### **Field Play**

- Ball size: U12 and under: **Size 4**; U13 and up: **Size 5**
- Offside Rule: In effect
- Substitutions – see above
- Direct and Indirect – FIFA rules apply
- Penalty Kicks – FIFA rules apply
- Corner Kicks – FIFA rules apply
- Goal Kicks – FIFA rules apply – taken at goal box line

### **Awards & Trophies**

The first and second place teams in each division will receive awards.

### **Fouls & Penalties**

The following card system applies for fouls and penalties

- Yellow Card = Caution
- Two Yellow Cards = Red Card
- Red Card = Player Ejection from Game

**If a player is ejected from a game, the player will be suspended for an additional game(s) depending on the severity of the incident.**

### **Inclement Weather**

In the event of inclement weather, the Tournament Committee will have the authority to change games as follows:

- Reschedule any game(s)
- Change the duration of any game(s)
- Cancel any preliminary game(s)

In cases of severe weather conditions before play, the Tournament Committee may reduce the length of the game. Should a game in progress be stopped due to weather condition after one half has been played, the game will be considered official and the score at the time of stoppage will stand. If a game is postponed or cancelled before one half has been played, the result will be determined by the Tournament Committee.

## **Sportsmanship**

Players, coaches and spectators are always expected to act in the nature of good sportsmanship . There will be no abuse of referees or tournament officials tolerated, verbal or otherwise. Any indication of such behavior by a coach or parent will result in immediate removal from the Tournament site. **We are all here to play soccer and have fun!**

## **Referees**

- The referees will have sole jurisdiction over the conduct of the game. It is the responsibility of the coach from each team to sign the referee's scorecard after each game is completed.
- If a referee terminates a game for any reason, the score at the time of the termination will stand.

## **Protests**

- All decisions made by the Tournament Committee will be final.
- **NO PROTESTS** will be considered or allowed.
- If the Tournament Rules appear to be violated, the matter may be brought to the attention of the Tournament Committee for the final resolution.

## **Dismissal from Tournament**

The result of a coach, parent, or team fan involved in any type of physical or verbal confrontation with other spectators, referees and/or league officials will automatically disqualify **their entire team** from the tournament.

## **Refund Policy**

There is a \$75 administrative fee included in the team entry fee. This fee is non-refundable if the tournament is cancelled due to severe weather.

**Any questions regarding the rules of the tournament should be directed to the Tournament Director before the game.**

**The Tournament Committee reserves the right to decide on all matters pertaining to the tournament.**