

2014 CSA Division 2 Spring Classic Rules

LAWS OF THE GAME: All games will be played in accordance with FIFA rules as modified by the United States Youth Soccer Association and the exceptions noted herein.

ELIGIBILITY: The Tournament is open to accepted teams composed of no more than 18 players with a verified roster from Mississippi Soccer Association. No players may play on more than one team at any time during the tournament. All teams must be currently registered and in good standing with their local affiliate of MSA.

AGE GROUPS: All players on the roster must be born on or after August 1 of the following years:

Under 10 - 2004

Under 12 - 2002

Under 14 - 2000

The tournament committee reserves the right to combine competition in age groups where there are insufficient teams to provide for full competition in single age groups. It also reserves the right to assign developmental teams to the age group of the majority of their players.

SCHEDULING: Scheduling will be the responsibility of the Tournament Committee. Any and all games may be rescheduled, shortened, played as a shoot-out, or canceled due to inclement weather or field conditions. Any scheduled changes will be posted at online at clintonsoccer.org.

TOURNAMENT COMMITTEE: The Tournament Committee reserves the right to decide on any and all matters pertaining to the Soccer Tournament. All such decisions are final.

PROTESTS: No protests will be allowed or considered.

HOME TEAMS: The team listed first in the schedule shall be considered the home team. The home team is responsible for providing a match quality ball for the game. The home team must change to an alternate jersey if requested by the referee.

Spectators occupy the half of the field directly across from their team.

GAME REPORTS: The coach or manager of the winning team is responsible for checking and signing the scorecard at the conclusion of each game. In the event of a tie, the coach or manager of both teams should sign the scorecard. The referee shall give the scorecard to the coach or manager of the winning team, or coach or manager of the home team in the event of a tie, who will deliver the scorecard to the Tournament Headquarters immediately following the game.

PLAYER EQUIPMENT: All players must wear approved shin guards at all times during play. No jewelry or other devices may be worn by a player if, in the opinion of the referee, the object(s) would present a danger to the player or to the other players. The referee prior to the player being allowed to play in each game must approve casts, braces, prescription goggles, and other medical devices. The referee's decision is final in these matters. The goalkeeper must be prepared to change his jersey if requested by the referee.

STARTING THE GAME: All games will start at their designated time. There is NO grace period. The referee may start a game before its designated time with the mutual consent of the opposing coaches. Any team that, in the opinion of the referee, is not prepared to play at the designated time shall be deemed to have forfeited the game. A minimum of four (4) players is required for U-10 teams playing six (6) players to a side to start a game, five (5) players U-12 playing eight (8) players per team, and a minimum of seven (7) players is required for other teams (eleven (11) players) to start a game.

FORFEITS: Any team that is unprepared to play, fails to show, or that quits the field of play before the conclusion of the game will forfeit that game. Forfeiture will be recorded as a 3-0 loss for the forfeiting team. A team that forfeits a game may continue to play scheduled games, but will not be eligible to advance into semi-final or championship rounds. All forfeitures will be reported to the team's home sanctioning organization.

SUBSTITUTIONS: Unlimited substitutions may be made during a game. but only at the following times and with the permission of the referee. (There is no minimum playing time requirement for a player.)

-After a goal has been scored by either team.

-At a goal kick by either team.

-At a throw-in by the team in possession only.

-At the beginning of the second half or an overtime period.

-At the referee's discretion in the event of an injury. (If the injured player is substituted, the referee may, but is not required to, allow the opposing team to substitute also.)

-Following a caution, the referee may, but is not required to, allow the offending player to be substituted. He may, at this discretion, allow the other team to substitute also.

-No substitution is allowed for an ejected player.

GAME DURATION: BRACKET, SEMI's, & FINAL PLAY Under 10 (6v6) - 20 minute halves

Under 10 (8v8) - 25 minute halves

Under 11 & 12 - 25 minute halves

Under 14 - 30 minute halves

DETERMINATION OF WINNERS AND TIE BREAKERS: The order of finish after the completion of bracket or round robin play is determined using the following point system. Any cross bracket game will count in determining the order of finish.

3 points for a win 1 point for a tie

0 points for a loss

In the event two or more teams are tied at the end of bracket or round-robin play, the following tiebreakers will be utilized in the order listed:

1. Winner of head-to-head competition

2. Goal differential with a maximum of 3 goals per game (plus or minus).

3. Fewest goals allowed (Total equal to goals allowed in differential score). 4. Kicks from the Mark (FIFA Rules) until a winner is determined.

FINALS: In all age groups, if a game ends in a tie, the teams will go directly to penalty kicks (FIFA Rules) until a winner is determined.

CONDUCT: Players, coaches, and spectators are expected to conduct themselves within both the spirit and letter of the law at all times. Displays of dissent, outbursts of temper, and other unsportsmanlike conduct are cause for ejection from the game and the playing area. Coaches and substitutes should stay within their designated areas, and spectators must stay behind the restraining lines. No one, except players, is allowed on the field during the game, unless they're first granted permission by the referee. Flagrant misconduct may result in persons being barred from further participation and/or attendance at the tournament. Players or coaches receiving an ejection (red card) may not participate in the team's next game. An ejected player may, with the permission of the referee, remain in the players' area, but must remove his game jersey. An ejected coach or spectator must leave the playing area as defined by the referee before the game may continue.