



COLUMBUS DAY CLASSIC TOURNAMENT RULES 2019

All Tournament matches will be played in accordance with the "Laws of the Game" as issued by FIFA, unless modified herein. The following statements of Rules and Regulations supplement the "Laws of the Game."

AGE & ELIGIBILITY:

Competition is open to teams composed of players who are registered with their respective State, Provincial and/or National Association. Players must be born during or after the year indicated by the Age Division, in which they are to compete. Authorized player passes will be verified and compared to the "official team USYSA roster" at registration. The official team roster will then be stamped "RSC APPROVED". Any team using guest players may bring a maximum of 3, U9 & U10 teams can have 14 players of whom 3 may be guest players. U11 and U12 teams may have 16 players of whom 3 may be guest players. U13 and U14 teams may have 18 players of whom 3 may be guest players.)

Note: Players may only play for one team in the RSC Columbus Day Classic. Non-compliance will result in forfeiture of all games in which the player participates.

CONDUCT:

- A) COACHES ARE NOT ONLY RESPONSIBLE FOR THEIR PERSONAL CONDUCT, BUT ALSO FOR THE CONDUCT OF THEIR PLAYERS AND SPECTATORS. TEAM MANAGERS AND RSC FIELD COORDINATORS ARE ASKED TO HELP THE COACHES IN THEIR EFFORTS.
- B) In addition to the authority vested in them pursuant to FIFA Laws, Referees will now deploy the new carding procedures for coaches and other bench personnel as well as other normal bench area management techniques.
- C) Players are expected to conduct themselves within the spirit, as well as, the letter of the laws. Players ejected from the match (Red Card) must sit out the remainder of that match plus the team's next tournament match. Players ejected from a match for violent conduct must sit out the next two (2) tournament matches. No substitution may be made for the ejected player during the match in which the offense occurred.

- D) Red Cards issued after the end of regulation play or because of physical assault are subject to review by the Tournament Rules Committee and a more strenuous penalty may be imposed.
- E) If a Coach is ejected - the Tournament Rules Committee will review the referee report and make a final determination regarding the remaining and future participation in any River Soccer Club Tournaments. The authority of the referee begins 15 mins prior to kickoff and will continue until he or she departs the area of the field after the match is complete.
- F) NO PROTESTS ARE ALLOWED ON PENALTIES IMPOSED BY THE COMMITTEE AND ALL REFEREE DECISIONS ARE FINAL.

TIES:

Ties will stand at the end of regulation play for the preliminary round matches. In the semifinals and championship matches, teams will be given a five (5) minute rest period and immediately proceed with one (1) ten (10) minute sudden victory overtime period. If the score is still tied at the end of the overtime play, kicks from the mark will decide the outcome, as follows:

- A) Only the players on the field at the end of the second overtime period are eligible to participate in the kicks from the mark.
- B) The referee shall decide the goal at which all the kicks shall be taken.
- C) The team winning the coin toss shall decide to defer or take the first kick.
- D) No player may shoot a second time until all eligible teammates (including the goalkeeper) have taken a kick.
- E) Each team takes five (5) shots, alternately. The team scoring the most goals wins.
- F) If the score is tied after five (5) shots by each team, the taking of shots continues, alternating, until one team scores and the other team does not.
- G) Other than the shooter and the two (2) goalkeepers, all eligible players must remain in the center circle while the shots are in progress.

INCLEMENT WEATHER:

Regardless of weather conditions, coaches and their teams must appear on the field of play or tournament headquarters as scheduled, ready to play unless notified by a member of the Tournament Committee. Failure to appear will result in forfeiture of the match. Only the referee or Tournament Committee can cancel or delay a match.

- A) INCLEMENT WEATHER BEFORE THE MATCH - PRELIMINARY ROUNDS:
Referees and/or the Tournament Committee may reduce the length of the match, and subsequent matches by 50%; however, the halves of the match must be of equal duration. If a match is canceled, the Tournament Committee will award a 0-0 tie.

B) INCLEMENT WEATHER BEFORE THE MATCH - CHAMPIONSHIP ROUNDS:

If a championship round cannot begin, a shoot-out will take place to determine the winner. If a shoot-out cannot take place, the match will be decided by the toss of a coin.

C) INCLEMENT WEATHER DURING THE MATCH - PRELIMINARY ROUNDS:

The match will be considered completed and the score will stand if one-half (1/2) has been completed. If less than one-half (1/2) of the match has been completed, a 0-0 tie will be awarded by the Tournament Committee.

D.) INCLEMENT WEATHER DURING THE MATCH - CHAMPIONSHIP ROUNDS:

The match will be considered completed and the score will stand if one-half (1/2) has been completed. If one-half (1/2) has not been completed, or if a tie exists at the stoppage of play, a shoot-out will take place to determine the winner. Only the regulation number of players on the field at the time of the stoppage may participate in the shoot-out. Shoot-out rules: see Rule VIII, B through H.

E) EXTREME HEAT:

The Tournament Committee may impose water breaks during any game and with a running clock. Length of time and implementation is at the discretion of the Tournament Committee. If necessary, such breaks will be communicated to each team prior to the beginning of any match.

F) INCLEMENT WEATHER BEFORE START OF TOURNAMENT:

Severe inclement weather causing cancellation of the tournament will result in forfeiture of entry fee.

FORFEITS:

A) A team shall be allowed a ten (10) minute grace period after the scheduled kick-off in the preliminary rounds before the match is awarded to their opponent. For 11 v 11 games a minimum of seven (7) players constitutes a team, and if seven (7) players are present, the match may not be delayed. If, during the match, a team falls below the minimum seven (7) players, the game will be forfeited to their opponent. For 9 v 9 games a minimum of 6 players constitutes a team and if six (6) players are present, the match may not be delayed. If, during the match, a team falls below the minimum of six (6) players, the game will be forfeited to their opponent. For 7 v 7 games the minimum number of players is 5.

B) A team which has forfeited a game may not be decided a group winner or wild card team. If an apparent group winner forfeits, the group team with the next best record will be named the group winner

C) A forfeit in the final rounds shall be recorded as a 3-0 match.

D) A forfeit in the preliminary rounds shall be awarded as three (3) points for win. For tie breaking purposes, the full three (3) bonus points will be awarded.

PROCEDURE FOR DETERMINING PLACEMENT IN THE CHAMPIONSHIP MATCHES, IF APPLICABLE:

At the conclusion of the preliminary matches, each team will be ranked according to their performance. This ranking will determine the teams that will meet in the championship matches. The ranking criteria are as follows:

- A) Teams will be ranked in order of match points:
- B) Win - 3 points; Tie - 1 point; loss - 0 points.
- C) The team with the most match points finishes first.
- D) If three (3) teams are tied for first, the above process will be used, however, head-to-head will be eliminated, and the first tie breaker will be Goal Differential.
- E) A match, which has been canceled by the Tournament Committee, will be awarded a 0-0 tie with no bonus points.

IN EVENT OF A TIE, THE FOLLOWING TIEBREAKER RULES WILL BE APPLIED IN ORDER:

- A) Winner of head-to-head competition.
- B) Bonus points will be given based on Goal Differential (3 goals per game maximum.)
(For example: Game 1 a team wins by 3 goals and receives 3 bonus points. Game 2 they win by 1 goal and receive 1 bonus point. Game 3 they lose by 2 goals. They receive -2 bonus points. Total Bonus Points =2).
- C) Least goals allowed during preliminary matches.
- D) Penalty kick shoot-out.

GENERAL:

- A) Coaches, Players and Team Managers are restricted to their technical areas.
- B) All decisions of the referee are final.
- C) No standing or sitting behind the goal area.
- D) Harassment of Officials, Tournament Staff and/or Tournament Officials by Coaches, players and or spectators will not be tolerated. The Tournament Rules Committee reserves the right to impose sanctions and/or penalties for this kind of conduct, including removal of offending party from the field and/or complex site. These sanctions and/or penalties cannot be appealed.
- E) The River Soccer Club, Inc., the Tournament Committee and DYSA will not be responsible for any expenses incurred by any team if the Tournament is canceled in whole or in part.

There will be no refunds if the tournament is cancelled because of inclement weather or the Tournament Committee determines the fields are unplayable.

TOURNAMENT RULES COMMITTEE:

The Tournament Rules Committee shall meet daily at Tournament headquarters to rule on questions of procedure, penalties and/or sanctions. The members of the tournament rules committee are; Pete Bussa, Andy White, and Howard Gerken. The decisions of the Rules Committee are final. NO APPEALS WILL BE PERMITTED.

PROTESTS:

The Referee's judgment pursuant to the application of the Laws of the Game are final!
NO PROTESTS WILL BE ALLOWED

PLACEMENT OF DIVISIONS:

Division of 8 teams: Each team will play 3 games within a 4-team group. The first place team in each group will play in a final match.

Divisions of 7 teams will play a 4 game round robin with first and second place being determined by points.

Division of 6 teams: Each team will play 2 games within a 3-team group and a crossover game. The winner of each bracket will meet in a final match.

Division of 5 teams: Each team will play a 4 game round robin schedule. First and second place will be determined by points.

PLAYING RULES:

All Tournament matches will be played in accordance with the "Laws of the Game" as issued by FIFA, unless modified herein. The following statements of Rules and Regulations supplement the "Laws of the Game."

PLAYER EQUIPMENT:

- A) UNIFORMS MUST MEET FIFA SPECIFICATIONS.
- B) All players must wear individually numbered jerseys. The number must coincide with the player's name/number on the official team roster. The individual numbers must be different for each player.
- C) In the event of a color conflict, the home team will change. The home team is the team shown first on the schedule.

SUBSTITUTIONS:

Unlimited substitutions with the permission of the Referee are allowed upon any stoppage of play by either team. Substitutions may only be submitted from the substitution area and substitutes must be reported to the substitution area prior to the substitution opportunity to be considered. There will be no substitutions on penalty kicks.

NOTE: There will be no substitution for an ejected player.

TEAM FIELD POSITION:

Coaches, team manager (1), and players will take up a position on either side of MIDFIELD as shown on the complex field diagram. The home team (the team shown first on the schedule) has choice of midfield side. **Players, coaches and team officials must remain in their technical areas.** Spectators will take up their position on the opposite side of the field at least 3 yards from the touch line where space is available and not within the extended area of the 18 yard line on either end of the field.

DURATION OF PLAY:

The duration of play will be as shown below. Two (2) equal halves will be played, with a five (5) minute half-time interval. A running clock will be deployed during all rounds of the tournament. Time will not be added for any reason during regulation games. Stoppage time during championship games will be at the discretion of the referee.

In the event that one or both teams appear later than the scheduled time for the start of the match, but within the ten (10) minute grace period, the match will be played; however, the remaining time shall be divided into two (2) equal halves with a five-minute half time provided. In this circumstance, the referee will determine the length of the match and will communicate this time to both teams prior to the beginning of the match.

Both teams are expected to present their captains at the field marshal stand for their field 15 minutes prior to their match to conduct pregame procedures.

Age Groups: U9, U10, Two (2) X 20 minute halves, 5 minute halftime.

Age Groups: U11, U12, U13 and U14 Two (2) X 30 minute halves, 5 minute half time.

BALL SIZE:

#5 - Age Groups: U-14, U-13

#4 - Age Groups: U-12, U-11, U-10, U9

The official game ball will be provided by the "Home Team."

NUMBER OF PLAYERS:

AGE	PLAYERS	FIELD SIZE	GOAL SIZE	
U9	7V7	60X40	7X21	*Build Out Lines in use
U10	7V7	60X40	7X21	*Build Out Lines in use
U11	9V9	75X50	7X21	
U12	9V9	70X50	7X21	
U13	11V11	70X100	8X24	
U14	11V11	70X100	8X24	
U15	11V11	70X100	8X24	