



SPRING CLASSIC EVENT RULES

I. GENERAL INFORMATION

1. Awards will be given at the completion of the championship game at the tournament headquarters or on the field upon which the game was played.
2. Awards: Will be given for 1st & 2nd place all age groups.
3. The Tournament Committee, Directors, any of its sponsors or partners, the local and state associations will not be held responsible for injury during this tournament.
4. The Tournament Directors have the final authority in the interpretation of the tournament rules and operation of the Spring Classic. Any questions concerning the rules should be directed to the Tournament Director, Craig Jones.

II. LAWS OF THE GAME

All games shall be played in accordance with the laws of the game observed by USSF/FIFA and as otherwise modified by these tournament rules. The decisions of the referees are final.

III. ELIGIBILITY REQUIREMENTS

1. The tournament is open to registered USYS and US Club teams that play a regular season together.
2. Each registered team is allowed a maximum of (22) players. Only 18 can play per game. U9 and U10 are allowed a maximum of (16). U11, U12, U13, U14 are allowed up to 18 players.
3. Up to three (3) guest players will be allowed to participate per team, provided they possess valid player passes. Players may register and play with only one team during the tournament. Team composed of players from more than one team (all- star teams) will not be accepted.
4. All players and coaches must have a laminated USYS or US Club youth player registration card with picture.
5. A verified official state roster, laminated player cards for all players and coaches and a completed travel permission form for teams outside the Kentucky Youth Soccer Association jurisdiction will be required at check-in. It is suggested that a medical release form for each player be accessible by coach or manager at the event.
6. Other Rules:
 - **Teams that participate in the U11 age groups and below are prohibited from deliberately heading the ball during competition.**
 - An indirect free-kick will be awarded to the opposing team at the spot of the infraction if a player deliberately heads the ball during a game.
 - 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 nearest point to where the infringement occurred.
 - Heading is permitted in U12 age group competition and above
 - **Goalkeepers are prohibited from punting the ball in 7v7 games (U10 and below).** If the Goalkeeper punts the ball an indirect free kick shall be awarded and should be taken on the penalty area line parallel to the goal line at the nearest point to where the infringement occurred.
 - **A Build Out line will be used for all 7v7 games.**
 - Opposing team must retreat behind the build out line when the GK has possession of the ball in their hands and when the opposing team has a goal kick
 - Opposing team can only pressure the ball after the receiving player takes their first touch
 - Defending team can be inside their own box on a goal kick .
 - If the ball goes beyond the build out line the ball is live for both teams to play the ball.

- The build out Line will be used as the offsidess line in all 7v7 games.
- **In 7v7 games, all free kicks awarded beyond the opponent's build-out line in the final 3rd are direct.** All other free kicks are indirect with opponents being required to back up 5 yards.
- **5v5 Rules:**
 - **KICK-OFFS**
 - Kick-off from midfield
 - The attacking team may pass forward or backward to start the game.
 - Opponents must be outside the box until the kicker strikes the ball.
 - **OUT-OF-BOUNDS: GOAL KICKS**
 - There will be 4 dots on the field near the center to serve as the starting positions for the outfield players of the defending team.
 - Once the ball goes out for a goal kick, all players from the defending team must retreat to one of these 4 restart dots.
 - Goalkeepers must take all goalkicks.
 - Once the goalkeeper puts the ball into play **by passing to a teammate AND the receiving player takes his/her first touch**, the opposing team may leave the restart dots and resume play.
 - When a goalkeeper saves the ball it will take the same procedure as a goalkick. Once the goalkeeper puts the ball back into play by rolling or passing the ball to a teammate AND the receiving player takes his/her first touch, the opposing team may leave the restart dots and resume play. If this pass crosses the half line, it is LIVE.
 - **OUT-OF-BOUNDS: SIDELINES**
 - Players will have option to restart by dribbling or passing inbounds to a teammate. Opponents must be 5 steps away until the kicker strikes the ball.
 - **OUT-OF-BOUNDS: CORNER KICKS**
 - Opponents must be 5 steps away until the kicker strikes the ball.

IV. MATCH LENGTH, BALL SIZE, AND AGEDIVISIONS

1. U-8 play 5v5
2. U-9 & U-10 play 7v7
3. U-11 & U-12 play 9v9
4. U-13 & U-14 play 11 V 11

All games within the bracket will consist of two halves of the following duration:

Age Group	Preliminary Games	Championship Game	Ball Size
U8	10 minutes	n/a	3
U9	25 minutes	25 minutes	4
U10	25 minutes	25 minutes	4
U11	30 minutes	30 minutes	4
U12	30 minutes	30 minutes	4
U13	35 minutes	35 minutes	5
U14	35 minutes	35 minutes	5

1. The game clock will not stop because of an injury to any player. Due to the time allowed for the games, the game clock must be allowed to run continuously.
2. ALL games will be considered completed if at least one half of the game has elapsed before being called because of inclement weather conditions, In the event of the above conditions, the Tournament Directors shall have the right to alter the format of the game as follows:
 - i. Duration of the game may be shortened.
 - ii. Games may be relocated or rescheduled.
3. THE TOURNAMENT DIRECTORS ASSUME NO LIABILITY OR RESPONSIBILITY IF THE TOURNMENT IS 2

CANCELLED OR SHORTENED BY ADVERSE WEATHER CONDITIONS.

V. CONDUCT OF PLAYERS, COACHES, AND SPECTATORS

1. Teams (players and coaches) will sit on the opposite side of the field from spectators. No spectators will be allowed on the teams' side of the field.
2. Coaches will be permitted to coach only from the midfield to the 18 yard-line on their designated half of the field.
3. Spectators must remain beyond a designated line; or at least three feet from the playing field. No person shall position themselves behind the goals.
4. Spectators who continually disrupt the game or refuse to abide by the standards of good sportsmanship may be asked to leave the tournament site.
5. All tournament participants are expected to uphold the standards of the games and exhibit the highest levels of good sportsmanship.
6. Any player or coach ejected from a game will not be allowed to participate in their team's next scheduled game. The pass will not be returned to the players or coach at the end of the game and must be picked up by the coach or manager at the tournament headquarters tent following the team's next game.
7. Any player or coach ejected for violent conduct will be subject to review by the Tournament Directors to determine if further participation in the tournament will be permitted.

VI. INCLEMENT WEATHER

Every effort will be made to play scheduled games. If a game must be called and at least the first half of the game has been played, then the game will be considered official. In the event of a washout of a whole day, we will go to an alternate schedule with shortened duration of games times.

VII. GAME CHECK-IN AND FORFEITURES

The game schedule for this tournament leaves little time between games. It is imperative that teams arrive for games well in advance and be ready to play and take the field immediately upon the completion of the previous game. Game time will begin at the scheduled start time!

VIII. JERSEY COLOR CONFLICTS

In the event two competing teams have like-color jerseys as their primary jersey, the team listed first on the schedule shall be considered the HOME team and MUST change to an alternate jersey color. Referees will make the final decision on what they consider to be "like" colors. If a jersey conflict occurs in the playoff rounds, the jersey color will be determined by a coin toss.

IX. POINT SYSTEM

The Tournament Directors will make every effort to schedule all matches. However, the Tournament Directors assume neither liability nor responsibility for matches when one or both teams forfeit a match. All matches declared a forfeit would be considered as "played" matches. The following points will be awarded for each match:

- Win = 3 points
- Tie = 1 points
- Loss = 0 points
- No additional points will be given for shutouts, goals scored, and goals surrendered during group play

Groups with five teams will play a round robin format. Winner and runner up will be determined by points. Tie breaking procedures (if two or more teams have the same number of points; preliminary rounds), the tie-breaking formula will be:

1. Head-to-head Game (this is not used if more than two teams are tied).
2. Goal Differential (Max of 4 per game)

3. Least Goals Allowed (Max of 4 per game)
4. Most Goals Scored (Max of 4 per game)
5. Penalty Shootout

There will be no overtime or penalty kicks for games within a flight, which end regulation time in a tie. For semi-final, if the score is tied, kicks from the penalty mark (using FIFA rules) will be used to determine a winner. In semifinal penalty kick situations, any rostered player may take a penalty for your team.

NOTE: ALL preliminary game scores count toward the final standings, even if they are out of your bracket.

X. PLAYER SUBSTITUTIONS

Teams will be allowed an unlimited number of substitutions subject to the following rules:

1. All substitutions must be made at the midfield line with the consent of the Referee.
2. Substitutions may take place:
 - a. Prior to throw-in by either team.
 - b. Prior to a goal kick by either team.
 - c. At the beginning of a period of play.
 - d. After a goal by either team.
 - e. After an injured player is removed from the field (both teams may substitute a like number of players).
 - f. Cautioned (Yellow Carded) players may be substituted before the restart of play, with the consent of the referee. (Team not having cautioned players may substitute a like number of players).
 - g. NO substitution shall be allowed for a player ejected from the playing field by the referee. The ejected player's team shall play short for the remainder of the game. The ejected player shall be banned from the next scheduled tournament game. The referee will collect the player pass of the ejected player and deliver it to the Tournament Referee Assigner. The coach or manager must pick up the card after the team's next tournament game at the Referee Tent. If the player was ejected for violent conduct, the player will not be restated to participate further in the tournament until the incident is reviewed by the Tournament Directors. If the ejected individual is a coach, assistant coach, or team manager the above policy applies.
3. Coaches – Remember: You are responsible for the conduct of your team and its supporters.
4. Any player who is found to be bleeding or to have blood on his/her uniform during the match will be asked to leave the field at a stoppage of play. The player may be substituted for the player leaving the field may return to field only after (a) the bleeding has stopped and (b) both the player and the uniform are free of any sign of blood. The Assistant Referee will check the player and indicate to the Referee that the player is ready to re-enter the game. At a stoppage of play, the Referee will signal the player back on to the field.

XI. PLAYERS' UNIFORMS AND EQUIPMENT

Teams are required to have two (2) sets of different colored jerseys. Players must have numbers on the backs of their shirts (optional for goalkeepers). Goalkeeper's jersey must be distinguishable from field players' jersey. No player number duplication will be permitted. All players must wear shin guards. Absolutely no jewelry of any kind can be worn during a game. Home team will wear light colors and visiting team will wear dark colors. Home team is listed first on the schedule. Players must dress uniformly. Players wearing hard casts will not be allowed to play. Soft casts and/or protective gear must be inspected and approved by the Referee.

XII. GAME REPORTS (SCORE CARDS)

The referee and an official from each team shall sign the game report. The Referee has the responsibility of submitting the game report to the Tournament Director (along with player/coach passes of ejected 4 personnel) who in turn will be responsible for delivering them to the Tournament Headquarters for official

recording of game results. Player cards will be returned to the teams after the game reports are signed.