

BLUE CHIP CLASSICS CUP TOURNAMENT RULES

I. REGISTRATION

Team Check-in/Registration will occur Friday night, August 21st, from 6 to 10pm at the Tournament Headquarters

A. **US Teams Check-in/Registration Requirements**

1. Original 2009/2010 Player Passes; either USYS State Association or US Club Soccer passes
2. Original 2009/2010 Official Roster; either USYS State Association or US Club Soccer
3. Original completed Classics Cup Indemnity form
4. Two Copies of Official Roster
5. Guest Players identified: Written on front or back of COPIES of Rosters.
6. Player Passes for Guest Player
7. Individual Player Medical Release Forms
8. Permission to Travel Paper Work: Not Required for US Club Soccer Teams. USYS State Association teams from Region I do not need Permission to Travel Paper Work except teams from Connecticut or New Jersey. USYS State Association teams from all other Regions need Permission to Travel Paper Work.

II. ELIGIBILITY

A. **Roster Sizes:**

1. U9 and U10: 6v6 teams are limited to 12 players identified at Registration.
2. U11 and U12: 8v8 teams are limited to 14 players identified at Registration
3. U13 and U14: 11v11 teams are limited to 18 players identified at Registration
4. Players may not participate with more than one team in this tournament.

- B. **Four guest players** per team will be permitted for all age groups. US Club Soccer teams may only take guest players registered under US Club Soccer, and USYSA teams may only take guest players registered with properly stamped USYSA player pass cards.

III. CODE OF CONDUCT

Harassment of the officials from coaches, spectators or players will not be tolerated.

A. **Sideline Organization:**

1. Both teams will sit on the same side of the field. Only coaches and trainers may stay on the player's sideline.
2. Spectators are permitted on the opposite side of the field from the coaches and players and are limited to being in the designated area from penalty box to penalty box.
3. No spectators are allowed behind the goal areas.

B. **Sideline Behavior:**

1. **NO alcoholic beverages** are allowed in the park or the parking lot of any of the game sites. Your team will be subject to forfeiting 1 game.
2. Any player or coach ordered off the field by the referee for misconduct may be suspended from at least the next game, as determined by the Tournament Committee. The Tournament Committee shall review each incident based on the report of the referee.

The Tournament Committee's decision with respect to any suspension shall not be subject to review or appeal.

IV. PLAYING RULES

FIFA Laws of the Game will be used with the following exceptions:

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A. Game Duration:

1. U9- 6v6, 25 minute halves, 5 minute halftime period. Size 4 Game Ball.
2. U10- 6v6, 25 minute halves, 5 minute halftime period. Size 4 Game Ball.
3. U11- 8v8, 30 minute halves, 5 minute halftime period. Size 4 Game Ball.
4. U12- 8v8, 30 minute halves, 5 minute halftime period. Size 4 Game Ball.
5. U13- 11v11, 35 minute halves, 5 minute halftime period. Size 5 Game Ball.
6. U14- 11v11, 35 minute halves, 5 minute halftime period. Size 5 Game Ball.
7. OVERTIME – Overtime rules will be in effect for Championship games only. No overtime in preliminary games. For championship games – Two five-minute overtime periods will be played in their entirety. If a Championship game is still tied at the end of the overtime periods, the winner will be determined by penalty kicks. Only those players on the field at the end of the second overtime are eligible for penalty kicks.

B. Substitutions:

1. Unlimited substitution according to FIFA Rules with following modifications:
 - Before a throw-in by the opposing team if the opposing team is also substituting;
 - For a cautioned player (cautioned player only)
 - In case of injury, unlimited substitution for both teams.

C. Cautions and Ejections:

1. The decisions of the referee regarding the application of the Laws of the Game are final;
2. A player receiving a red card, including a second yellow, during a match will not be permitted to play in his/her team's next match;
3. If the severity of the red card offense so justifies it, a player may be suspended from playing in the next two matches. The decision to impose a two match suspension shall be made by the Tournament Director and the Referee Coordinator;
4. If a player receives a red card in the team's final match, it will be returned to his/her team and a report send to Ohio South Youth Soccer to be forwarded to the respective association. Any further penalty shall be at the discretion of the team's host organization.
5. Per regulations by the Ohio South Youth Soccer Association, all yellow and red cards as well as any matter involving misconduct by a team or coach will be recorded and submitted to Ohio South in the post-tournament report;

D. Modifications for U9 - U12 Games

Tournament shall utilize US Youth Soccer Rules for Small-sided Games except as adjusted below.

1. Field

- The Tournament Director has the right to make any changes or modifications to the fields and/or goals. All decisions of the Tournament Director are final.

2. Players

- U9 teams shall play 6 v 6. One player on the field must be a goalkeeper.
- U10 teams shall play 6 v 6. One player on the field must be a goalkeeper.
- U11 teams shall play 8 v 8. One player on the field must be a goalkeeper.
- U12 teams shall play 8 v 8. One player on the field must be a goalkeeper.
- U13 teams shall play 11 v 11. One player on the field must be a goalkeeper.
- U14 teams shall play 11 v 11. One player on the field must be a goalkeeper.

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3. Offside

- There will be no offside rule in effect for U9 matches. The referee may call offside if in his or her opinion the offending team is purposely and tactically placing a player in an offside position (“cherry picking”)

4. Referees

- U9 teams shall play with one referee.
- U10 – U12 shall play using a three referee system
- U13 – U14 shall play using a four referee system

E. Player Equipment

1. **Home Team** – Team listed first is the designated Home Team and must change jerseys when the referee determines a conflict to exist. However, as a matter of protocol, home teams are expected to wear their light uniforms and away teams are expected to wear their dark uniforms.

2. Game Balls

- U9- 6v6: Size 4 Game Ball.
- U10- 6v6: Size 4 Game Ball.
- U11- 8v8: Size 4 Game Ball.
- U12- 8v8: Size 4 Game Ball.
- U13- 11v11: Size 5 Game Ball.
- U14- 11v11: Size 5 Game Ball.
- Note – All game balls will be provided by the tournament committee. Game balls are to be returned to the center refs at the end of each match.

3. Safety

- The referee’s decision as to the safety of the players is final.
- All players must wear shinguards. No metal-rimmed glasses or jewelry of any kind will be permitted.
- Casts, splints or body braces made of a hard substance in its final form such as leather, rubber, plastic, plaster or fiberglass must be covered on all exterior surfaces with no less than ½ inch thick, high density polyurethane, or an alternate material of the same thickness and similar physical properties to protect the injury. **A medical release for the injured player signed by a licensed physician must be available at the game site. Players may not play with these casts without the approval of the Referee.**

F. Forfeits:

Teams not at the field ready to play with a minimum of 7 eligible players (U11-U14), 5 eligible players (U9-U10) at the scheduled game time will forfeit the match at the discretion of the tournament director. Forfeited scores will be counted 3 – 0. Teams forfeiting games will not be able to advance to the playoff rounds.

V. INCLEMENT WEATHER

The BLUE CHIP CLASSICS CUP Weather line is (513) 981-0913. Please check the web page for all updates, www.classicshammerfc.com.

- A. The Tournament Rules Committee reserves the right to make changes to the schedule in the event of inclement weather. These changes may include relocation or reschedule of matches, change of division structure, reduction of the duration of a match, or even cancellation of matches.

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- B. In the event of inclement weather forcing play to be halted and preventing the match from completing during the scheduled time, the score shall stand if at least one-half of the match has been completed. **The tournament director shall have the sole final decision on field closure.**

VI. REFUND POLICY

There will be no refunds of entry fees after a team's application is accepted except if the tournament is cancelled due to weather or other circumstances not under our control. We will refund the application fee minus our expenses if less than 2 halves of soccer are completed. There will be no refunds after the completion of two halves.

VII. ESTABLISHING THE DIVISIONS AND RULES FOR ADVANCEMENT

A. **Placement of Division:**

Divisions will be placed at the discretion of the tournament committee.

B. **Game Points:**

1. 3 points for a win
2. 1 point for a tie
3. 0 points for a loss

C. **Tie Breakers:**

1. Head to Head
2. Goal Differential (max 4 goals per game)
3. Goals For (max 4 goals per game)
4. Goals Against (max 4 goals per game)
5. Penalty Shoot-Outs at first field availability and as determined by the tournament director.

If three or more teams are tied, the criteria are followed from 1 through 5 until one team is eliminated and then the criteria starts over again at Rule #2. Rules are repeated until one team remains. The decision of the tournament director shall be final on all questions regarding advancement.

VIII. **Protest:**

- A. **Protests:** There will be no protests. All officiating decisions are final.
- B. **Exceptions:** The Tournament Director reserves the right to modify any rule/regulations at any time with or without notice.