

Rushmore Soccer Club Fall Classic 2009

Tournament Rules

The Rushmore Soccer Club Fall Classic requires good sportsmanship from every player, coach, parent and spectator. Referees are mandated to order any player, coach, parent, or spectator who harasses a referee or a member from an opposing team to leave the field immediately.

Play will be governed by FIFA "Laws of the Game" except where amended by the USYSA Rules of Play (eg. Duration of game, ball size, substitution, number of players, etc.

The Tournament Committee has the authority to make changes in scheduling. Posted scheduling and policies will take precedence over statements on the website and in the program.

Teams

Each team must have its certified team roster, player passes, copies of the medical release forms checked and approved before their first match.

Both teams are responsible for providing two (2) game balls from which three (3) will be chosen.

The home team shall be responsible for using an alternate color jersey if necessary. The team listed first shall be the home team and will call the coin toss.

Both teams will be on the same side of the field as designated by the Tournament Committee. Home teams will occupy the North or West technical area. Spectators will be positioned on the opposite side of the field.

Girls may be rostered on Boys teams.

Players

All players are required to have current USYSA or AYSO player passes and present them at the start of the game.

All players are required to have the proper equipment and apparel.

A player may be listed on only one (1) roster and play for only one (1) team.

Referees

Referees' decisions are final and fully supported by the Tournament Committee.

The Tournament Committee's designated assigner shall assign all officials to all matches in its discretion.

One (1) referee will be used of the U10 Matches and no parent officials on the lines. There will be no offsides call at the U10 Division.

Three (3) officials will be used for all divisions above U10. In the event that club linesman are necessary, they will be given instructions by the Center Referee and may only determine balls out of play.

Game Format

Division	Length of Game	Ball Size	Number of Players
U10	Two 25 minute halves	Size 4	6
U11/U12	Two 30 minute halves	Size 4	8
U13/U14	Two 35 minute halves	Size 5	11

Half time intervals in all games will not be less than five (5) minutes.

All games will be started on time, with forfeits being declared for any team not present within ten (10) minutes of the scheduled start time.

Games may be shorted in the event of adverse weather conditions.

Brief water breaks may be allowed during the game. The intention of the Tournament Committee will be made by the Referee prior to the start of the game.

Stopping the game due to weather will be the decision of the Referee.

Canceling or postponing the game due to weather will be at the discretion of the Tournament Committee.

All games except for semi-finals and finals may end in a tie.

Two (2) five (5) minute overtimes will be used in semi-final and finals. No golden goal. If teams are still tied after the overtime periods, kicks will be taken from the penalty spot using the procedure set out by FIFA.

Once tournament play has begun no refunds will be made if all or a portion of the tournament must be cancelled.

Substitutions

Substitutions are unlimited and will be only with the consent of the Referee.

- Prior to own team's throw-in.
- Prior to a goal kick by either team.
- Prior to a kick off by either team.
- After an injury, when play is stopped by the Referee.
- After a water break (when allowed) by either team.
- In accordance with the Laws of the Game.

Scoring System:

World Cup Scoring:

Win	Three (3) points
Tie	One (1) point
Loss	Zero (0) points
Red Card	One (1) point deduction for each red card or coach ejection

A team forfeiting any game may not advance from pool play. The opposing team will be award three (3) points for a win.

If teams have played an unequal number of games, a percentage calculation will be used to compensate for the different number of games.

Within a division, if after the completion of the preliminary round, teams are tied with total number of tournament points, the following will be used sequentially to determine which teams will advance to semifinals or finals:

- Highest number of tournament points
- Winner of head to head competition
- Goal spread (goals scored minus goals allowed up to a maximum of three (3) per match)
- Fewest goals allowed
- Kicks from the penalty spot as defined by FIFA (any eligible player)

Bracketing:

Will be determined by the tournament committee.