



# North Alabama SC Spring Classic Official Tournament Rules

## 1. LAWS OF THE GAME

All games will be played in accordance with FIFA Laws, except as specifically modified by these rules.

## 2. ELIGIBILITY AND DURATION OF GAMES

A. Participation in the NASC Rocket City Cup Tournament is open to accepted teams meeting the age limit of the specified division with rosters size maximum limits of;

- 9U-10U (7v7) - 14 Players
- 11U-12U (9v9) – 16 Players
- 13U-19U (11v11) – 22 Players

\*\* 10U teams playing in 11/12U brackets can follow the rosters limits for the 11/12U groups

\*\* 12U teams playing in the 13U bracket can follow the rosters limits for the 13U+ groups

\*\* All rostered players meeting the roster limits can play in any single game. Ex. All 22 rostered players for an 11v11 team can play in every game.

Each team must be registered with a National State Association affiliated with the USYSA/USSF or national equivalent and must present a valid State or Provincial roster. Player registration cards duly authorized by State/Provincial or National Association will be required as proof of age. Player Passes and State/Provincial roster must be present at the field for the duration of the game.

- B. All teams (other than those registered with ASA) MUST have a copy of the Permission to Travel Form.
- C. All teams must have medical release forms properly signed and notarized (If required by state association).
- D. All teams must have player cards with pictures, signed and laminated (These should stay with the manager – referees may request these in case of a red card). **A digital copy of the tournament approved roster will be made available to the Referee prior to the start of the game.**
- E. All teams must provide 5 copies of their tournament/state approved roster.
- F. The duration of tournament games and player eligibility will be in accordance with the following:

Age Groups	Player Eligibility	Ball Size	Field Size	Halftime Duration	Game Times	
					Bracket	Semis and Finals
U9	2015 Birth Year and Younger	4	7v7	5 min	50 min	50 min
U10	2014 Birth Year and Younger	4	7v7	5 min	50 min	50 min
U11	2013 Birth Year and Younger	4	9v9	5 min	60 min	60 min
U12	2012 Birth Year and Younger	4	9v9	5 min	60 min	60 min
U13	2011 Birth Year and Younger	5	11v11	5 min	70 min	70 min
U14	2010 Birth Year and Younger	5	11v11	5 min	70 min	70 min
U15	2009 Birth Year and Younger	5	11v11	5 min	70 min	70 min
U16	2008 Birth Year and Younger	5	11v11	5 min	80 min	80 min
U17	2007 Birth Year and Younger	5	11v11	5 min	80 min	80 min
U18	2006 Birth Year and Younger	5	11v11	5 min	80 min	80 min
U19	2005 Birth Year and Younger	5	11v11	5 min	80 min	80 min



G. Number of players:

- U9 and U10 will play 7v7
- U11 and U12 will play 9 v 9
- U13 and up will play 11 v 11

### 3. GUEST PLAYERS

Maximum number of guest players allowed:

U9 to U12 - 3 guest players

U13 to U19 - 5 guest players

All guest players must submit appropriate guest player paperwork.

A player can only be rostered on a single team for the tournament.

### 4. FIELD AND GAME EQUIPMENT

- A. Players must wear numbers on the back of their uniforms and these numbers will coincide with those listed on the teams' official State/Provincial roster.
- B. Players are required to wear shin guards in accordance with FIFA laws of the game.
- C. The home team will wear a light-colored jersey. The away team will wear dark colored jerseys. The team in the incorrect color will have to change.
- D. When requested by the referee, each team must provide a linesperson.
- E. The designated home team will provide the game ball unless supplied by the tournament.
- F. Check-in time is 30 minutes prior to the scheduled kick-off.

### 5. PROTESTS

Protests will only be considered for player or team eligibility. NO PROTEST WILL BE HEARD WHEN THE DISPUTE INVOLVES THE JUDGMENT OF THE REFEREE. A protest, which may only be filed by the coach or team manager, must be submitted in writing within 2 hours after the completion of the competition. The protest fee is \$100. The protest should be filed with an official at Soccer Central. If protest is upheld, the fee will be returned.

### 6. SUBSTITUTIONS

Unlimited substitutions may be made, with the referee's permission:

Players must enter from the center of the field.

Substitutions may be made with the consent of the referee at the following times:

1. FIFA substitution rules apply, with the exception that unlimited substitutions may be made at the discretion of the referee. Substitution can be made at any dead ball situation by either team.
2. The substitute becomes the player of record when the substitute is beckoned onto the field of play by the referee, at which time the replaced individual is no longer the player of record and is now a substitute.

### 7. GAME AND SCORE REPORTING

The Tournament Staff will provide the Referee Assignor with the game cards each day. The Referee for each game will properly complete the game card including scores, send-offs, and validate the score with both teams by having each team sign the game card. The Referee and/or the Field Marshal will immediately communicate the score to Soccer Central.



## 8. CONDUCT

- A. Players, coaches, and spectators are expected to conduct themselves within the spirit and the letter of the Law. Displays of temper or dissent are cause for ejection from the game and surrounding field area. The team coach may be held responsible for the behavior of his team, the team's officials and the team's spectators.
- B. Players, coaches, team officials and spectators ejected from a game by the referee will be ineligible for the next scheduled game. Any team violating this provision shall forfeit its match for using an illegal player or coach.
- C. Tournament management will report all red cards issued to players to their home State Associations. **RED CARDS ISSUED IN A TEAM'S FINAL TOURNAMENT MATCH WILL BE MAILED BACK TO THE APPROPRIATE STATE/LOCAL ASSOCIATION.**
- D. **The home team players and parents/supporters will take one side of the field, and the visiting team players and parents/supporters will take the other side. No one will be allowed behind either goal line. Spectators and teams bench areas should be at least 3 - 5 yards from the touchline.**
- E. ALCOHOLIC BEVERAGES ARE NOT PERMITTED AT GAME SITES.
- F. ARTIFICIAL NOISE-MAKING DEVICES ARE PROHIBITED.

## 9. DIVISION WINNERS AND WILD CARD TEAMS

- A. Each team will be awarded points as follows:
    - 6 points for a win
    - 3 points for a tie
    - 0 points for a loss
    - 1 point for a shut-out win \*
    - 1 point per goal, up to a maximum of 3
- \* A 0-0 tie does not get the 1 point for a shut-out win.
- B. At the end of the preliminary rounds, the division winner will be the team with the most points in their division. In the event of a tie within a division, the following criteria will be used to determine the winner:
    1. Head-to-head competition (In the event of a tie between more than 2 teams, this criterion will not be considered).
    2. Most wins.
    3. Highest goal differential, with a maximum of +3 and a minimum of -3 for any one game.
    4. Goals Against; fewest goals allowed.
    5. FIFA penalty kicks thirty minutes prior to the scheduled playoff round games.
  - C. In the event of a tie among 3 or more teams, the elimination procedure begins with B-2 noted above. If 2 teams remain, the tie will be broken by repeating the above elimination procedures beginning with Step B -1 above. If a 3-way tie still exists, after all other tie breakers, a 3-team coin toss will be conducted. The 2 teams that tie in the coin toss will compete in penalty kicks to eliminate one team prior to competing with the third team in PKs.
  - D. In the event that a wild card team must be selected for the playoff rounds, the above procedure, starting at 9-A above, will be used across the entire division.
  - E. The Tournament Committee, acting within the parameters of these rules, will determine the teams to advance into the final round.



## **10. PLAYOFF ROUNDS**

- A. Winners of each group advance into the playoff rounds.
- B. If a wild card team is selected for the playoff rounds, that team will not be assigned to play against the winner of its own group in the first playoff round. If the wildcard comes from group A it will play the winner of group B in the semi-finals.
- C. If the winners of groups B and C have already played each other in round robin, then B will play the wildcard and A will play C.
- D. TIES - If the teams are tied at the end of a playoff game, FIFA penalty kicks will be taken to determine the winner.

## **11. FAILURE TO SHOW AND FORFEITS**

- A. A team will be allowed a 10-minute grace period after the scheduled kick-off time before the match is awarded to their opponent. Minimum players required to start a game:
  - 9U and 10U – 5 players
  - 11U and 12U – 6 players
  - 13U and up – 7 players
- B. In no case will a team, which forfeits a game, be declared a division winner or wild card team. If an apparent division winner forfeits a game, the division team with the next best record will be named the division winner.
- C. If a team is the cause for termination of a game, that team will be considered to have forfeited that game.
- D. A forfeit in the preliminary rounds will be awarded as a 3-0 win to the opposing team and any other team that the forfeiting team has played.
- E. Forfeits of games in the playoff rounds will be recorded as 1-0 games.

## **12. INCLEMENT WEATHER**

The tournament Committee has the express right to cancel, shorten or move any match it deems necessary due to inclement weather. Furthermore, the tournament committee has the right to cancel any match that has no bearing on the scoring and progression of tournament play. This is a rain or shine tournament, however and every effort will be made to ensure all games are played.



### 13. USSF SMALL SIDED ADAPTATIONS

#### 9U and 10U

- 7v7 Format
- No heading is allowed. (Indirect Free Kick for deliberately heading the ball)
- No punting is allowed in these age groups. (Indirect Free Kick for punting the ball)
- The Build Out line is also the offside line.
- **Build Out Line Rules:**

On a goal kick all players for the opposing team need to be at behind the build out line before the kick is taken. Once the kick is taken the players from the opposing team can play. On a goal keeper save (through the run of play) the players on the opposing team, need to go behind the build out line to allow/permit the goalkeeper to play the ball wide to their teammates or play to himself before the opponent may make play on the ball. As soon as the ball is in play to teammate or self, the opponent is free to engage regardless of where they are. For example, if the GK chooses to restart quickly and the opponent has not made it back to the build out line they need not run all the way back. They may immediately engage the ball due to the quick restart of play.

#### 11/12U

- 9v9 Format
- **No heading is allowed.** (Indirect Free Kick for deliberately heading the ball)
- Punting is allowed, but there is no heading.

### 14. The Player's Equipment

- Players may play with a cast with padding approved by the head referee.
- The home team will wear their white (or lightest color) jersey to avoid conflicts. The away team will wear colors. In the event of a conflict, the team that does not wear the correct uniform shall change!

### 15. GENERAL

- A. Under no circumstances whatsoever will the Tournament Committee, ASA or North Alabama SC be responsible for any expenses (including tournament entry fee) incurred by any team. This includes a situation where the Tournament or any game is canceled in whole or part.
- B. The Tournament Committee's interpretation of the rules will be final.
- C. The Tournament Committee reserves the right to decide on all matters pertaining to the NASC Fall Season Prep Tournament.
- D. Any team withdrawing from the tournament after registration is closed will be subject to a 50% refund. Depending on the time of withdraw, NASC reserves the right to hold the entire entry fee to recover costs for unrecoverable work.