

# Columbia Fall Classic Tournament Rules

## 1. GENERAL RULES

- A. NO protests.
  - i. All decisions made by the referee are final.
- B. The Tournament Committee reserves the right to decide on all matters pertaining to the tournaments and all interpretations of the rules are final. If a team disregards any decision by the tournament committee (including the inclement weather policy), all remaining games will be forfeited and therefore disqualified from the tournament.
- C. Under no circumstances will the Tournament Committee, Soccer Association of Columbia or US Club Soccer be responsible for any expenses (including tournament entry fee) incurred by any team; including situations in which the tournament or any game(s) is canceled in whole or part.
- D. Non-local teams are required to use the tournament's hotel booking service. Any team who does not use this system will be subjected to a fine of \$700 or refusal of entrance to any future tournament.
- E. First and second place awards will be presented in each division.

## 2. LAWS OF THE GAME

- A. All games shall be played in accordance with FIFA Laws, except as specifically modified by these rules.

## 3. AGE AND ELIGIBILITY

- A. Participation is open to accepted teams meeting the roster limit and player age limit as defined by US Soccer Guidelines and the tournaments' permission to host.
  - i. U9 and U10 will play small-sided (7 v7) with a maximum roster of fourteen (14) players.
  - ii. U11 and U12 will play either small-sided (8v8) with a maximum roster of fourteen (14) players or full-sided (11v11) with a maximum of eighteen (18) players, depending on the flight listed on the application.
  - iii. U13 through U15 will play full-sided (11 v 11) with a maximum roster of eighteen (18) players.
  - iv. U16 through U19 will play full-sided (11v11) with a maximum roster of twenty-two (22) players. Teams that use the 22 man roster may only dress a total of 18 players per game. All players over the 18 designated players must remain on the spectator side of the field during the games and out of uniform.
- B. Each team must be registered with a National Soccer Association affiliated with the United States Soccer Federation or their national equivalent and possess and present a valid state or provincial roster.
  - i. Player registration cards authorized by the state / provincial or national association will be required as proof of age. Players who do not present a valid player pass will not play. *All player passes must be present at the field for the duration of the game.*
  - ii. Rosters submitted at tournament registration shall govern. *Each team shall have a roster properly stamped by its state or regional association present at every game. The roster must be present at the field for the duration of the game.*
- C. No player shall play for more than one team during the tournament.
- D. Teams registered outside of USYS Region I, New Jersey must have a copy of the approved Permission to Travel or Notification to Travel form, as required by their host association, in order to participate.
- E. A maximum of four (4) guest players will be allowed during the tournament.

## 4. UNIFORM, EQUIPMENT, AND FIELDS

- A. Players must wear numbers on the back of their uniforms and these numbers shall coincide with the numbers listed on the team's official state / provincial roster.
- B. Players are **required** to wear shin guards in accordance with FIFA Laws of the Game.
- C. When the uniform colors are similar, the designated home team will change colors. The home team is listed first on the schedule.
- D. When requested by the referee, each team must provide a linesperson.
- E. Teams must be at the fields 20 minutes prior to the scheduled kick-off.

- F. Regardless of weather conditions, coaches and teams must appear on the field ready to play as scheduled. Failure to appear will result in forfeiture of the game, as only the referees and / or tournament committee can postpone or cancel a match.

## 5. SUBSTITUTIONS

- A. Substitutions without limit may be made during any stoppage of play with the referee's permission and discretion. This can include throw-ins by either team in possession, goal and corner kicks, etc.

## 6. DURATION OF GAMES

- A. The following table shows the length of game halves for the tournament's preliminary, semi-final, and final matches. There is **no** overtime for this tournament. If a match is tied at the end of regulation in a semi-final or final, the game will proceed straight to FIFA Penalty Kicks to decide the winner.

Age Group	# of players on the field during play	Game Length Preliminary	Game Length Semi-finals and finals	Ball Size
U9 and U10	7 v 7	25 minutes	25 minutes	Size 4
U11 and U12	8 v 8	25 minutes	25 minutes	Size 4
U12 thru U16	11 v 11	30 minutes	30 minutes	Size 5
U17 thru U19	11 v 11	30 minutes	30 minutes	Size 5

- B. In the event of inclement weather forces a cancellation of a game after at least 20 minutes have been played, the game shall be considered official; the score at the point of cancellation will stand as the final score. If the game is halted before 20 minutes has passed, the match will be rescheduled for complete replay, or recommenced at the discretion of the tournament director.

## 7. FAILURE TO SHOW AND FORFEITS

- A. A game may not start with fewer than seven (7) properly uniformed players on each team for any full-sided match. A small-sided match must have at least five (5) players for a minimum line-up. Once a game has started, it may not continue with fewer than stated minimum. If a match cannot start or continue because of a team having fewer than the minimum, that team shall forfeit the game.
- B. A team shall have a five (5) minute grace period from the scheduled kick off before the match is awarded to their opponent as a 5-0 forfeit win.
- C. If a team is the cause for a termination of a game, the match will be awarded to their opponents as a 5-0 forfeit win.
- D. Teams that have forfeited a game may not advance beyond the preliminary rounds without the approval of the tournament committee.

## 8. DETERMINATION OF DIVISION AND WILD CARD WINNERS

- A. Each team shall be awarded three (3) points for a win, one (1) point for a tie and zero (0) points for a loss.
- B. The division winner shall be the team with the most points.
- i. In the event that two or more teams are tied within a division, the following criteria will be used in order until the tie is broken to determine a winner:
- (1) Head to head competition (this does not apply if more than two (2) teams are involved in the tie)
  - (2) Most wins
  - (3) Positive Goal Differential (the difference between goals for and goals against) up to five (5) bonus points per game. For example, 6-1 and 5-0 scores each earn five bonus points.
  - (4) Most shutouts.
  - (5) Fewest goals against.
  - (6) Penalty kicks – FIFA's penalty kick procedure will be used to determine a winner.
- C. In the event of a tie between more than two teams, once a tie is broken by the above system, and if ties among the remaining teams must still be decided, those ties would be broken by starting again from the top of the tie-breaking procedure.
- D. During a semi-final and final match, if a tie scores exists at the end of regulation, the FIFA penalty kick procedure will be used to determine a winner. Overtime periods will **not** be used.

## **9. GAME AND SCORE REPORTING**

- A.** The field marshal will ensure that the game report forms are properly completed, signatures obtained and scores recorded at the end of each game.
- B.** The field marshal will ensure that the scores of each game and subsequent cards are reported to the site and tournament headquarters in a timely manner each day.

## **10. INCLEMENT WEATHER**

- A.** In the event of inclement weather, the tournament committee will have the authority to change game as follows:
  - i.** Relocate or reschedule any game(s);
  - ii.** Change the duration of any game(s);
  - iii.** Cancel any preliminary game(s) that have no bearing on the selection of division winners.
- B.** In the event inclement weather forces total cancellation of the tournament, teams may be refunded entry fees after costs are covered.

## **11. CONDUCT**

- A.** Smoking is NOT permitted at any game sites.
- B.** Pets are NOT permitted at any tournament fields.
- C.** Alcoholic beverages are NOT permitted at any game sites.
- D.** Players, coaches and spectators are expected to conduct themselves within the spirit of the law, as well as the letter of the law. Displays of temper and/or dissent are cause for ejection from the game and surrounding field area. Repeated violations may result in the suspension of the team or person from the tournament and/or future tournaments as decided by the tournament committee.
- E.** Both teams (players and coaches) will be on the same sideline. Spectators of both teams will take the opposite side of the pitch. No one will be allowed behind either end line.
- F.** A player or coach receiving a red card will not be able to participate in the tournament game following the game the card is issued. The tournament committee reserves the right to suspend any player, coach, or team from the tournament for unruly conduct.
- G.** Accumulation of Cards
  - i.** Any player who receives a third caution (yellow) card during any part of the tournament will not be allowed to participate in the tournament game following the contest in which the third card was issued.
- H.** In the event of assault / abuse on a game official, a judiciary hearing shall immediately be convened at a tournament site to be designated by the tournament director. All terms described in the USSF Official Administrative Rule Book under Rule 3.2.8, Suspension for Assault on an Official, shall apply. In any event a player, coach, or other team official who is charged with assault on a game official is suspended from further participation in the tournament.
- I.** Any teams disregarding a decision by the referees and / or the tournament committee to either suspend or cancel tournament play, can be disqualified for the remainder of the tournament.