

# **TOURNAMENT RULES SCHEELS CAPITAL CLASSIC 2010**

## **LAWS OF PLAY**

Play will be governed by the FIFA Laws of the Game, except where amended by USYSA Rules of Play, Nebraska State Soccer Association Rules of Play and/or the Capital Classic Tournament Rules. These rules may be modified before the beginning of tournament play. The final Tournament Rules will be published in the Tournament Program. A player may only play for one team during the tournament, no double rostering is allowed. Any ineligible player discovered will cause the team on which he played for to forfeit any game.

## **TEAM, PLAYERS AND COACHES CREDENTIALS**

Players must be registered to the team making application. Teams, consisting of not more than 22 players (U16 and above) must be registered and in good standing with their US Youth Soccer Association. Teams may have up to 3 guest players and guest player forms will be required. Player picture identification cards are to be present and available at all matches. Teams must comply with US Youth Soccer travel procedures. Please be advised that Nebraska does not permit players to play with hard casts. A player can only play on one team during the tournament.

A roster certified by your state association must be submitted with your tournament application.

Any Team participating must carry US Youth Soccer 2009-2010 or 2010-2011 player's passes. Player passes for the team must all be from the same playing year. For example your team may use either the 2009-2010 player passes or 2010-2011 player passes but they cannot be some from 2009-10 year and the other part from 2010-2011 year. All player and coach passes must be laminated. All teams must follow the applicable procedures of the US Youth Soccer Travel Policy. Out of state teams must have US Youth Soccer Permission to Travel Papers on file at your state association office. All teams are also required to carry written medical releases from parents/guardians in case emergency medical care is necessary.

Lineup- U9 & U10 teams will play 5 field players and a keeper (6v6) with a size 4 ball. They may have no more than 12 on their roster. U11 & U12 teams will play 7 field players and a keeper (8v8) with a size 4 ball. They may have no more than 16 on their roster. U13, U14 & U15 will play with 10 field players and a keeper (11v11) with a size 5 ball. They may have no more than 18 on their roster. U16, U17, U18, & U19 will play with 10 field players and a keeper (11v11) with a size 5 ball. They may have a roster of 22, but must declare only 18 players per match. A state certified roster for each match must be turned in to the tournament directors tent located at the fields, one hour prior to each game. The players not playing must be crossed off the roster and with their player passes of the non playing players left with the tournament director. Those players may sit on the bench with the team, but may not be in uniform.

## **GAME ROSTER**

For U16 through U19 teams –

- Which have more than 22 players team will provide five (5) copies of the team roster. These will be considered the game rosters. No later than sixty (60) minutes prior to each scheduled game the team will submit the game roster prepared by the team to the tournament tent. The game roster shall have a maximum of 18 players designated to play.
- The pool rostered players that are NOT selected may remain in the bench area but may not wear the match jersey, socks of the same color and shin guards. The alternate team jersey may be worn by these players in the bench area.

For U15 and under teams the team roster used at check-in will be the game roster will all games

## **HOME TEAM**

The home team will be responsible for wearing an alternate color jersey, if necessary, as determined by the referee. The team is listed first in all rounds shall be the home team. Teams use the side of the field with

team benches and spectators shall use the opposite side of the field. Home team will provide the game ball.

### **EQUIPMENT/UNIFORMS – SHINGUARDS ARE MANDATORY**

Teams must have matching uniforms, and should have numbers on the jersey back. Goalkeeper must have a different color, preferably not black. If team colors conflict the “Home” team is responsible for changing colors. “Slide Shorts” can be worn if they match the uniform short. Soft rubber keeper helmets will be allowed for the keeper only. All player equipment is subject to Referee approval. **All players must wear shin guards and the referee has the right to request players to put on shin guards that are sized properly.**

### **CASTS**

Player will not be allowed to play with any type of hard cast in Nebraska. A hard cast is a cast that cannot be removed. Splints and braces of any type fall under the determination of the referee if it is safe. If allowing the splint or brace to be padded can make the equipment safe, then the player should be allowed to play. The referee has the final determination if any equipment is safe to play in or safe to the players on the field.

### **PLAYING CONDITIONS**

Teams will be expected to play according to the schedule of games regardless of weather. Only the Tournament Director(s) may reschedule games or alter the competitive format because of inclement weather or other just cause. Games shall be considered complete if one half has been completed and play is stopped by the Field Representative or Referee, Commissioner of Referees or the Tournament Director(s). When necessitated by playing conditions or just cause, the game format may be altered to include shortening of games, penalty kicks or coin tosses.

### **BRACKETING**

**3-TEAM BRACKETS** (one three-team bracket): Bracket play is round robin games. After the round robin games the team with the highest points will be the 1<sup>st</sup> place Seed and will have play the winner of the 2<sup>nd</sup> vs 3<sup>rd</sup> seeds.

**4-TEAM BRACKETS** (one four-team bracket): Bracket play is round robin games with each of the other teams in the bracket. The two high point teams advance to the Championship match. The championship game will be a re-match and a semifinal or consolation game will not be played. High point team will be the home team for the Championship.

**5-TEAM BRACKETS** (one five-team bracket): Bracket play is round robin games with each of the other teams in the bracket (each team gets four games). The winner will be declared after all round robin games have been played. The team with the highest points will be declared the winner the team with the second highest points will be the second place team. If there is a tie we will then use the rules set in place for tiebreakers.

**6-TEAM BRACKETS** (two three-team brackets): Bracket play is round robin games with each of the other teams in the bracket and one crossover game. One

team from each bracket with the highest points in each bracket will advance to the finals match. This may be a re-match from the crossover game.

## **POINT SYSTEM AND BRACKET WINNERS**

Bracket winners will be determined by the following point system:

Win ----- 6 (six) points  
Loss ----- 0 (zero) points  
Tie ----- 3 (three) points  
Shutout ----- 1 (one) point  
Goals -----1 (one) point for each to a maximum of 3 (three) per game

A team that forfeits a game will give up 10 (ten) points to the declared winner of the game and shall not advance to the semifinals or final match. The match will be scored as a 3-0 win for the declared winner. If a team is not scheduled for three bracket games, that team's point total will be prorated based on the number of scheduled games played. Point total thus determined will not be rounded off.

## **AWARDS**

U9 – U19 teams player awards will be given to the players on the teams finishing first and second. Participation awards will be given to all U9 & U10 teams not finishing first or second place.

## **TIEBREAKERS**

If at the conclusion of bracket play, two or more teams have the same point total, advancement to the semifinals will be determined using the following tiebreakers in the order listed until a team is eliminated. Once a team is eliminated, advancement among the remaining teams shall again be determined by the tiebreakers in the order listed starting with head to head competition.

1. Head to Head
2. Goals Scored Minus Goals Allowed  
(Max. differential of 4 goals – example game score of 7-1 would be scored 5-1)
3. Goals Against
4. Goals For
5. Fewest Red Cards
6. Coin toss

## **SUBSTITUTIONS**

U9-U12 – At any Stoppage and unlimited.

U13- U19 - With the consent of the Field Referee substitutions may be made, from the center of the field, prior to your throw-in or either team's goal kick, after a goal scored by either team, during a stoppage of play for an injury and in accordance with the Laws of the Game. A cautioned player may be substituted for before restart of play with the Referee's permission, this is not mandatory.

## **GRACE PERIOD**

U9 & U10 a minimum of 4 players constitutes a team. U11 – U12 a minimum of five players constitutes a team. U13-U19 a minimum of seven players constitutes a team. A (10) ten-minute grace period shall be extended beyond the scheduled kick off time if four (U9-U10), five (U11-U12), seven (U13-U19) are not available at the scheduled kick off time a forfeit by the tournament director will be declared. A team that forfeits a game will not be allowed to advance out of their group to the semi-finals. Golden goal is not played in this tournament.

## GAME LENGTH

Age	Game Length	Overtime	
U11 & U12 (8v8)	Two 30-minute halves	Two 5-minute halves	Shoot-out
U13 & U14 (11v11)	Two 35-minute halves	Two 5-minute halves	Shoot-out
U15 & U16 (11v11)	Two 40-minute halves	Two 10-minute halves	Shoot-out
U17 – U19 (11v11)	Two 40-minute halves	Two 10-minute halves	Shoot-out
U9 & U10 (6v6)	Two 25-minute halves	Two 5-minute halves	Shoot-out

Any division that is combined with a higher age division shall have the duration of play to be that of the higher age division. Overtimes and shoot-outs will be used only as necessary in semifinal and final matches. Overtime will not have a half time.

## SHOOT-OUTS (PENALTY KICKS)

Penalty kicks used to determine a winner of semifinal or final matches will be run in accordance with the FIFA Laws of the Game.

The referee chooses the goal at which the kicks will be taken. The referee tosses a coin and the team whose captain wins the toss will take the first kick. Both teams take five kicks; kicks are taken alternately by the teams.

If before both teams have taken five kicks, one has scored more goals than the other could score, even if it were to complete its five kicks, no more kicks are taken. If after five kicks the score is tied, kicks continue until one team has scored a goal more than the other (sudden death) from the same number of kicks.

Only the players on the field at the end of the match are allowed to take kicks. A different player must take each kick and all eligible players must take a kick before any player can take a second kick. If the player is under suspension they may NOT participate in the kicks.

## RED CARDS

The player(s) receiving the Red Card and the Coach must report to Tournament Headquarters following the game. Player will be suspended for a minimum of 1 game. The suspension may be increased depending on the severity of the incident. If a Red Card is received in Final Match for the player of the 2010 Capital Classic Tournament, the player will have to serve suspension on the team the player plays for in the 2010/2011 season during the next scheduled league game or tournament game.

## REFEREE ABUSE

Referee abuse will not be tolerated during the tournament. Referee abuse by the player, coach or fan will be reported to their Home State Association within 48 hours of the end of games. The player, coach or fan will be removed from the soccer complex and will not be allowed to return.

## REFUND

Should all or a portion of the Capital Classic be canceled due to inclement weather or other just cause resulting in the tournament not providing the play of three games, refunds shall be issued as follows: No games played U9-U10 - \$150 and U11-19 - \$200. One game played U9-U10 - \$90, U11-19 - \$140. Two games played, U9-U10 - \$50 and U11-19 - \$70. Games shall be considered played when completed in regulation time, shortened time or penalty kicks.

## TEAMS, PLAYERS AND COACHES

All teams and players must be affiliated with the USYSA. Players may be registered to only one team playing in the Capital Classic. Player passes and roster will be checked prior to each match. Teams must

be properly checked in at the team check-in the evening of Friday, July 31st at Capital Soccer Association time to be announced later. Failure to properly check in prior to the first match may result in a forfeiture of that match.

Teams may not use the goal areas for warm-up or practice. Violations may result in the forfeiture of that match.

### **TEAM DISCIPLINE**

A coach is responsible for the words and actions of his players and their fans. Verbal abuse of the opponents or referees by players, coaches or spectators will not be tolerated. Violations may result in forfeiture of the game and/or expulsion from the tournament.

A red carded player and his/her coach must report to tournament headquarters immediately after the game in which the card was given to determine the player's status for subsequent games. Decisions will be based upon the rules of the Nebraska State Soccer Association and the sanctioning organization for the CSA Scheels Capital Classic.

### **TEAMS MAY NOT USE THE GOAL AREAS FOR WARM-UP OR PRACTICE NO PROTESTS ARE ALLOWED.**

**The referees' decisions are final.**

**The Tournament Director(s) will have the final say in all matters.**

**Alcoholic beverages are not allowed.**

**Violations may result in the forfeiture of that match**

**The Weather Line is 402-464-6302 or at [www.capitalsoccer.com](http://www.capitalsoccer.com) and will be updated in the event of inclement weather.**