

North Shore Preseason Classic Rules

LAWS OF THE GAME

All games shall be played in accordance with the Laws of the Game observed by the USYSA/USSF/FIFA/IYSA with the exceptions noted below.

GAME SCHEDULE

Games will be played on Friday night through Sunday as follows: Friday night games will be for local teams or teams requesting based on the amount of teams. Saturday & Sunday will be played by everyone. All teams will play a min. of 3 games.

ELIGIBILITY

U8-U10 will carry a roster of no more than 14 players per team, U11-U12 16 players, and U13-Older maximum of 18 players, including 3 guest players. Guest player forms are required. U8 teams will play 5v5, U9-U10 will play 7v7, U11-U12 will play 9v9, and U13-Older will play 11v11. No roster changes will be permitted after a team roster has been approved. A player may only play for one team in the tournament at a current age division. A player may only play for one (1) additional team if playing up an age division. A player may only play for a total of two (2) teams in the tournament.

PRE-GAME CHECK IN ALL TEAMS

Provide the opposing teams coach a copy of your game card. Player's will be checked in by Field Marshall or Referee. Check in fifteen (15) minutes before game time. It is the Coaches responsibility to check the tournament schedule before and after each game, to be certain there are no game schedule changes that may impact your team.

The 1st named team is the home team. Home team will receive the ball in the first half, Visitors will get to choose which end of field to defend. In case of uniform color conflict, the home team must change to an alternate color. Jerseys must be numbered. Goalkeeper's uniform must be a different color than either teams' field uniform. No earrings may be worn, taped earrings are not permitted.

DURATION OF GAMES

U-8 2x20 minute halves, U9-U10 2X25 minute halves, U11-U12 2X25 minute halves, U13-Older 2X25 minute halves. The game clock will not be stopped because of injury to any player. The injured player must be removed from the field by medical personnel ASAP. In the event of a serious injury the Referee will assess the need for any additional time for that match. Due to the time allowed for the completion of all games, the clock must run continuously. Half times for all games are 2 minutes in duration. Referee's time will be final. There shall be no dissent between players, fans and/or coaches and the referees.

Questioning a referee is considered dissent. All coaches are responsible for soliciting the support of their fans in monitoring this policy. Any player or coach ejected from a game

will be ineligible to participate in the next scheduled game. Any fan ejected from a game must leave out of site of the game or park. All Players, Coaches or Fans ejected will be reviewed by Tournament Director if additional action should be taken. All coaches must have proper league identification.

SUBSTITUTION

Substitutions are unlimited but can only substitute at any stoppage of play (except penalty kick and corner kick), for U13 and older they will be waived in by official, move quickly as the clock does not stop. For U12 (9v9) and under substitution shall be on the fly. Exiting and entering of the game must be at the centerline of the field only. Both teams are allowed to substitute at any stoppage.

GAME BALLS

Boys and Girls U8-U-12 (9v9) divisions shall use a #4 ball. U-13 and higher shall use a #5 ball. Home team shall furnish the game ball, if none are available than the visiting team furnishes a game ball. The Game Referee will make the final ball selection approval.

NO HEADING (U10 AND UNDER)

In accordance with US Soccer Federation, when a player deliberately heads the ball in a game, an indirect free kick (IFK) will be awarded to the opposing team from the spot of the offense. If the deliberate header occurs within the goal area, the indirect free kick should be taken on the goal area line parallel to the goal line at the point nearest to where the infringement occurred. If a player does not deliberately head the ball, then play should continue.

Build Out Line (U10 AND UNDER)

The Build Out Line is used to promote playing the ball out of the back. When the GK has the ball, either during the play or from a goal kick, the opposing team should move behind the build out line. GK can play to ball right way or once the opposing team is behind the build outline. **NOPUNTING---**GK can pass or throw/roll the ball to a teammate. After the ball is put into play by the GK the opposing team can cross the Build Out Line and play resumes as normal. A restart from the GK's hands or goal kick will take place if the opposition infringes inside the build out.

Slaughter Rule

When the winning team has a 5 goal differential, the losing team, if they chose to may add another player to the field.

WEATHER AND EMERGENCY CHANGES

Where necessitated by weather or other emergency, the tournament committee shall have the authority to:

1. Relocate/reschedule any game
2. Reduce by up to half, the duration of the game
3. Cancel preliminary games that have no bearing in deciding the group winner.
4. Decide the final tournament standings and trophy winners by points.
5. Move penalty kick to another field to avoid delay of the next game
6. If a game is stopped or suspended by the referee due to weather conditions beyond the scheduled ending time for the game, the game shall be “completed”. The score at the time of game stoppage will be recorded as “final”.
7. If any un-played game has to be canceled (other than a forfeit) due to weather conditions or other unforeseen events, the game will be recorded as a 0 to 0 tie for the purpose of establishing group standings. The Tournament Committee will decide any circumstances that arise during the tournament which are not covered by these rules and their decisions will be final.
8. In case of Lightning, games will be delayed at least 30 minutes or more until the Director of Tournaments re-starts games. Teams need to take shelter immediately once the horn is blown stopping play. The horn will blast three short times to notify the fields are reopened. Coaches are responsible for reassembling teams in timely fashion. Teams not properly assembled at field location at restart after weather may forfeit match.

SCORING, STANDINGS AND TIE BREAKERS

The winning teams coach will be required to get the game card from the referee, and present it to the field Marshal after checking the score. The field Marshals will bring it back to the Headquarters tent on site.

Games in the preliminary rounds will be scored as follows:

- 3 points for a win
- 1 points for a tie
- 0 points for a loss

In the event of a tie in deciding group positions, the following criteria will be used to break the tie in this order:

- Head to head competition
- Goal Differential
- Fewest goals against
- Most goals for
- Penalty kicks as defined by the tournament overtime rules

OVERTIME

In the event of a tie in Playoff and Championship games:

- 1) Winner will be determined by penalty kicks

2) Each team will designate five (5) players to take alternate kicks. The best out of five is the winner. If still tied, Sudden Death alternate penalty kicks will be taken by the remaining players until the tie is broken

NOTE: ONLY THOSE PLAYERS ON THE FIELD AT THE END OF THE GAME ARE ELIGIBLE TO TAKE PENALTY KICKS.

FORFEITS

A minimum of seven (7) for U14 – U15 (11v11); 6 for U11-U12 (9v9), 5 for U9-U10 (7v7), 4 for U8 (5V5). If a team has less than the (min. req'd.) players to start a game, it will be granted a five (5) minute grace period before forfeiting.

In the event of a forfeit, the game will be scored as 3-0 and the winning team will be awarded 3 points for a win. Forfeited teams will receive zero (0) points and be reviewed by the Tournament Director if further action should be taken.

FAILURE TO SHOW AND COMPLETE THE GAME

Any team quitting the field of play before the conclusion of any game is automatically disqualified from the tournament. The current game in play will be recorded as a forfeit.

Any club whose team fails to show for any game will be banned for five (5) years from participating in the tournament (enforced by IYSA/USYSA).

PLAYERS EQUIPMENT

USYSA and FIFA rules on equipment apply. Referees have the final approval as to safety. Please note: No earrings may be worn during game even with protective tape. Please have earrings removed prior to game check in.

PROTESTS

All referee decisions are final. \$100 protest fee (non-refundable). Protest must be filed in writing with Tournament Director within one (1) hour of game completion. Protest forms available at the Tournament Headquarters.

PLAY-OFF PROCEDURES & AWARDS

The first place team from each 3 team bracket will play each other in the Championship Game. There will be no game for 3rd place. Example: Boys U-12 Division, the winner of Bracket A will play the winner of Bracket B for the division Championship.

In the event that there are not enough teams to make up 2 brackets, then the championship match would be the 1st & 2nd place teams by points in pool play.

CHAMPIONSHIP GAME OR PLAYOFF TIE BREAKERS

In case of a tie after regulation time, the teams shall take penalty kicks in accordance with FIFA rules to determine the winners. Penalty kicks shall be taken as directed by the referee. All Age Divisions will receive 1st and 2nd place individual awards and team trophy. The awards will be presented upon completion of the championship game at the tournament headquarters.

TEAMS AND SPECTATORS LOCATION

Players and coaches of both teams shall occupy the same side of the field. Ideally the home team shall be to the right and visitors to the left of the half way line. Spectators shall occupy the opposite side of the field across from the team they support. There shall be no coaching from the spectator side of the field.

CANCELLATION OF OUR TOURNAMENT AND REFUNDS

If the entire tournament has to be canceled prior to the commencement of any scheduled games due to inclement weather conditions or other reasons, teams will be refunded 80% of the entry fee. If weather conditions require the cancellation of games during or after the first or second round of play, the teams will be credited at a prorated amount of their entry fee based on the number of games played. Credit will be applied to next year's event. No refund will be issued when teams play 3 games.