

Falmouth Fall Classic: Tournament Rules & Guidelines

FIFA LAWS:

All FIFA laws will apply, except for those exceptions contained herein, as well as all State rules that apply to U9, U10 and U11 and modified FIFA rules for that age group concerning substitution and goal kicks.

MATCH PLAYING TIMES (RUNNING TIME):

U9 & U10 – 7v7 – one 30-minute halves

U11 & U12 – 9v9 – two 25-minute halves

U13 & U14 – 11v11 – two 30-minute halves

UNIFORMS + EQUIPMENT:

All uniforms must be numbered; duplicate numbers on any team are not permitted. The first team listed in each game is designated as the “Home” team – they are responsible for providing the game ball and to change uniforms if a color conflict arises. Pinnies, which permit the underlying number to be discerned, are acceptable for this purpose. Prior to the start of each game, the referee will ensure all rostered players have their shin guards, proper footwear, no jewelry, and no splints or hard casts (referees will have the final say).

ROSTERS:

U12 - U14 only: Players can be double rostered on two teams competing in 2 separate age groups but are NOT able to be double rostered in the same age group. Field Marshal or the Referee will verify players against the approved roster or player passes. Any team found using ineligible players would forfeit games for the entire tournament.

Sixteen (16) is the roster limit for U12. Twenty-two (22) is the roster limit for U13/U14.

All teams: Players may be allowed to move up two age groups, but never moved down an age group. Within 10 minutes of the scheduled start of the game, teams must field at least 5 players for U9/U10 and 7 players for U11 - U14. Otherwise, the offending team will forfeit the game.

FORFEITS:

Winners of forfeited games will be awarded a 3-0 win.

SPORTSMANSHIP:

Coaches are responsible for the conduct of the players, parents and fans of their teams. For any sportsmanship problems concerning the spectators, the referee will solicit the assistance of the Field Marshal and direct the offender(s) to leave the immediate area of the playing field. If the offender(s) fail(s) to leave the area as directed, the referee, at his or her discretion, may terminate the game and award a forfeit to the non- offending team.

SIDELINES:

Coaches, substitute players, and spectators are required to remain 2 yards behind the touchlines. Teams will be on one side of the field and spectators on the opposite side. Field Marshals will be present at each game to ensure proper conduct.

YELLOW/RED CARDS:

Any player or coach receiving a red card will not be eligible to participate in the remainder of the game in play, plus the next game. An ineligible player or coach may view the game from the spectator side of the field. An ineligible coach may cause his or her team to forfeit the game if, in the opinion of the referee, the coach is “coaching” his or her players during the game.

Any player receiving a yellow card will be allowed to play in the remainder of that period of the game in play. A second yellow card in any one game will result in the issuance of a red card. A red card may be issued immediately, if, in the opinion of the referee, any player commits a serious foul. At the discretion of the Tournament Committee or the referee, a deliberate, serious foul or any violent conduct by a player resulting in a red card may also result in ineligibility of that player for the remainder of the tournament.

HEADING PROTOCOL:

There will be no heading allowed in games for players 10 and under (U11 and below). Deliberate heading in these age groups will result in awarding an indirect free kick to the opposing team from the spot of the offense. If the deliberate header occurs within the goal area, the indirect free kick should be taken on the goal area line parallel to the goal line at the point nearest to the spot of the offense.

SUBSTITUTIONS:

Unlimited substitutions are allowed, with the consent of the referee:

- Prior to a throw-in by either team;
- Prior to a goal kick by either team;
- After an injury (if the injured player leaves the field of play);
- At half time;
- After a goal is scored;
- After the end of regulation time during a championship game, if tied.

SUSPENDED & TERMINATED GAMES:

Prior to the start of the game, the Field Marshal or tournament committee will determine fitness of playing conditions. Responsibility then shifts to the referee during the game. Qualifying games will be considered complete if the game is terminated after at least 20 minutes have been played. IN THE UNLIKELY EVENT THAT A GAME NEEDS TO BE CANCELED, POSTPONED OR RESCHEDULED DUE TO UNFORESEEN CIRCUMSTANCES, THE TEAMS WILL BE NOTIFIED DIRECTLY BY THE TOURNAMENT DIRECTOR.

Any game terminated prior to 20 minutes of elapsed time will be recorded as a 0-0 tie. Championship games may be suspended during play by the referee. The Tournament Committee will then rule on a possible reschedule to complete the game. If the game cannot be restarted, and 20 minutes if the game has elapsed, then the winner will be determined by the current score. If there is a tie, or if less than 20 minutes have elapsed, both teams will be declared co-champions.

SCORE SHEETS:

Both coaches and all refs must sign the referee's score sheet at the conclusion of each game. Please note: coaches signing the score sheet indicates agreement to the information on the score sheet. If there is a concern about the accuracy of the score sheet, the following procedure must be followed: 1) Sign the score sheet and write "protest" next to your signature. 2) Immediately communicate your protest issue to the Game Manager who will then communicate discrepancies to the Tournament Official Scorekeeper. **Failure to sign the sheet will negate any right to protest the game or incorrectly posted scores.** *Further details about protests can be found below in the Protest section.*

CANCELLATION/REFUNDS:

Any team that is accepted into the tournament and later withdraws will forfeit the entry fee. No refund will be made in the event of cancellation or shortening of any matches due to inclement weather. If the entire tournament is canceled due to inclement weather, each team will be refunded all but the \$50 registration fee. Any team that forfeits the last scheduled game will be barred from future tournaments.

START OF MATCHES:

A team arriving late or that is not ready to play at the appointed hour risks forfeiture of the match. Should a team arrive late or otherwise fail to be ready to play at the appointed hour, the referee and/or Field Marshal shall declare a five-minute grace period. If the team is not on the field ready to play by the end of the grace period, the late team will forfeit the game and the score will be recorded as 3-0.

If the forfeiting team subsequently arrives or is ready to play within the allotted time slot, the referee and/or Field Marshal can shorten the game by the amount of time necessary to complete the match within the scheduled time slot. The two teams may then play an exhibition match that does not count toward the Fall Classic record.

Before the start of each game, each coach may be asked to provide the referee with a certified State roster and player passes. Each Roster **MUST** accurately include each player's jersey number. A coin toss will determine ball possession and selection of the defending goal.

PROTESTS:

Protests must be communicated to the Tournament Committee within 1 hour of the completion of the game in question. The Tournament Committee will decide all contests and their decision will be final. Protests concerning judgment decisions of the referees will not be entertained.

TOURNAMENT STRUCTURE:

The U9, U10 and U11 are participation-only events. U9/U10 teams will play three 30-minute games; U11 teams will play three full-length games. There will be no semi-finals or championships for these divisions but all players will receive a Superior Roofing participation medal. U12, U13 & U14 age groups will be competitive and only the winning team and second place team participating, rostered players will receive Tournament Trophies.

Although not entirely possible, we did the best we could to place teams into their tournament divisions based on the following:

- To create competitive games between evenly matched teams that benefit all teams involved in the tournament, no matter their ability/skill level
- To play against teams that are not in their current SoccerMaine Division

POOL PLAY:

Points: Teams will be awarded points on the following basis:

Three (3) points for each win

One (1) point for each tie

Zero (0) points for each loss

6-Team Groups: U13G – The two teams with the highest points will move onto the playoffs. (*This means that two teams from the same group could go to the final.*)

4-Team Groups: The bracket winner shall be the team with the most total points in their group, and they will move onto the playoffs.

Wildcards: A wildcard team will be selected for the playoff rounds for the U14 Boys D and U13B D1 Divisions because there are three groups in these divisions. The points tiebreaker will be used to determine which single second place group finisher advances to the semi-finals with the three group winners.

TIEBREAKERS FOR POOL PLAY:

To determine a bracket winner should two or more teams have the same number of points, tiebreakers will be in this order:

1. Head to Head
2. Goal Differential (4 goals maximum per game)
3. Most shutouts
4. Fewest Goals Given Up
5. Coin Toss conducted by FYSA Board Member

Note: Three-way ties are resolved at Tiebreaker #2, with second place again starting with Tiebreaker #2.