

# JACOBS CLASSIC TOURNAMENT RULES

Any questions regarding the Rules of the Tournament or challenges concerning the eligibility of a player should be addressed to the Adjudication Committee at the Tournament Headquarters prior to the beginning of the game.

**TOURNAMENT CHECK-IN:** Local teams will check-in Wednesday, Feb. 7, 2018 at Jacobs's Park YMCA 1010 W Lind Street from 6pm – 9pm.

**It is your responsibility to make sure you provide us with your local phone and hotel room number at check-in, in case we need to contact you for any reason.**

**GAME CHECK-IN:** Teams must arrive thirty (30) minutes prior to the scheduled start of their game and report to the Field Marshall for check-in. Player cards and equipment will be checked by the Field Marshals prior to the start of each game. Game cards must be completed by both teams at check-in. All players must wear shin guards and be "game dressed" at check-in for their game. All games are governed by the *2017/2018 FIFA Laws of the game (LOTG)*.

**A special marker will be attached to all player cards at TOURNAMENT check-in and if this tie removed, cut or destroyed in any way you team will NOT be allowed to continue play in the tournament and will be given a forfeit with a recorded score of 3-0 in favor of the opponent.**

**ELIGIBLE PLAYERS:** Eligible players are those whose name appear on the teams's roster at tournament check-in, are registered through the state association, and have proper player passes and medical release forms. Players may not play for more than one team in the tournament. ***The team roster is frozen 30 minutes prior to the start of the first Tournament game.***

**Once a player is released from the Tournament to play another event, they may not continue to play in the Tournament.**

**LOAN PLAYER:** Loan player are defined as player not registered in the same club as the participating team. Rosters are allowed three (3) loan player with proper documentation with the approval of the Tournament Committee.

## **ROSTER SIZE AS FOLLOW:**

Age Group	Format	Roster size
U8	4v4	8
U9/U10	7v7	14
U11/U12	9v9	16
U-13 thru		
U19	11v11	22

**LAWS OF THE GAME:** All games shall be played in accordance with *2017/2018 FIFA LAWS of the GAME (LOTG)*. Except as specifically modified by the rules.

**OFFICIALS:** The Referee's decision will be final the team first named in the game schedule. In the event of uniform conflict, the home team must change jerseys. The Home Team will supply the game ball unless supplied by the Tournament. The Home Team will select the side from which they wish to defend. The Visitor Team will kick-off in the 1<sup>st</sup> half.

**HOME TEAM:** Home Team will be the team first named in the game schedule. In the event of uniform conflict, the home must change jerseys. The Home team will supply the game ball unless supplied by the Tournament. The Home Team will select the side from which side the wish to defend. The Visitor Team will kick in in the 1<sup>st</sup> half.

**EQUIPMENT:** All players are required to wear shin guards under socks and approved soccer cleats (no toe cleat). All players must wear numbered (minimum 6" on back of jersey) uniforms with no duplicated numbers on a team. Player's uniform must coincide with the team roster. Eyeglass are required. NO jewelry or metal hair accessories may be worn in completion. **NO hard cast are permitted.** Soft casts with a doctor's release and approval may be accepted from the referee or tournament official may be accepted. Splints with proper wrapping approval from the referee may be allowed.

<b><u>AGE GROUP</u></b>	<b><u>BALL SIZE</u></b>
U8	3
U9 thru U12	4
U-13 thru U19	5

**PLAYING TIME:** Teams are guaranteed 3 games.

	<b><u>PRELIM/SEMI FINALS</u></b>	<b><u>CHAMPIONSHIP GAMES</u></b>
U15 thru U19	Two 35 minutes halves	Two 35 minutes halves
U14	Two 30 minutes halves	Two 30 minutes halves
U-13	Two 30 minutes halves	Two 30 minutes halves
U11-U12	Two 25 minutes halves	Two 25 minutes halves
U9/10	Two 22 minutes halves	N/A
U8	Two 20 minutes halves	N/A

**HALF-TIME:** Half-time breaks will be **EXACTLY** 5 minutes long.

**OVERTIME:** There is no overtime in games that end in a tie. If there is a tie in Championship or Semi-Final or Third Place Match, a champion will be determined by taking penalty kicks according to **2017/2018 FIFA LOTG.**

**A running clock will be used. During preliminary matches, time will be not extended except for serious injury.**

**U8 GAMES:** When U8 games will be played 4v4 with no goalkeeper. They will be one (1) referee and no assistant referees. There is no offside in these games, (**and no player "park" in goal mouth**), and the opposing team must be past the build out line when a team restarts with a goal kick. No intentional heading of the ball is allowed. Referees will restart play with an IDEFK on a heading violation. All other rules conform to the **LOTG.**

**U8/U9/U10 GAMES:** U8/U9/U10 will be played 7v7, including a goalkeeper and will have a minimum of one (1) referee, if available (3) referee will be provided. Teams must have a minimum of 5 players to start and play the game. The opposing team must be past the build out line when any keeper delivery occurs and a goal kick restart. No Intentional heading of the ball is allowed. Referees will restart play with an **IDFK** on heading violation. All other rules conform to the **LOTG**, including offside.

**U11/U12 GAMES:** U11/U12 games will be played 9v9, including a goalkeeper, playing on age appropriate fields. Teams must a minimum of six players (6) t start and play the game. No intentional heading of the ball is allowed on U11 games, but players on U12 games may head the ball. All other rules conform to the **LOTG**, including offside.

**SUBSTITUTIONS:** Substitutions are allowed with the Referee’s approval at the following times: your throw-in, any goal kicks, after a goal, on an injury, and to substitute for a yellow-carded player.

**FORFEITURES:** Teams failing to report ready to play within 10 minutes of the scheduled kick-off time will forfeit the game (3-0). If both teams fail to report on time, both teams will be assessed losses. Any team forfeiting a game will be referred to their State Association.

**RED CARDS:** Players and/or coaches receiving a red card will be ejected from the game and will not participate in the next scheduled game, as a minimum. The player/coach pass will be held at Tournament Headquarters until the player/coach is eligible to play again. In addition, Home League and State Associations may be advised of the offense.

<b>POINTS:</b>	WIN	-	Six (6) Points
	TIE	-	Three (3) Points
	LOSS	-	Zero (0) Points
	GOALS	-	One (1) Point per goal (max three (3))
	SHUTOUT	-	One (1) Point

The team with the most points is the winner of the bracket. **One point will have deducted for each red card.**

**GENERAL:**

1. All coaches have **total responsibility for the conduct** of their players, bench, friends, and spectators at all time. If parents/spectators display misconduct, they may be asked to the field.
2. **No hard cast are allowed.**
3. **No jewelry allowed including taping of earrings.**
4. No heading in the age groups Under 11 and below is allowed. If during a match =, an intentional header is performed, play will be stopped and will resume with an **IDFK** for the opposing team.
5. Both teams are responsible for cleaning the sidelines.
6. **No alcoholic beverages are allowed.**
7. In ALL GAMES under the jurisdiction of AYSA, both players and coaches will be one side of the field and all parents/spectators on the other side. The coaches will decide which side will be on the “team” side and will notify the referee PRIOR to the game. Spectators should be seated between the coaching box (an area approximately 10 yards to each side of the center line) and the goal box at least 2 yards from the side touch line. **NO ONE MAY SIT BEHIND A GOAL.**

**PLAYER CARDS:** *Team Officials need to pick up player passes after each game from the Field Marshal Tent.*

**TIE BREAKER:** In flights where the teams advancing to playoffs are determined by points, a tie will be broken in the following order.

1. **Head to Head** winner advancing. If teams played to a draw or teams did not play or a 3-way tie, then go the next breaker.
2. **Goals Against** with the team giving up the fewest goals advancing. Four goals maximum per game. If even then, go to the next tie breaker.
3. **Goals Score** the team scoring the most goals advances. A team is credited for each goal up to 4 per game. So, scoring 8 goals in a game only counts as 4 goals for the game in the tie breaker calculation. In 3 games the maximum goals would be 12 goals. If still tied, go to the next breaker.
4. **Shutout Victories** the team with the most shutout victories will advance. A0-0 tie does not count as victory shutout. If still tied, go to the next breaker.
5. **Goal Differential.** Goal Differential is goals scored less goals allowed. Each game has a maximum of 4. 8-1 victory is not different than a 5-1 victory in calculating goal differential. In either case the winning team will get a +4 differential (as well as 4 goals towards the goals tie breaker).

**IF TEAMS ARE STILL TIED:** If there are 3 teams tied there will a coin toss among the 3 teams with 3 coins, the toss will be repeated until there is an odd coin (i.e. 2 head and 1 tail). The team with the odd coin will receive a bye and the first spot shootout will be between the teams with the matching coin. The winner than advancing to play the team with the bye. The loser dropping to last among the tied teams. When there are 2 teams tied both teams will advance to the playoff rounds regardless of outcome (i.e. where both teams would advance to a semi-final because the tied for first and the second play teams of the group advance to the semi-finals) there be will a coin toss to determine the placement. When there are 2 teams tied and only 1 can advance there will be Kicks from the Mark shootout.

**COIN TOSS FOR TIE BREAKERS:** The coin toss will be done at the Jacobs Classic Headquarters Ramada. Teams will be notified but **DO NOT** have to be present. They can be on phone if they desire. When there are 2 teams involved, the lower number team will be heads and higher number will be tails. So, if teams 120 and 123 are tied, 120 will be heads and 123 will be tails. The Field Marshal, Head Referee or designated Tournament Official will flip the coin in the absence of the teams. A Tournament Official will oversee the coin toss. If there 3 teams involved, Tournament Officials will represent teams that are not present. The placements will be shown in the standing and schedule.