

2017 CFC Fall Classic Tournament Rules

Eligibility

The 2017 CFC Fall Classic is open to all currently registered USYSA, US Club Soccer and AYSO teams composed of 22 players or less for ages U13-U14, 16 players or less for ages U11 – U12, and 12 players or less for ages U9 – U10. US Teams from outside Region IV must present proper USYSA/US Club/AYSO travel documentation. Foreign teams must present any required FIFA documentation. Up to five guest players for U13 – U15, 4 guest players for U11 & U12, 3 guest players for U9 & U10 may be added upon proper documentation or at the discretion of tournament director. No player may play for more than one team, dual registered players must declare in writing which team they are playing for if both teams are registered in the tournament. Proof of registration in the form of pass cards and consent for medical treatment must be tendered at registration and pass cards must be tendered to the referee prior to each game. The age of all players shall be determined according to Rule 204 of US Youth Soccer's Policy on players and Playing Rules.

Rules of Play

Except as otherwise provided, the FIFA "Laws of the Game" shall apply to any and all competition sponsored by Duke City Soccer League.

Offside-

U9 and older Yes.

Substitutions –

U-9 & U-10 Teams may substitute an unlimited number of players with the referee's permission, at the following times:

- 1) Prior to a throw in, in your favor,
- 2) Prior to any goal kick, by either team,
- 3) After a goal, by either team,
- 4) At half time, by either team,
- 5) After an injury, when the referee stops play, the injured player(s) and a like number from the opposing team. Note: this is a Duke City Rule and not part of the Laws of the Game.
- 6) When the game is stopped by the referee to issue a player(s) a caution (yellow card) the cautioned player(s) may be substituted. If they are substituted a like number from the opposing team may also be substituted.

U-11 and older – Teams may substitute an unlimited number of players with the referee's permission at any stoppage of play.

After questioning an injured player, the referee then authorizes a team official (coach, assistant coach or trainer etc.) to come on to the field of play to ascertain the type of injury and to arrange the player's safe and swift removal from the field. The referee must ensure that the injured player is safely removed from the field of play, prior to the restart of play. The injured player may only return to the field of play after the game has restarted. The referee alone is authorized to allow an injured player to re-enter the field whether the ball is in play or not. Exception: The goalkeeper may be tended to on the field and remain in the game and if a player was injured on the same play that the goalkeeper was injured they may also stay in.

Youth Player Heading for U-11 and Younger Teams

As part of U.S. Soccer's Player Safety Campaign, players 10 years old (U-11) and younger are prohibited from heading the ball in practice and in games. To this end, when a player deliberately heads the ball in a game, an indirect free kick (IFK) shall be awarded to the opposing team from the spot of the offense. If the deliberate header occurs in the goal area, the IFK is subject to the special goal area ball placement rules for free kicks (on the line at the top of the goal area for attacking IFK, anywhere in the goal area for defending IFK). If a player does not deliberately head the ball, then play shall continue.

A key phrase in this statement is 'deliberately heads'. Similar to 'handles the ball deliberately', the referee will have to make a quick decision as to whether the U-11 or younger player intended to head the ball, which will result in an IFK, or if the ball happened to make contact with the head during the course of play, which will result in continuation of play.

This ruling will affect all games played by U-11 teams and younger. If the game is being played by U-11 team vs a U-12 team this rule will still apply to both teams.

Discipline For Misconduct

Any coach or player sent off the field by the referee (red card) for misconduct shall be suspended from the following game. No substitution shall be allowed for an ejected player. Red cards issued shall be considered in the tie breaker rule. Upon written request, the tournament will honor all suspensions and disciplinary actions taken by a team's home league and will communicate to the appropriate league and state authorities' information on discipline administered during the tournament. Matters involving referee assault or abuse will be referred immediately to the host state association. Coaches are reminded that they are responsible for the conduct of their players and spectators at all times during the tournament.

Any coach dismissed from a game shall be expelled from that game and must leave the playing area to a minimum of 100 yards from the field. The coach must remain silent for the duration of the game and take no further part in it. Failure to comply within two minutes will result in the game being terminated. Such an incident may also result in further disciplinary action. In the event of a coach dismissal, the coach is automatically disqualified from coaching the team at any time during the team's next tournament game.

A team fan or parent displaying unacceptable behavior will be sent off following the same procedures as those used for coaches. Unruly spectators may be asked to leave the tournament site by the Tournament Director or designee or the center referee.

Any player, coach or spectator sent off or dismissed from a game must leave the field of play a minimum of 100 yards within 2 minutes.

Any player or coach receiving a send off who plays in or coaches the next scheduled tournament game will cause their team to automatically forfeit that game and the game shall be scored as if abandonment has occurred.

Termination of a game by the referee due to the behavior of one team in a match will be treated as an abandonment and/or forfeiture by that team.

Scoring

Points shall be awarded as follows: Three (3) points for a win, one (1) point for a tie, and zero (0) points for a loss. In the event of forfeit, three (3) points will be awarded for the win. If a team forfeits a game, it will be disqualified from semi-final and final games.

Tie Breakers

In the event of a tie in total points, placement for out of bracket play will be determined in this order:

- 1) Winner of head to head competition
- 2) Net goal differential (limit 4 goals per game)
- 3) Most goals scored (limit 4 per game)
- 4) Least goals allowed, no maximum
- 5) Most total wins
- 6) Most shut-outs
- 7) Least penalty points (-2 for red, -1 for yellow)
- 8) FIFA penalty kicks from the penalty mark will be taken prior to the scheduled start of the semi-final or final match

Ties will stand in all games except semi-final and final games. In semi-final or final games ties will be played off in two (5 minutes) EQUAL overtime periods. If the tie still stands, winner is decided by penalty kicks in accordance to FIFA Law.

Protests

NO protests will be allowed. The interpretation of these rules shall be the responsibility of the Tournament Director.

Players Equipment

A player's uniform shall consist of a shirt, shorts, socks, shin guards, and appropriate footwear. Teams must wear numbered shirts corresponding to the numbers on the tournament roster. In the event of color conflict, the team listed first shall change. Goalkeepers shall wear colors that distinguish them from other players. Appearance of players is a vital extension of the game. Players must wear shin guards, with socks pulled up over the shin guard and shirts must be tucked in at the start of play.

Suspension of Play

If play is suspended for inclement weather, field conditions or other situations beyond the tournament's control, after the completion of the first half, that game shall be considered complete and official. If a game is suspended prior to completing the first half, the tournament staff shall decide how to complete the game, (a shorter game or shoot-out). There will be no refunds for suspended or canceled games.

Game Summary To Be Used for 2017 CFC Fall Classic Tournament

Ages	Roster Size	Number of Players	Goalie	Ball Size	Game Length
U9&10	12	7 V 7	YES	4	40 Minutes
U11&12	16	9V 9	YES	4	50 Minutes
U13&15	18	11 V 11	YES	5	60 Minutes