

## WASATCH SOCCER CLASSIC TOURNAMENT RULES

### Registration

1. Participation  
Each participating team must fully complete and return a team registration form with payment no later than May 10<sup>th</sup>.
2. Roster  
Each accepted team must present their official team roster at check-in.

U9	12 player roster limit
U10 & U11	14 player roster limit
U12 & older	18 player roster limit

3. Player Pass  
All players must be listed on the roster provided at check-in. No player may be added to the roster after check-in. At check-in, the team representative must present 1) a UYSA or out-of-state equivalent player pass for each player, 2) a medical release form for each player, 3) a completed Guest Player form for each guest player (see Guest Player section for details) and 4) an official team roster.
4. Guest Players  
Guest players must be identified at registration or check-in in order to be eligible for tournament games. 5 guest players are allowed per team (roster).
  - a. Adding guest players after check-in will not be allowed.
  - b. Guest players must have a valid player card, issued by the same organization as the rest of the team.
  - c. Guest players may be recreational players provided they obtain certification comparable to that issued by the state official that grants player registration cards.

### Rules of Play

1. FIFA and Utah Youth Soccer Association (UYSA) rules as amended for youth soccer competition, except as specifically modified by these rules.

### Number of Games

1. Each team play a minimum of three (3) games.

### Structure of Games

1. Duration of tournament games

U9	6 V 6	20 min halves, 5 min half time, no overtime
U10-U11	8 V 8	25 min halves, 5 min half time, no overtime
U12	11 V 11	25 min halves, 5 min half time, no overtime
U13-U14	11 V 11	30 min halves, 5 min half time, no overtime
U15 & older	11 V 11	35 min halves, 5 min half time, no overtime

**Combining of age groups will be done at the Tournament Committee's discretion, if needed.**

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### a. Pool Play

All pool play games shall be the length as listed above. Pool play games may end in a tie. Half time is 5 minutes in length.

### b. Semi final Play

All semi final and championship games will be the length as listed above, except age U11 and older will receive 5 minutes more per half. Half time is 5 minutes in length. Semi final games ending in a tie after regulation time will go immediately to FIFA penalty kicks to determine the winner.

### c. Championship Play

Championship games ending in a tie after regulation time will have two 5-minute overtime periods (not sudden death). If the game is still tied after the overtime periods, the game will go immediately to FIFA penalty kicks to determine the winner.

## Scoring

1. Each team will be awarded 6 points for a win, 3 points for a tie, 1 point for each goal scored up to a maximum of 3 goals, 1 point for a shut-out (not awarded in a 0-0 tie), and -1 point for each RED CARD.
2. The championship bracket seeding is determined by the highest point total. Ties are broken in the following manner:
  - a. 1<sup>st</sup> head to head record (game played between two tied teams)
  - b. 2<sup>nd</sup> fewest goals allowed
  - c. 3<sup>rd</sup> goal differential ( goals scored less goals allowed over all games)
  - d. 4<sup>th</sup> most goals scored
  - e. 5<sup>th</sup> most shut-out wins
  - f. 6<sup>th</sup> FIFA penalty kicks
3. The team winning by Forfeit must line up for play and score one goal in the presence of the referee. They are awarded 8 points (6 for win, 1 for goal scored, and 1 for shut-out).

## Playing Conditions

1. In the event of inclement weather, one half of play determines the outcome.
2. The tournament committee reserves the right to adjust the game time/date, game duration, field assignments, or determine format for advancement.

## Uniforms/Equipment

1. Players must wear equipment (including shin guards) in accordance with FIFA laws.
2. The first team listed on the bracket is the Home team.
3. The Home team is required to provide the game ball, and must change uniforms if there is a color conflict.
4. A size 4 ball is used for U9 through U12 and a size 5 ball for U13 and older.

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### Eligibility

1. Player and coach passes are required prior to, and during all tournament games.
2. Player eligibility of each player will be determined by the official roster and player pass as issued by the team's state organization – presented and verified at tournament check-in. No player may be added after check-in.
3. A player may only play for one team during the tournament – **no double roster players allowed.**
4. Any player playing for more than one team will be disqualified for the duration of the competition and the last team he/she played for will forfeit the match.

### Player Substitutions

1. Unlimited player substitutions are allowed with the permission of the referee during any stoppage of play.
2. Under no circumstances may substitutions be made after the game has ended in a tie and FIFA penalty kicks will be required to determine a winner.

### Forfeits

1. A 10-minute grace period is allowed after the scheduled kick-off time or following the end of the prior game before the match is considered a forfeit.
2. 7 players (minimum) constitute a team; with 7 players or more the game will not be delayed.
3. Teams failing to produce tournament authorized player cards to the assigned referee or tournament official 10-minutes after the schedule game time or following the end of the prior game is grounds for a forfeit.

### Team Discipline

1. Conduct of players, coaches and spectators are monitored by the referees under FIFA rules.
2. Any player or coach receiving a RED CARD must immediately leave the field of play and take no further part in that game or the next game scheduled to play.
3. The referee retains the pass of any player receiving a RED CARD. These passes are given to the tournament committee at the end of the game who returns them to the coach of the red carded individual.
4. All names of the red carded players and coaches are forwarded to their respective state association.
5. Coaches must remain in the bench area. No mechanical signaling devices are permitted. All communications with referees must be through team captains.

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6. Teams are responsible for good conduct of their players, coaches, and spectators during all competition.
7. Spectators may not enter the field of play or interfere with the game or participants in any way.
8. Alcohol, drugs, and animals are not allowed at any of the field sites.

### Referees

1. The referee's word is final. No protests are allowed.
2. USSF certified and registered referees are provided by the tournament committee. Games are supervised using the diagonal system of control.
3. If an assigned referee fails to appear and cannot be replaced by the tournament committee, club linesmen will be provided first by the home team, and then by the visiting team.
4. Referees report the results of each game to the referee headquarters.
5. Protests as to the eligibility of a player may be made prior to a game with any given team, but is not allowed in subsequent games with the same team.

### Awards

1. All members of the first and second place teams will be presented with individual awards.

### Financial

1. No refund after the team has been accepted into the tournament.
2. The Wasatch Soccer Classic, its directors, and members do not assume any financial responsibility for any injury or illness or death occurring during and/or traveling to or from this tournament by any persons, player, coach, official, or spectator. No club is allowed to enter the competition without first providing proof of such insurance at the time of requesting entry into the competition.