



EAST ISLIP SOCCER CLUB
38th ANNUAL FALL CLASSIC
TOURNAMENT
October 10th and 11th
2020



RULES

All of the Tournament Games will be played in accordance with the Laws of the Game as issued by FIFA unless modified herein. The following rules supplement the Laws of the Game. These supplementary rules are a guide and are not detailed. For clarification or interpretation of any rule, please direct your inquiry to a Field Marshall or Tournament Official.

RULE 1: ELIGIBILITY

All players must be born on or after January 1 in the year of the age group or in a later year (as shown below). No player is allowed to be registered with more than one team or to transfer from one team to another during the tournament. All players must be registered in an INTRAMURAL PROGRAM or Travel Program

Age	Born on or after:
Under 7	1/01/14
Under 8	1/01/13
Under 9	1/01/12
Under 10	1/01/11
Under 11	1/01/10
Under 12	1/01/09
Under 13	1/01/08
Under 14	1/01/07
Under 15	1/01/06
Under 16	1/01/05

RULE II: ROSTERS

Rosters with proof of date of birth (photocopy) and Medical Release forms shall be required to be uploaded onto getsoccer.com team account prior to the tournament. Each team shall be limited to those players listed on the roster. For travel teams LIJSL Formal Roster and US Club Soccer Official Roster are all that will be accepted.

In the event any player is added to the team after the first game or an ineligible player is used, that team shall automatically forfeit all games played.

Proof of birth and Medical Release forms must be in the coach's possession during the entire tournament.

RULE III: NUMBER OF PLAYERS/GAME DURATION

Each team may be composed of the following number of maximum players:

Age Group	Roster Size	# of players on field	Duration of Game
U7 & U8	12	5 v 5	2 – 20 minute halves
U9 & U10	14	7 v 7	2 – 25 minute halves
U11 & U12	18	9 v 9	2 – 25 minute halves
U-13 thru U-16	22	11 v 11	2 - 30 minute halves

Note: Exception to the maximum roster size only with the prior permission of the Tournament Director, and will only be considered for U-10 and older age groups. Games may be shortened by Tournament Director.

A game may not be started with fewer than 4 players for U-7 & U-8, 5 players for U-9 & U-10, 7 players for U-11 & U-12 and 8 players for U-13 thru U-16. A game, once started, may not continue with less than the above stated minimum number of players on the field. In the event a team cannot produce the minimum number of players, or is reduced to fewer than the minimum number of players, the game will result in a forfeit. A leeway of five minutes will be allowed to field a team before a forfeit shall be declared.

Rule IV: Field of Play

In the U-9 and U-10 age groups the build out line rule will be effect.

RULE V: SUBSTITUTIONS

Substitutions will be unlimited and may be made at any dead ball with the permission of the referee, regardless of possession. A substitute shall remain outside the boundary of the field until the referee beckons the player onto the field. No team member, coach, team/club official or spectator may enter the field of play regardless of the circumstances, unless the person has been given a signal to do so by the referee.

RULE VI: CONDUCT

Players, coaches and team supporters are expected to conduct themselves within the Spirit of the Law as well as the Letter of the Law. Displays of temper, dissent by word or action against an opponent or referee are cause for ejection from the game. Coaches are responsible for the conduct of their team's spectators. If in the opinion of the Referee and the Field Marshall, the spectators are interfering with the progress of the game, the game may be declared a forfeit. A warning to the team's coach shall be issued.

RULE VII: EJECTION FROM THE GAME

Should a player or coach be ejected from a game by the referee, the player or coach shall be suspended from the rest of that game, and a minimum of one additional game (to be determined by the Head Referee). A team may not replace an ejected player for the remainder of that game.

RULE VIII: POSITION OF PLAYERS/SPECTATORS

All teams will take positions on the same side of the field and spectators will take position at on the opposite side of the field.

The home team will have the opening kickoff. Players and spectators should remain within 20 yards of the center line, behind the delineated "spectator line", and are not permitted behind the goal line while the game is in progress. Coaches must stay off the playing surface. THIS IS NOT A SUGGESTION!

RULE IX: LINESPERSONS

Each team will be required to supply one (1) adult (age 14 or older) linesperson per game.

RULE X: FORFEITS

All teams should be assembled and ready to enter the field of play as of their scheduled starting time or immediately upon the conclusion of the preceding game, whichever is later. A team will be allowed a five (5) minute grace period from the scheduled starting time before a forfeit is declared. The score of a forfeited game is 1-0, regardless of the circumstance of the forfeit. No bonus points will be awarded for a forfeit.

RULE XI: PLAYERS UNIFORMS AND EQUIPMENT

Teams should wear numbers on the back of their jerseys. Each player should have a different number and this number should coincide with the player's name as shown on the roster. Each team shall have two (2) sets of jerseys of different colors (white t-shirts are acceptable). In the event of similar team colors, the home team will change colors. (The home team is listed 2nd in the schedule.) Shin guards must be worn, and socks must cover shin guards at all times. No metal cleats or sharp edged plastic ("baseball") cleats are allowed. No jewelry or orthopedic casts may be worn. The referee determines the fitness of all equipment prior to each game.

RULE XII: PROTESTS

The referee has sole jurisdiction over the game. There will be no protest considered or allowed.

RULE XIII: REPORTING OF SCORES

At the conclusion of each game, each coach must sign the referee's score card. The winning coach will then deliver a copy of the ref slip to the nearest Score Table (Tent). Scores and standings will be posted as soon after submission of the scores as is possible. You can view standings and posted scores on www.gotsoccer.com from any mobile device. Click on Schedules and Results, Search for 34th Annual Fall Classic Tournament then click on our logo.

RULE XIV: BALL SIZE

The game ball will be supplied by the home team on the schedule. Ball size will be Number 3 for U7 through U8, Size 4 for U9 through U12 and Size 5 for U13 and older.

RULE XV: GOAL KICKS

Goal kicks will be taken at the top of the Penalty Area for Boys and Girls in the Under 8 age group and the opposing team should be behind the halfway line until the Goal Kick is taken.

RULE XVI: OFFSIDE

Only flagrant offside will be called for the Under 8 age groups. (Flagrant in the opinion of the referee, generally defined as a player obviously "parked" by the goal area, or more than approximately 10 feet behind the last defensive player). **Offside in the U9 and U10 age groups will only be called on the offensive side of the build out line.**

RULE XVII: STANDINGS and TIE BREAKERS

The Standings will be decided on the basis of the best Won-Loss Points Record. Three (3) points will be awarded for a win and one (1) point for a tie and (0) point for a loss. In the event of a tie, the following Tie-Breaking situations will be used:

- Head-to-Head Competition (not used if three or more teams are tied).
- Goal Differential
- Goals Against
- Goals Scored
- Bonus Points - One Point for every 3 Goal Difference. Up to 3 Bonus Points will be awarded per Match.

In the event 3 teams have the same amount of points (3 way tie) the HEAD to HEAD tie breaker will be skipped and the order will be followed with Goal Differential and continue until a clear winner is determined.

If after all Tie Breakers rules have been applied and there is still no clear winner then a **TOSS of a Coin** will be utilized to determine a clear Division Winner.

**** (4) Team DIVISIONS ****

In the event of a Tie in the Championship and or Consolation game, the standings prior to the Championship Game will be used to determine a clear winner.

RULE XVIII: AWARDS

Awards will be presented to all First and Second Place Teams immediately following the final game in the bracket.

RULE XIX: GENERAL

All players (teams) that participate in the Tournament will do so at their own risk and agree to accept total responsibility for any and all injuries to members, including adults, of their team. All players will submit, prior to the tournament, Medical waiver/release forms, which will be in the possession of their Coach for the duration of the Tournament.

RULE XX: PLAYING TIME

All East Islip Soccer Club teams **MUST** play each player at least one-half (1/2) of each game, with no exceptions. It is recommended that all participating teams also abide by this regulation.

RULE XXI: INCLEMENT WEATHER/CANCELLATIONS

This is a "Rain or Shine" Tournament, and play should be anticipated. In the event that games are canceled due to extreme inclement weather, games may not be rescheduled. The decision of the Tournament Committee will be passed on to all teams that are registered. Under no circumstances will refunds be made because of cancellation due to inclement weather.

OTHER GUIDELINES:

With so many teams and fields, it is of the utmost importance to:

- Check your schedule for field and times.
- Be ready to play as soon as the previous game is over. Warm-up in other areas.
- Remove jewelry and check for color conflicts early.
- Move teams off the field as soon as the game is over.
- Do not delay halftime. Be ready to restart as soon as the referee whistles.
- Teams will shake hands and exchange patches at the conclusion of each game. If necessary for time consideration, the patch exchange should be done off-field.

HAVE A GREAT TOURNAMENT!

- The East Islip Soccer Club -

Covid-19 Rules will be posted in a separate document!