

**Clasico de Robles 2017**  
**Tournament Information and Rules**

Thank you for taking the time to familiarize yourself with these rules. Legacy United SC genuinely appreciates your participation and will run the event in compliance with these rules. These rules have been modified for 2017 to account for a number of changes.

1. **FIFA RULES**, as modified by US Club Soccer, and as further modified herein, will apply.
2. **SPORTSMANSHIP**. Good sportsmanship is expected of all players, coaches, managers, and fans. Coaches and managers are responsible for the conduct of their players, staff, parents, and affiliated spectators. The use of offensive, insulting, or abusive language will not be tolerated.
3. **CREDENTIALS**. **PLAYERS**: Player and coach passes are required. Acceptable player and coach credentials are current, laminated US Soccer Club player and coach passes or laminated 2016-2017 USYSA (CYSA) passes. All players must present an original and fully completed US Club medical release form or a CYSA 1601 form signed by parents or guardian through the ONLINE CHECK-IN process. In addition, pass rings must all be from ONE issuing organization, i.e. all US Club, all AYSO, all CYSA, etc. Mixed pass rings will not be allowed.

**TEAMS**: An official roster is required. Acceptable rosters: a printed copy of the (1) US Club Soccer "Kyck" Player Roster, or (2) CYSA goldenrod. Team rosters must be uploaded through the ONLINE CHECK-IN process. In addition, GotSoccer rosters must be modified to match the player participating in the event.

4. **TEAMS ACCEPTANCE AND PLACEMENT IN DIVISIONS AND BRACKETS**. Teams will be accepted based on prior results/records. Team's placement in divisions and brackets is based on rankings, seedings and team requests, as determined by the Tournament Director and the Tournament Committee. Specific Division applications are not accepted. Withdrawal due to disagreement with the placement will not entitle the team to any refund. Adjacent age groups may be grouped in the same division.

5. **GUEST PLAYERS**. Guest players will be allowed on any team attending the tournament to a total of 26 tournament players. All guest players must have the proper credentials per section 3, above. For each guest player the team must present a valid CYSA guest player form or US Club player loan form. Players from within a Club are not considered guests, but those players must be added to the team's GotSoccer roster. Maximum number of guests allowed: 5 for 7v7, 6 for 9v9 and 7 for 11v11. Maximum players that may dress for any game is 18 (12 for 7v7, 15 for 9v9 and 18 for 11v11).

6. **CHECK IN**. Teams must CHECK-IN ONLINE with credentials for their team and any guest players. The team's check in status will be shown in GotSoccer. In addition, an hour before the team's first game at the field where they play, the team's player passes must be presented to the field marshals to be certified against the game card (only those players on the team's GotSoccer roster will appear on the game card and be permitted to play). Players will also check-in 30 minutes prior to each match with the referees/field marshals.

Failure to complete check in will result in an automatic disqualification (without refund of fees) from the Tournament. Games not played will be classified as a "forfeit".

7. **HOME TEAM**. The team listed first on the schedule is the home team. If there is a conflict in team colors, as determined by the referee, the away team shall switch to an alternate jersey or alternate uniform pieces. Both teams shall set up on the same touchline as designated by the Field Marshal. Spectators will be at least 6 feet back from the touchline opposite the teams. No spectators are

allowed at the goal ends of the field. If necessary, the designated home team shall supply the balls for each match.

**8. START TIMES AND FORFEITURES.** Teams must be at the field thirty (30) minutes prior to the scheduled start time of the game in order to be checked-in in by the referees/field marshals. Start times may be delayed due to injuries, stoppage time by the referee or any other unavoidable problem. All games will start within five minutes of the scheduled time. If a team has not taken the field with a minimum of seven players (4 for 7v7, 6 for 9v9) within the five-minute grace period, the game will be forfeited to the team in attendance with the minimum number of players. If neither team takes the field within the five-minute grace period, the game will be deemed a “bye,” and no points will be awarded to either team.

The referee and/or Tournament Director may terminate a game at his or her discretion and the Tournament Director may award a forfeit if: (1) a team leaves the field during the game without the approval of the referee; (2) a team is sent from the field by the referee for violent play and/or misconduct by a coach, player, or spectator; (3) a team is deemed to be in gross violation of US Club Soccer rules. If, in the opinion of the referee or the Tournament Director, a game must be terminated for the above reasons, the offending team may, at the sole discretion of the Tournament Director, be suspended from further play and forfeit all remaining games. All previous points earned remain as played.

**9. PLAYING TIMES.** Play will proceed as specified below:

- U08-U10 (7v7): All games are 2x20 minutes.
- U11-U12 (9v9): All games are 2x25 minutes.
- U13-U14: All games are 2x30 minutes.
- U16/U18: All games are 2x35 minutes.

Half time will be five minutes. Injury time will NOT be added to the length of the game, except under extreme circumstances and at the sole discretion of the referee.

In preliminary games, ties will stand. If a championship, bronze medal, or elimination game is tied at the end of regulation play, two 5-minute overtime periods will be played with no half time break (players immediately switch ends). If the game is still tied at the completion of the overtime periods, the game will be decided by penalty kicks as per FIFA laws of the game. Only players who are on the field at the end of the game may participate in the penalty kick shootout.

At the discretion of the Tournament Director, overtime periods may be shortened or eliminated if the game has been significantly delayed at the start. The length of any game may be shortened to shorter but equal halves if the referee or Tournament Director deems it necessary due to field conditions, weather, or darkness. Thank you for understanding the importance of the event needing to keep schedules on time.

**10. SPECIAL RULES FOR U08-U12 DIVISIONS.** Except for the special rules listed below, the FIFA Laws of the Game as modified by US Club Soccer will apply and by these tournament rules shall apply as follows:

**7v7 (U08-U10)**

- Maximum number of players on the field at any time is seven (7), including the goalkeeper.
- The build-out line and restrictions on goalkeeper punting will not be enforced.
- **No deliberate heading of the ball permitted.**

### 9v9 (U11-U12)

- Maximum number of players on the field at any time is nine (9), including the goalkeeper.
- No deliberate heading of the ball permitted for U11 and younger programs; permitted for U12.

### 7v7 and 9v9 (U08-U12)

- Opponents must be at least seven (7) yards away from the location of any direct or indirect kick, including start of play.
- Goal kicks will be taken from the goal area (not the penalty area).

11. **SUBSTITUTIONS.** Free substitutions are allowed, but teams may substitute only at the following times (including overtime) and only with the referee's permission:

- Prior to a throw-in in your favor
- Prior to a throw-in in the opponent's favor if it originated its own substitution
- 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.
- During half time.
- A player who has received a yellow card may be immediately substituted.

12. **MANDATORY REST PERIODS.** Teams must be given a minimum rest period of two hours between games. The rest period will commence when a team's match ends and will end when the team's subsequent match begins.

13. **EJECTIONS.** A player receiving two yellow cards in a single game is considered as having received a red card. A player given a red card (or two yellow cards) in one game shall be expelled from that game and shall not be replaced. Any player, coach, assistant coach, or registered team official who is sent off or receives a red card will automatically be suspended from that team's next game in the tournament. At the discretion of the Tournament Director, violent conduct or extreme abuse, dissent, or disrespect ejections may result in suspension from more than one game, up to the remainder of the tournament.

14. **SCORING SYSTEM.** Teams shall be awarded points on the following basis, to a maximum of 10 points per game (there is no limit on penalties due to cards, expulsions or goal-differential infractions):

- Six (6) points for each win
- Three (3) points for each tie
- Zero (0) points for a loss
- One (1) point for each shutout
- One (1) point for each goal, to a maximum of 3 per game
- 0-0 tie is scored as 4 points (3 for the tie plus 1 for a shutout)
- Nine (9) points to a team winning by forfeit (2-0)
- Minus one (-1) point for each red card received by a player.
- Minus two (-2) point for each expulsion received by a coach, team official, or team-affiliated spectator.

OFFICIAL SCORES will be posted on-line, as soon as possible after the game.

**GAME CARDS:** The field marshals will provide game cards to the referee prior to the start of the game. If requested, each team shall provide the marshal with a game card sticker containing the team's roster just prior to pre-game check in. Coaches should review game cards for accuracy at the match's end and sign off on the card.

**15. TIE-BREAKING PROCEDURE.** In case of a tie in tournament points following the completion of preliminary games, the advancing team will be determined based on the following criteria in the order specified: a) Head-to-Head competition – team that won the head-to-head competition between the teams that are tied will advance (should there be a tie in tournament points between three or more teams, the tie-breaking procedure begins with (b), below. b) When and if two teams remain tied at any point while using this procedure, the order of tie breaking will recommence at (a), above c) Team with most Wins d) Team with the highest goal differential advances (goals scored minus goals allowed, not to exceed a differential of 4 goals in any one match) e) Team with most goals scored advances (not to exceed 5 goals for any one match) f) Team with fewest goals allowed advances g) Team with fewest send-offs advances h) Kicks from the penalty spot as per FIFA rules. i) Coin toss by the Tournament Director or member of the Tournament Committee at Tournament Headquarters. In divisions with elimination games, criteria for team placement will be as specified in each division's schedule. Teams that have already played each other in preliminaries will not play each other in these games if avoidable. If required to prevent this situation, the re-pairing will match the highest-point qualifier with the lowest-point qualifier that it did not play in preliminaries (i.e. only the lowest-point qualifiers will be swapped).

**16. FORMATS.** When possible, teams are separated by group or Division (age/gender). Subsequently, teams are organized by flight, for example, "Rush" or "Ingot". Teams are then bracketed within a flight. There are typically one, two or three brackets within a flight.

- Four (4) team Flights – each team plays all other teams in the single 4-team bracket for a total of three games. The two teams with highest points will play a fourth, Championship match. The Bronze medal will be awarded to the team with the third highest number of points.
- Five (5) team Flights – each team plays all other teams in the single 5-team bracket for a total of four games. The podium places are determined by the points earned in the four games played. A Championship or Bronze Medal match is NOT played.
- Six (6) team Flights – are split into two brackets of three (3) teams each. Each team plays all three teams in the OPPOSITE three-team bracket. The top placed teams in each bracket will play a fourth, Championship match. The second place teams from each bracket play a Bronze Medal match.
- Seven (7) team Flights – teams will form a single bracket and each team will play three other teams from the bracket. The two teams with highest points will play a fourth, Championship match. The two teams with the next highest points will play a Bronze Medal match.
- Eight (8) team Flights – split into two brackets of four (4) teams each. All teams in each bracket play each of the other teams in the same bracket for a total of three games. The top teams from each bracket play each other in a fourth, Championship match. The second place teams from each bracket play a Bronze Medal match.
- Nine (9) team Flights – teams will form a single bracket and each team will play three other teams from the bracket. The two teams with highest points will play a fourth, Championship match. The two teams with the next highest points will play a Bronze Medal match.
- Ten (10) team Flights – are split into two groups of five. Each team plays all other teams in their 5-team group for a total of four games. The podium places are determined by the

points earned in the four games played. Each group winner will receive a Championship medal. No Silver or Bronze medals will be presented.

- Eleven (11) team Flights – teams will form a single bracket and each team will play three other teams from the bracket. The two teams with highest points will play a fourth, Championship match. The two teams with the next highest points will play a Bronze Medal match.
- Twelve (12) team Flights – split into three brackets of four (4) teams. Each team plays all other teams in their 4-team group for a total of three games. The two teams with the highest points, regardless of which bracket they are in, will play a fourth Championship match. The two teams with the next highest points will play a Bronze Medal match.

In divisions with elimination games, criteria for team placement will be as specified in each division's schedule. Teams that have already played each other in preliminaries will not play each other in these games if avoidable. If required to prevent this situation, the re-pairing will match the highest-point qualifier with the lowest-point qualifier that it did not play in preliminaries (i.e. only the lowest-point qualifiers will be swapped).

#### **17. ADVERSE WEATHER/POSTPONEMENT**

Regardless of weather conditions, coaches and their teams must appear at the respective field site, ready to play as scheduled. Failure to appear will result in forfeiture of the match. Only the Tournament Director may relocate, cancel or postpone a match. Referees may suspend a match only.

Should a match be terminated due to adverse weather conditions after 20 minutes of play, the match will be considered official and the score at the time will stand. If a match is terminated prior to 20 minutes of play, and cannot be continued within its scheduled time, other means - determined by the tournament committee - may be used to decide points allocation or the winner of the game.

In case of inclement weather that may affect daily scheduling, the Tournament Director reserves the right to cancel games that have no bearing on final group/medal positions.

In the event of adverse weather over the entire tournament weekend, the tournament will be postponed until the weekend of December 2/3rd.

No refunds will be given in the event of relocation, postponement, cancellation or discontinuation of any games under these conditions.

#### **18. OTHER RULES:**

##### **Equipment**

- Game Balls - Game balls will be provided by the Home Team and are subject to Referee approval.
  - All balls for U8-U12 will be size 4
  - All balls for U13 and older will be size 5
- Cleats - Players shall only wear soccer cleats or turf field shoes. No metal studs are allowed on turf fields.
- Shinguards - Shinguards must provide adequate protections to the player. Typically, shin guards should cover a minimum 3/4 of the shin (ankle to the knee). Players wearing shin guards that do not provide adequate protection in the opinion of the referee will not be allowed to play.

- **Casts & Splints** - All players, coaches, parents and referees are required to take reasonable precautions concerning player safety. This includes prevention players from wearing any equipment or device that is dangerous to themselves or others. Dangerous equipment and devices include, but are not limited to, orthopedic casts, air splints, or metal splints. Players wearing any dangerous equipment or device including orthopedic casts, air splints, or metal splints shall not be eligible to participate in any tournament game.
- **Braces** - It is strongly recommended for safety reasons that a player not wear a limb brace during tournament play. A brace may be allowed at the discretion of the referee if, in his or her opinion, it would not pose a danger to other players or the player him/herself. The brace must be properly covered for the entire match. Elastic-type supports without any metal, carbon fiber and hard plastic or like devices are permitted provided the referee does not deem the support to be potentially harmful to other players.
- **Eyeglasses** - Players who must wear eyeglasses are encouraged to wear sport goggles. Any glasses worn must be safe, with unbreakable lenses and frames made of unbreakable plastic or sturdy metal.
- **Jewelry** - Except for Medical Alert Warning bracelets (which are to be taped as necessary), absolutely no jewelry may be worn while participating in any tournament play.

#### Field Restrictions

- **Alcoholic Beverages** - Alcoholic beverages at all tournament venues are prohibited, without exception.
- **No Littering** - Please respect the fields made available to the tournament. At the conclusion of your games, please collect and dispose of all garbage generated by your team in trash receptacles or in the garbage bags provided by the tournament. Please help us provide a clean and enjoyable environment. Your cooperation is greatly appreciated.

#### Other Rules

- **Medical Assistance** - All injuries shall be reported to the Tournament Director or Field Marshal so that an Accident Report Form can be completed. In case of serious injury, Emergency Services (911) will be called if requested by the referee or by the player's coach, manager or parent. Tournament Headquarters will be notified of the medical emergency.
- **Heading restrictions will be in force for U11 programs and younger.**
- **Rules Changes** - The Tournament Committee reserves the right to modify these rules at any time prior to the start of the Tournament. Any rule changes will be posted ONLINE. Any situation not covered by these rules will be resolved by the Tournament Committee. The Tournament Committee may alter these rules as necessary and any such changes will be final and no appeal will be accepted.
- **Other** - The Tournament Committee will make all other determinations.