

Ethan Barnhart Fair Play Classic Fall Tournament

SCHEDULE

Schedules will be posted at www.waynesborsoccer.org at least one week prior to the tournament. Teams are REQUIRED to check in at the registration area at least 30 minutes prior to game time. Teams may also check in by email. At registration, roster (proof of age) must be provided as well as a medical release form for each player (does not need notarized).

Teams arriving more than ten (10) minutes late for the scheduled game will forfeit that game. A forfeited game will be declared a 2-0 score for the winning team. A team cannot advance beyond the preliminary round if it forfeits its final game in the preliminary round. The team with the next best record will replace it.

AGE & ELIGIBILITY

The tournament will be open to the following age groups - Boys and Girls U10, U12 & U14. U10 play 7v7 and team rosters are limited to 12. U12 play 9v9 and team rosters are limited to 16. U14 play 11v11 and team rosters are limited to 18 players. At registration, a team roster and proof of age for all players and guests (player pass, birth certificate, passport, etc.) must be provided. Ages are based on birth year. U10=2010, U12=2008, U14=2006

Tournament open to Recreational and Competitive teams if enough teams register.

LAWS OF THE GAME

All games shall be played in accordance with FIFA Laws, except as specifically superseded by these rules.

NUMBER OF GAMES & DURATION OF PLAY

Each team will be guaranteed three games. The duration of each U10 game will be two 25-minute halves. U12 & U14 will have two 30-minute halves. There will be a 5-minute halftime interval and a running clock.

A team that refuses to play (forfeits) a scheduled game will be immediately suspended from the tournament.

Referees will not stop the game clock for any reason; no time will be added to the duration of any match.

A 3 man referee system will be used for the U14 games as well as any U12 championship games. A single referee will be used for all other games.

If an injury occurs, the game clock will continue to run while the injured player is being treated. Should half-time be reached prior to the resumption of play, the referee will declare half-time and measure the 5 minute half-time interval. At the end of 5 minutes, the referee will start the clock for the second half of competition regardless of whether the injured player has been removed. When the injured player is removed, play may resume for the amount of time remaining on the clock. If no time remains, the game will be declared over and its results declared official. Teams are reminded that, in cases of injury, the well-being of a player is first priority.

BALL SIZE

#4 for ages U10 & U12

#5 for ages U14

UNIFORMS/GEAR

It is the responsibility of the home team to change uniforms at the request of the official. All players must have uniforms with individual numbers on the shirt. No jewelry will be worn (earrings, watches, necklaces, etc.) Shin guards are required. In case of inclement weather, players will be allowed to wear hats, gloves, and sweats that do not interfere with the appearance of the uniform. Referee has final ruling on any uniform or attire/gear acceptance or rejection.

HEADING THE BALL

Heading the ball is not permitted for U10 (intentional or unintentional). An indirect kick from the spot of occurrence will result. Referee has final judgement in all heading calls.

BUILD OUT LINES

Build out lines will be used for U10 games. US Youth Soccer rules for 7v7 build out lines will be followed.

SUBSTITUTIONS

To allow maximum opportunity for all players to get field time with the shortened duration games, player substitutions will be accepted on:

- Throw in (either team)
- Goal kick (either team)
- Goal scored (either team)
- Injury (equal number of each team)
- Beginning of second half (either team)

All substitutions must enter the playing field from the halfway line with permission from the referee. The referee may disallow a request for substitution if, in the referee's judgment, that request is intended to delay the play of the game.

MERCY RULE

In an effort to control the score differential in each match, the following policy has been adopted. As soon as there is a score differential of 5 goals, the team with the advantage must pull a player from the field during the stoppage of play. If the goal differential reaches 7, a second player must be pulled from the field during the stoppage of play. Players may reenter the match once the goal differential reduces below these thresholds.

TIES

In all preliminary games, ties stand. Semi-final or championship games that end in a tie will be determined by a penalty kick tiebreaker. Only players on the field at the conclusion of regular play are eligible to participate. Each coach will submit to the referee, a list of 11 players (7 players for U10 and 9 players for U12) in the order which they will shoot. The referee will choose the goal at which the kicks will be taken and a coin toss will determine which team will take the first kick. The first five players listed for each team will take the penalty kicks alternately. The team that has scored more goals in its first five kicks is the winner of the competition. If, after each team has taken five kicks, both teams have scored the same number of goals, or if neither team has scored any goals, the tiebreaker will continue with alternate taking of kicks by the players remaining on each team's list. The alternate kicks will continue until such time as both teams have taken an equal number of kicks and one team has scored a goal more than the other. If no decision has been reached after all 11 players (7 players for U10 and 9 players for U12) have shot, the tiebreaker will continue using alternating kicks beginning with the first shooter on each team's list. The goalkeeper may be substituted at end of regular play. A replacement goalkeeper may be chosen from players not on the field, but the original goalkeeper must retain his or her place on the list of shooters. If the original goalkeeper must be replaced due to injury, the replacement goalkeeper will shoot in the original goalkeeper's place in the list of shooters.

CONDUCT

Any player receiving a red card is barred from that game and the next game. Any player receiving two red cards during the tournament will be expelled from the tournament. Any coach removed by the referee shall be barred from that game and the next game. The Tournament committee has the authority to terminate, change, or cancel any game due to interference in the orderly flow of play because of actions of players, coaches, or spectators. It is the responsibility of the coach to control team parents and fans. Referees may also terminate the game for improper behavior by a player, coach, or spectator. Warnings, yellow and red cards are encouraged as a preliminary means of maintaining control. If a termination is necessary in the opinion of the officials, a full explanation will be made separately in the game report by each official, coach, and the Field coordinator, listing all the details and what cards were issued to who. The score of the game at

the time of the termination will remain unless the center referee specifically states it was the obvious intent of the winning team to have the game terminated. Under these conditions, the game will be recorded as a 0-0 game with no points granted for a tie. If the center referee specifically states it was the obvious intent of the losing team to have a game terminated, the score will be listed as 2-0 for the team winning at the time of the termination. The decision as to the final score of the game for all terminated games will be made by the Tournament Director. If a team causes a game to be terminated, it may not, under any circumstances, be declared a group winner, semifinalist, or a wild card team. No award will be made to any team, which causes a game to be terminated. Any player, coach or parent who assaults a referee will be expelled from the tournament and will need to leave the tournament grounds immediately.

- PROTESTS ARE NOT ALLOWED.
- ALL DECISIONS OF REFEREES ARE FINAL.
- PETS, WEAPONS, ALCOHOLIC BEVERAGES, BARBECUES, PORTABLE STOVES AND ALL TOBACCO/VAPE PRODUCTS ARE NOT PERMITTED IN ANY TOURNAMENT PLAYING OR PARKING AREA.
- FAILURE TO ADHERE TO ANY OF THE ABOVE LISTED RESTRICTIONS COULD RESULT IN THE TEAM'S EXPULSION FROM THE TOURNAMENT.

RANKING OF TEAMS

Ranking in each division is based on a point system as follows:

Win = 3 points; Loss = 0 points; Tie = 1 point.

Teams in the same division with the same number of points will have their standings determined by the following criteria that will be applied in the order listed:

- Head to head competition (two way ties only).

In the case of three way ties and above, the sequence will begin with the bonus points and proceed in order until a division winner is determined. Once a tie is broken by the listed system, and if ties among remaining teams still must be decided, starting again from the top of the tie breaking procedure would break those ties.

- Bonus Points: The winning team will be awarded bonus points based on goals for, minus goals against. The losing team receives zero (0) bonus points. All goals above three (3) will NOT be used in determining bonus points. Example: 5-0 (3); 5-1 (2); 5-2 (1); 5-3 (0); 5-4 (0)
- Goals against (Least)
- Goals for – with a maximum of four (4) per game.
- Coin toss (by Tournament Official only).

The Tournament Committee is not responsible for incorrectly reported final scores. Coaches are responsible for signing score cards and checking the final score before they sign.

TROPHIES

First and Second place individual trophies will be awarded for all age divisions.

INCLEMENT WEATHER

Regardless of weather conditions, coaches and their teams must appear at the field of play as scheduled, ready to play, unless otherwise notified by a member of the Tournament Committee. Failure to appear will result in forfeiture of the match. Only the Tournament committee can cancel or delay a match. In the event of inclement weather, the Tournament committee will have the authority to change games as follows:

- Change the duration of games.
- Terminate any game due to weather or darkness.

- Cancel any game having no bearing on the outcome of a preliminary round.
- Games will be considered official for tournament standings after 20 minutes of play.

Inclement weather – Preliminary Rounds: The match will be considered completed and the score will stand if 20 minutes of the match have been played. If less than 20 minutes of the match have been played, the Tournament committee will decide whether to replay the game or award a 0-0 tie.

Inclement weather – Semifinal and Final Rounds: If the Championship Round cannot begin, a penalty kick shoot-out will take place to determine the winner. If a shoot-out cannot take place, the match will be decided by a toss of the coin conducted by a Tournament Official. The match will be considered completed and the score will stand if 20 minutes of the match have been completed. If a tie exists at the stoppage of play, a penalty kick shoot-out will take place to determine the winner. If the shoot-out cannot take place, the match will be decided by toss of the coin conducted by a Tournament Official.

In the event of inclement weather or any other Act of God, which would prevent the commencement of the tournament or the continuation of the tournament, once started, the tournament will be canceled. The Tournament Director, Committee, or the Waynesboro Youth Soccer Association will not be responsible for any expenses incurred by any team, club, or family if the tournament is canceled in whole or part, nor will any refunds be made. The Tournament Committee reserves the right to decide all matters pertaining to the tournament and its judgment is final.