

## 2017 CLIFTON PARK SOCCER CLASSIC RULES

### **1. Code of Conduct:**

a. Every club is responsible for the conduct of its players, coaches and spectators. Unruly conduct may result in the ejection of a player, coach or spectator from the soccer complex. FIFA rules will be followed except as modified below.

### **2. Roster and Registration:**

a. Roster size is limited to 14 players for the U8 and U 10 age groups. Roster size is limited to 16 players for the U12 age group. Roster size is limited to 22 players for all other age groups. Each roster may include a maximum of three (3) guest players. U12 will play 9v9, U10\* will play 7v7 and U8\* will play 4v4. All other age groups will play 11 v 11.

b. A USYSA league stamped roster with player jersey numbers and player passes must be submitted at registration on Friday evening or before the team's first match. Player passes may be requested by the referee before each game and must be available for tournament representative review when requested, including the semi-finals and finals.

c. Players can only register for one team and have to be registered with that team prior to the team's first match.

d. Failure to present a valid player pass will result in player disqualification for the tournament, and the team will forfeit all games in which the ineligible player participated.

### **3. Prior To Game Time:**

a. Teams assemble on the same side of the field 10 minutes before the end of the preceding game.

b. Teams warm up outside the field of play while captains meet at mid-field for the coin toss.

c. Visiting teams have their choice of jersey in the event of a color conflict. Teams should have two jersey colors available at all times.

### **4. Duration of Play:**

a. U12 – U23 (25 minute halves, 5 minute halftime).

b. U8 – U10 (20 minute halves, 5 minute halftime).

### **5. Forfeits:**

a. Under unusual circumstances and only with prior approval will the tournament committee allow a team to forfeit a game and remain in the tournament. No team will be allowed more than one forfeit.

b. A Team must field a minimum of seven (7) dressed players at game time or forfeit the game.

c. Any team walking off the field prior to match completion is disqualified from the tournament and their remaining matches will be considered forfeits. No refunds will be issued.

### **6. Substitutions Procedure:**

a. A player may be substituted on at a stoppage of play with the permission of the referee; otherwise substitutions may be made at any stoppage only with the permission of the referee.

b. The following applies to age groups: 15 & under, free substitution is allowed. For age groups 16 years and older, free substitution is allowed providing the game is not an official competition between national teams of CONCACAF member countries.

c. All substitutes are subject to the authority and jurisdiction of the referee, whether called upon to play or not.

### **7. Fouls and Misconduct:**

a. Any player or coach receiving a red card will be ejected from that game, cannot be replaced and is also suspended from participation in their next match. For gross misconduct, the tournament committee may suspend the person(s) involved for the balance of the tournament.

b. Any player receiving a caution must be replaced at the time of the infraction. The offending player may not re-enter the game until the next legal substitution opportunity.

### **8. Scoring:**

a. Win = 3 Points Tie = 1 Point Loss = 0 Points

b. In the event of a forfeit, the winning team will be awarded a 3-0 win and receive 3 points.

c. Ties in the standings at the end of Saturday's competition, and after final matches, will be broken down as follows:

i. Head-to-head competition: The winner will be placed ahead (if two teams are tied).

ii. Goal Differential: The team with the greatest positive goal difference (goals scored versus goals against with a maximum differential of 3 in any one game) will be placed ahead.

iii. Goals against: The team that allowed the fewest goals against will be placed ahead.

iv. Goals scored: The team with the most goals scored will be placed ahead.

v. Coin Flip.

d. Standings after Saturday's competition will determine Sunday's game schedule.

e. Tie breakers for Sunday's single-elimination games will apply to Preliminaries, Quarterfinals, Semi-Finals and Finals. No penalty kicks or overtime for Round-Robin games.

### **9. Tie-Breaker Game Procedure:**

a. When the score is tied at the end of the game, there will be two equal periods, not exceeding 5 minutes each, to be played. No golden goal.

b. If, at the conclusion of the two 5 minute overtime periods, a tie still exists, kicks from the penalty mark will be taken.

c. The referee chooses the goal at which the kicks will be taken.

d. Coin toss, team whose captain wins the toss decides whether to take the first or the second kick.

e. The referee keeps a record of the kicks being taken.

f. Only players who are on the field of play at the end of the match, which includes extra time (two 5-minute overtime periods), are eligible to take kicks from the penalty mark.

g. Both teams will take five kicks, if still tied then alternating kick will be taken until one team has scored a goal more than the other from the same number of kicks.

### **10. Inclement Weather:**

a. Lightning, dangerous clouds or thunder will result in all play

being immediately stopped and players and spectators will be asked to move to a safe location. For all games that were in progress the game clock will continue to run. If time runs out and the game was at, or past, half-time when play was stopped the result at the time of play being stopped will stand. If the game had not reached halftime, the game will be rescheduled, canceled or have play resume at discretion of tournament committee and referees.

b. Play will not resume until 30 minutes after the last visible lightning or audible thunder (regardless of the estimated distance from the field). When play is resumed the game scheduled closest to the time that play was resumed will begin. The decisions to stop or resume play due to weather conditions is at the sole discretion of the referees and the tournament director and strict adherence to the above policy will be enforced by the referees and tournament officials.

**11. Mercy Rule:**

a. A goal differential of 6 in any game, the game may end at that point, unless the coaches agree to continue playing, but the score remains the same. No mercy rule in U23s.

**12. Tournament Committee:**

a. Decisions of the tournament committee are final.

b. The tournament committee reserves the right to shorten, terminate or cancel any game.

c. If a final game is terminated, then the following steps will determine the tournament champion:

i. If the game is terminated before halftime, co-champions will be declared.

ii. The game is terminated during halftime or later, the team that is leading will be declared the champion. If a tie exists, co-champions will be declared.

*\* U8 and U10 are non-result oriented play (participation awards)*