



## ***Classic FC Spring Cup Tournament Rules***

### **Eligibility**

The Classic FC Spring Cup is open to all currently registered USYSA, US Club Soccer and AYSO teams composed of 22 players or less for ages U15-U19, 18 players or less for ages U13-U14, 16 players or less for ages U11 – U12, 12 players or less for ages U9 – U10 and 8 players or less for U7 & U8. 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 – U19, 4 guest players for U11 & U12, 3 guest players for U7, U8, 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 mandatory check in; 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.

**Mandatory Tournament Check-in:** All teams are required to check-in on the Friday of the tournament weekend. Location of check-in and check in requirements can be found at <http://www.classicfc.net/SpringCup/Check-In.html>

### **Pre-Match Check-In**

1. Teams must provide referee pass card for everyone including guest players.  
Players can only play for 1 team during the tournament weekend.
2. If a player gets a red card, player will sit out the next game
3. If a player is found participating in a game without a proper pass card, the game will be forfeited per tournament rules. The player will not be allowed to play for the remainder of the tournament.

**4. Referee Crew will inspect the equipment of each player including uniform and mandatory shin guards, and cleats. Toe cleats and metal cleats are not allowed. Objects such as jewelry, barrettes, bobby pins, bows, etc., will be inspected. If the Referee Crew determines any such object represents a hazard, the object(s) must be removed prior to play.**

**5. Players wearing an orthopedic or immobilizing cast may not be allowed to play. Final decision on whether the item presents a hazard to any player will be up to the referee.**

## **Rules of Play**

**All games will be played by FIFA Laws of the Game as modified by USYSA unless otherwise stated in this rules section.**

### **4v4 Standards of Play (U7/U8)**

#### **Law 2: The Ball**

- The ball size shall be 3.

#### **Law 3: The Players**

- Each team has 4 field players (no goalkeeper).
- Substitutions are unlimited and can occur at any stoppage.

#### **Law 5: The Referee**

- Registered and certified referees are not required at this level.
- The tournament will provide 1 referee.

#### **Law 6: The Other Match Officials**

- Assistant referees are not used at this level of play.

#### **Law 7: The Duration of the Match**

- The game shall consist of 8-minute quarters. Quarter breaks will last for 2 minutes. There will be a 5-minute halftime.

#### **Law 11: Offside**

- There is no offside infraction at this level of play.

#### **Law 13: Free Kicks**

- All free kicks are indirect.
- Opponents should be 10 feet from the ball.
- Law 14: The Penalty Kick - There are no penalty kicks.

#### **Law 15: The Throw-in**

- Kick-ins will be used instead of throw-ins. Opponents should be 3 feet from the ball on Kick-ins.

#### **Law 16: The Goal Kick**

- Goal kicks should be taken in the general vicinity of the goal.\* - Opponents should be 10 feet from the ball.

#### **Law 17: The Corner Kick**

- Corner kicks should be taken in the general vicinity of the appropriate corner.

- Opponents should be 10 feet from the ball.

### **7v7 Standards of Play (U9-U10)**

#### **Law 2: The Ball**

- The ball size shall be 4.

#### **Law 3: The Players**

- Each team has 6 field players and 1 goalkeeper.
- The game will not start or continue if there are less than 5 players on a team.
- Substitutions are unlimited and can occur at any stoppage.

#### **Law 6: The Other Match Officials**

- Assistant referees are not used at this level of play.

#### **Law 7: The Duration of the Match**

- The game shall consist of 20-minute halves. There will be a 5-minute halftime.

#### **Law 11: Offside**

- The build out line (see below) denotes where offside offenses can be called. - Players cannot be penalized for an offside offense between the halfway line and the build out line.
- Players will be penalized for offside offenses between the build out line and the goal line.

#### **Law 12: Fouls and Misconduct**

- Deliberate heading results in an indirect kick at the location of the foul.

#### **The Build Out Line**

- The build out line is marked across the width of the field (touchline to touchline) and is equidistant between the top of the penalty area and the halfway line.
- When the goalkeeper has possession of the ball (either in their hands or for a goal kick), the opposing team must move behind the build out line until the ball is put into play.
- When the goalkeeper has collected the ball in their hands during play and once the opposing team is behind the build out line, the goalkeeper may either throw the ball to their teammate or drop the ball to the ground and pass it to their teammate; punting is not allowed.
- After the ball leaves the goalkeeper's hands, the ball is considered in play. At this time, the opposing team may cross the build out line and play resumes as normal.
- If the goalkeeper punts the ball, an indirect kick shall be awarded to the opposing team from the spot of the offense.
- If the punt occurs in the goal area, the indirect kick shall be taken from the goal area line parallel to the goal line at the nearest point to where the infringement occurred.

### **9v9 Standards of Play (U11-U12)**

#### **Law 2: The Ball**

- The ball size shall be 4.

### **Law 3: The Players**

- Each team has 8 field players and 1 goalkeeper.
- The game will not start or continue if there are less than 6 players on a team.

### **Law 7: The Duration of the Match**

- The game shall consist of 25-minute halves. There will be a 5-minute halftime.

### **Law 12: Fouls and Misconduct**

- Deliberate heading for the U11 age group results in an indirect kick at the spot of the offense.

## **11v11 Standards of Play (U13-U19)**

### **Law 3: The Players**

- The game will not start or continue if there are less than 7 players on a team.

### **Law 7: The Duration of the Match**

- U13-U14 games shall consist of 30-minute halves. There will be a 5-minute halftime.
- U15-U16 games shall consist of 35-minute halves. There will be a 5-minute halftime.
- U17-U19 games shall consist of 35-minute halves. There will be a 5-minute halftime.

### **Substitutions:**

For all ages, substitutions are permitted at any stoppage with the permission of the referee.

### **Coaching:**

Coaches are responsible for the conduct of their players and spectators. No coach, player, or spectator can make derogatory remarks or gestures to the referees, other coaches, players, or spectators. No coach, player, or spectator can use profanity or incite, in any manner, disruptive behavior. Coaching from the sidelines (giving directions to one's own team on points of strategy and position) is permitted providing:

- No mechanical devices are used
- The tone of the voice is instructive and not derogatory
- Each coach remains within 10 yards of their side of the halfway line

**Cautions and Ejections:** Any player receiving two yellow cards (cautions) or a red card in a single game is considered to have received an ejection. A player who has been ejected cannot be replaced. A coach or player who has been ejected **MUST** leave the immediate area.

## **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, then rules of the U12 team will 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.**

## **Tournament Structure**

**Four-Team Divisions: Each team will play all the other teams in their division. At the end of this Round Robin play, match points will determine the top team in the division who will be declared champion.**

**Five-Team Divisions: Each team will play all the other teams in their division. 1st and 2nd place teams will be awarded on total points accumulated. There are no playoff or championship games.**

**Six-Team Divisions: The division will be divided into two brackets (A and B) of 3 teams. Round Robin play in each bracket. After completion of bracket play, teams are seeded for cross over games. Winners of crossover games advance**

to the championship game. Crossover games that end in a tie will go immediately to shootouts to determine which team advances.

**Seven-Team Divisions:** Each team in the bracket will play 4 games in a randomly selected pattern. Total match points earned during these games determine the final placement of teams.

**Eight-Team Divisions:** The division will be divided into two brackets (A and B) of 4 teams. Round Robin play in each bracket. The top team from each bracket advance to the championship game.

**Nine-Team Divisions:** Each team in the bracket will play 4 games in a randomly selected pattern. Total match points earned during these games determine the final placement of teams.

## **Tournament Competition**

U7-U8 competition will be played as a Jamboree format. For these younger age groups, no match points will be awarded. There is no playoff structure. Neither scores nor standings will be recorded or publicly posted. All player will receive participating pins or medals.

For U9-U19, teams are awarded match points on the following basis:

- 3 points for each win
- 1 point for each tie
- Zero points for each loss
- 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) 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 if the tie still stands, winner is decided by penalty kicks, home team chooses if they shoot first or second.

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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.

## **Protests**

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

## **Inclement Weather**

Teams by registering recognize and acknowledge that adverse weather conditions are an act of God and agree to accept the decisions of the tournament officials as to playability and therefore the outcome of competition without any appeal, objection or compensation whatsoever. Coaches, parents and players must accept and comply with "last minute" schedule changes made to accommodate last minute situations as part of their participation

## **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 the CFC Spring Cup

<b>Ages</b>	<b>Roster Size</b>	<b>Number of Players</b>	<b>Goalie</b>	<b>Ball Size</b>	<b>Game Length</b>
<b>U7 &amp; 8</b>	<b>8</b>	<b>4 V 4</b>	<b>NO</b>	<b>3</b>	<b>8 min quarters</b>
<b>U9&amp;10</b>	<b>12</b>	<b>7 V 7</b>	<b>YES</b>	<b>4</b>	<b>40 Minutes</b>
<b>U11&amp;12</b>	<b>16</b>	<b>9V 9</b>	<b>YES</b>	<b>4</b>	<b>50 Minutes</b>
<b>U13&amp;14</b>	<b>18</b>	<b>11 V 11</b>	<b>YES</b>	<b>5</b>	<b>60 Minutes</b>
<b>U15&amp;U16</b>	<b>22</b>	<b>11 V 11</b>	<b>YES</b>	<b>5</b>	<b>70 Minutes</b>
<b>U17-19</b>	<b>22</b>	<b>11 V 11</b>	<b>YES</b>	<b>5</b>	<b>70 Minutes</b>

### **SPORTSMANSHIP ZERO TOLERANCE POLICY:**

**All Spectators, Coaches and Players MUST show respect for each other and the authority of the Referees. Help us set a great example for our youth!**

- Please cheer enthusiastically for your team**
- Please acknowledge the good play of both teams**
- Please do not “help” players or coaches or criticize referees.**
- Let the players make their own decisions on the field.**

**Personnel whose names appear on the team roster may be in the technical area. Spectators must sit on the sideline**

**opposite their team bench without crossing the midfield line during the entire match. Spectators must remain at**

**minimum of 3 yards away from the sideline. No spectator affiliated with a team may sit on either end line.**