

2011 Coca-Cola Youth Classic

GENERAL INFORMATION & RULES OF PLAY

1. **FIFA Laws** of the Game apply to all games (With youth modifications).
2. **Rosters:**
 - U15-U19: Maximum of 22 players per roster with a limit of 3 guest players, suiting 18 players per game
 - U13 and U14: Limited to 18 players per roster with a limit of 3 guest players
 - U11 and U12: Maximum of 14 players with a limit of 3 guest players. U11 and U12 will play 8v8.
 - Players can play with one tournament team only.
 - Club passes will not be allowed for guest players. Guest Players must be rostered utilizing a Guest Player Form.
 - No roster changes for any age are allowed after the team roster has been approved at registration.
3. **Team Eligibility:** All USYSA teams outside of the state of Wisconsin must file Permission to Travel forms. All participating tournament players and coaches must have appropriate identification/passes following their State Association, Club or Governing Body rules.
4. **Pre-game:** A coin toss will be used to determine the kick off. The team listed first will be considered the home team. Both teams shall occupy the same side of the field opposite that of the spectators.
5. **Uniforms:** If a color conflict arises, the home team (listed first in the schedule) shall change jerseys. All field players in a team must be dressed alike, meaning, same shirts, shorts and socks. Each player must wear shin guards and jerseys must have a number on the back.
6. **Game balls:** Each team shall be prepared to supply a suitable game ball. The referee shall determine which ball shall be used.
7. **Duration of games:** U11 - U14 will play 2 X 25 minute halves. U15 - U19 will play 2 X 35 minute halves. The half time interval shall not exceed 5 minutes. Games must begin at the scheduled time. Game time is continuously running and is kept by the referee. Time will not be added to for any reason except for extended injury stoppage.

The "Tournament Authority" shall have the discretion, for any reason to:

 - a. Relocate any game.
 - b. Reduce in duration, any game up to half of the game.
 - c. Cancel a preliminary game that has no bearing in deciding the group winner
8. **Player passes:** Player passes as mentioned in #3 above will be verified at registration and checked by the referee before each game at the field. It is the responsibility of the coach or manager to pick up the player passes at the conclusion of the game.
9. **Forfeits:** A game will be forfeited if a team is more than 10 minutes late to a scheduled match. A minimum of 7 players is required to start a game. The winner of the forfeited game will be awarded a 4-0 win.
10. **Failure to show:** Any team quitting the field of play before the conclusion of the game will automatically be disqualified from the tournament. Any team, having been accepted to the tournament, failing to appear as scheduled will cause all teams from its club or community to be banned from the Youth Classic for a minimum of 3 years. In addition, the applicable state association will be informed of either of the above described team misconducts, with a recommendation for further action.
11. **Point system:** Games in the preliminary rounds will be scored as follows:
 - A. Win – 6 points
 - B. Tie – 3 points
 - C. Loss - 0 points
 - D. 1 point for every goal up to 3 goals
 - E. 1 point for shutout victory
12. **Tie breaker:** To decide group winners, the following criteria will be used to break the tie:
 - A. Head to Head competition
 - B. Goal Differential (maximum of 4 goals)
 - C. Fewest goals allowed
 - D. Most goals scored
 - E. Kicks from the Mark (as defined for semi-final and Championship games).
13. **Kicks from the mark:** In the event of a tie, in a semi-final or championship game, the game must be decided by "Kicks from the Mark" (NO OVERTIME). The tournament will follow FIFA guidelines in the event that a game needs to be decided by "Kicks from the Mark". Each team will alternate kicks (five each) to decide a winner. If still tied after the first round of five, teams will then alternate 1 for 1 until a winner is decided.
14. **Inclement Weather/Cancellations/Refund policy:** No refunds will be issued after a team has been accepted. The tournament authority has the right to shorten and/or cancel matches, to include the entire tournament, due to climatic conditions or other acts of nature, which are beyond our control. In the event that games are discontinued or cancelled due to inclement weather or adverse field conditions, a refund will be issued after incurred tournament expenses have been paid.
15. **No protests are allowed...referee decisions are final!**
16. **Wisconsin State Youth Soccer Association rules specify the following:**

No Player wearing a cast shall be permitted to participate in a sanctioned game.
17. **Red Cards:** Players receiving a red card for serious foul play, language, or a second cautionable offense will automatically receive a 1 game suspension. Red cards for violent conduct, including fighting and spitting will result in an automatic 2 game suspension. The Tournament Authority at his/her discretion may increase the length of any red card suspension and/or ban a player or coach from any further games for the remainder of the tournament.
18. **Awards:** Individual awards will be awarded to 1st and 2nd place teams in each age group.