

Clasico de Robles 2019
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 2019, so please read thoroughly.

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 **2017-18** 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. Where required based on applications, we may have mixed age group brackets. **Withdrawal due to disagreement with placement/bracket draw will not entitle the team to any refund.**

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. There are three check-ins. The first check-in is Online (once, prior to the event), the second is at least one hour prior to the team's first game at the field (once, prior to first match-passes, players not needed) and finally at the marshal table, 30-60 minutes before each game. 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 at least 30 minutes prior to each match with the field marshals.

Failure to 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 home 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 and 6 feet away from the designated area for teams and coaches. No spectators are allowed at the goal ends of the field. The designated home team is expected to supply appropriate regulation size 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 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:

- U11-U12 (9v9): All games are 2x25 minutes.
- U13-U15: All games are 2x30 minutes.
- U16 and 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 semifinal, or consolation game, is tied at the end of regulation play then the game will be decided by penalty kicks as per FIFA laws of the game. If a championship game (final) is tied at the end of regulation play, two 5-minute overtime periods will be played. 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.

The length of any game may be reduced to shorter but equal halves if the referee or Tournament Director deems it necessary due to field conditions, weather, darkness or delays.

Teams are reminded to leave the field promptly after their games so that the start of following fixtures are not delayed.

Thank you for understanding the importance of the event needing to keep schedules on time.

10. **SPECIAL RULES FOR U11/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:

9v9 (U11-U12)

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

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 by either team.
- Prior to a free kick or goal kick by either team.
- After a goal by either team.
- After an injury when the injured player needs to be replaced, if the referee stops play.
- During half time.
- A player who has received a yellow card may be immediately substituted.

If the referee deems that excessive substitutions are being made to waste time, they may at their own discretion decide to wait before allowing the team to make further changes. Coaches should expect to wait at least 5 minutes between substitutions and are advised to make multi-player substitutions wherever possible.

12. MANDATORY REST PERIODS. Teams must be given a minimum rest period of two game lengths between each fixture. 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) b) Team with most Wins c) Team with the highest goal differential advances (goals scored minus goals allowed) d) Team with most goals scored advances e) Team with fewest red cards advances f) Team with fewest yellow cards advances g) Coin toss by the Tournament Director or member of the Tournament Committee at Tournament Headquarters. In divisions with semi-finals or any other pairing, 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, "Blue" or "White". Teams are then bracketed within a flight. There are typically one, two or three brackets within a flight.

- **Three (3) team Flights** - each team plays all other teams in the single 3-team bracket TWICE for a total of four games. The champion and finalist are determined by the points earned in the four games played. A fifth Championship or final match is NOT played.
- **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 or final match.
- **Five (5) team Flights** - each team plays all other teams in the single 5-team bracket for a total of four games. The champion and finalist are determined by the points earned in the four games played. A fifth Championship or final 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 teams which head their respective brackets will play a fourth Championship or final match.
- **Seven (7) team Flights** - teams will be placed in a single bracket and will play four games against other teams in the same bracket, not all teams will play each other. The winner will be decided by points total. A fifth Championship or final match is NOT played.
- **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 fourth Consolation match.
- **Nine (9) team Flights** - teams will be placed in a single bracket and will play four games against other teams in the same bracket, not all teams will play each other. The winner will be decided by points total. A fifth Championship or final match is NOT played.

Additional Rules:

Equipment

- Game Balls - Game balls will be provided by the Home Team and are subject to Referee approval.
 - All balls for U11/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 preventing 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 - We advise the use of contact lenses where possible. 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

- Artificial Turf Fields - There are specific rules to safeguard the life of these fields. The rules are typically posted at the entrance to the fields. No food will be allowed onto the fields, particularly seeds or any kind of gum as these are especially harmful. Please ensure that your team and their parents are aware of these restrictions and guidelines. Tournament staff will be observing that these rules are followed. Anyone caught disregarding these rules can be ejected from the facility by tournament staff and/or the field marshals.
- 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 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.
- Weather - In the event of inclement weather, winners will be decided based on tournament points earned up to then for those games that have been completed or begun, with tie breakers determining the outcomes as described elsewhere in these rules.
- 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.