

**CEDAR VALLEY MOONLIGHT CLASSIC**  
**June 9-10, 2012**

**TOURNAMENT RULES**

**1. LAWS OF THE GAME**

All games will be played in accordance with the FIFA Laws of the Game, except where amended by USYSA Rules of Play and except as noted below. These rules may be modified, in which case rules changes will be provided before the beginning of tournament play.

**2. PLAYER/TEAM ELIGIBILITY**

**A. AGE**

1. Players must be born on or after August 1<sup>st</sup> of the following years:

U9-2002	U10-2001	U11-2000	U12-1999	U13-1998	U14-1997
U15-1996	U16-1995	U17-1994	U18-1993	U19-1992	

2. A player may play for only one team in the tournament.  
3. All players and coaches must have a USYSA Player Pass Card that is valid for the current playing year. No other form of identification will be accepted.  
4. Players **MUST** be on the team's tournament roster in order to participate. If a violation is determined, the match in progress and all previous matches will be forfeited.

**B. TEAM COMPOSITION**

	<u>Max. Roster Size</u>	<u># of Guest Players</u>	<u>Max. # on the Field</u>	<u>Min. # on the Field</u>
Under 9 and 10	10	3	6	4
Under 11 and 12	14	4	8	5
Under 13 thru 15	18	6	11	7
Under 16 thru 19	22	6	11	7

1. Under 16 thru Under 19 may have a maximum roster size of 22. However, no more than 18 may dress and play at any game.  
2. Up to 3, 4, or 6 guest players (see above) may be added to the current roster to reach the maximum number allowed.  
3. No roster changes will be approved after tournament check-in.

**3. REGISTRATION REQUIREMENTS**

- A. At registration (check-in), each team must provide the tournament registrar with a state approved roster with guest players listed, a laminated and signed player pass for each player and coach, and a medical release form for each player.  
B. Out-of-state teams must also provide approved travel papers from their state association.  
C. Tournament registration fees are due at time you apply to enter the Moonlight Classic. There will be no refunds once registration closes, except as noted in cancellation policy.

**4. MATCH INFORMATION**

**A. PRE-GAME**

1. All teams must report to their fields for check-in one half hour before each scheduled match.  
2. The Referee will conduct an equipment check, player pass check, and official roster check.

**B. FORFEITS / NO SHOWS**

1. A match will be considered a forfeit if a team is more than 5 minutes late for a scheduled match.  
2. A team forfeits a match if they refuse or cannot field a team when the referee indicates that the match is to begin.  
3. A match will be considered a forfeit if a team quits a match before its conclusion. *(The team may be disqualified from the tournament.)*  
4. In the event of a forfeit, the score will be 3-0 and the winning team will be awarded 3 points for a win and +3 points for goal differential.  
5. A team forfeiting a match is disqualified from match in progress. If a team forfeits any pool game, all of its pool games (including those previously played) will be discounted in determining advancement within the pool.

C. GAME INFORMATION

1. All matches will have a 5-minute half time.
2. Each team should be prepared to provide a game ball.
3. The team listed first on the match schedule is the HOME TEAM.
4. Each team, with the exception of Under 9 and Under 10, will have one game under the lights. Under 9 and Under 10 teams will not have games under the lights.
5. **No offside rule applies for U9 and U10 play.**

	<u>Ball Size</u>	<u>Length of Game</u>
Under 9 and 10	4	25 min. Halves
Under 11 and 12	4	25 min. Halves
Under 13 and 14	5	30 min. Halves
Under 15 and up	5	35 min. Halves

D. UNIFORMS & EQUIPMENT.

1. The Home Team will wear their light colored uniform and the Visiting Team will wear their dark colored uniform. If in the opinion of the referee there is still a color conflict, the Home team will change jerseys.
2. All players must wear age appropriate shin guards (no exceptions) covered with socks.
3. All jerseys must be tucked into the waistband of the player's shorts.
4. A player with a cast must have the cast padded. (The Referee will decide if the padding is adequate to play.)

E. SUBSTITUTIONS – UNLIMITED at any stoppage with the referee's consent.

F. DISCIPLINE

1. Any player or coach receiving a RED CARD will be suspended for the remainder of the match and the following game.
2. Two (2) YELLOW CARDS in the same match is equal to a RED CARD and results in a suspension from the match being played and the following game.
3. Three (3) YELLOW CARDS throughout the tournament equals a suspension in the next game.
4. The coach or a team representative must check with the Referee Director to confirm eligibility for any player or coach suspended.

5. TEAM/SPECTATOR

A. LOCATION

1. Both teams will bench on the same side of the field.
2. All spectators will be on the opposite side of the field, and at least 3-yards back from the touchline.

B. CONDUCT

1. Coaches are responsible for the conduct of Players, Parents, Coaches and Spectators at all times and locations during the tournament.
2. If complaints are received regarding the conduct of any player or persons associated with a team, the Tournament Committee reserves the right to take either or both of the following actions:
  - a. Request that any or all persons stay away from the tournament matches.
  - b. Request that the team leave the tournament and forfeit all matches.
3. **Alcohol, smoking and controlled substances are strictly prohibited; possession will result in immediate removal from the Tournament.**

6. SCORING SYSTEM

Win	3 POINTS
Tie	1 POINT
Loss	0 POINTS

7. QUALIFICATIONS FOR TROPHY MATCHES (Does not apply for Under 9 and Under 10 divisions)

A. SCORING

1. Team with the most points in each bracket of the group is the group winner.
2. If a wild card is necessary, the wild card team will be the next team with the most points regardless of group.
3. In a division with only four (4) or five (5) teams, final standings will be based on points earned in round robin play.
4. If teams to compete in trophy matches cannot be determined by scoring, as described in 1, 2 and 3 above, then a tiebreaker system will be utilized to determine advancing teams.

B. TIE-BREAKER

1. Head to head competition.
2. Goal Differential - a maximum of +/-4 goals per game. (Goals scored minus goals allowed per game.) Goal differential is not cumulative. Each game is calculated individually.

3. Fewest goals allowed.
4. Fewest Red Cards.
5. In a multi-team tie, if one criterion eliminates all but two (2) teams then tie-breakers go back to step one.
6. Penalty Kicks.
  - A. Procedure
    1. Each team will present a shooting list to the referee with a maximum of 11 players prior to beginning the shoot out (U12 – maximum of 8 players).
    2. All players on the roster, including the Keeper, are eligible. (Players serving a red card suspension are not eligible to participate in penalty kicks.)
    3. All players on the shooting list must have taken a penalty kick before a player can repeat taking a penalty kick.
  - B. Process
    1. The winner of a coin-flip will choose which team shoots first.
    2. First round, 5 vs. 5, each team alternating penalty kicks.
    3. Second round, sudden death, each team alternating penalty kicks. (Teams will return to first shooter at the same time.)

**8. TROPHY MATCHES**

- A. If a WINNER has not been determined after regulation play; PENALTY KICKS will be taken to determine the winner of the match.
  1. Procedure for Penalty Kicks - Follow guidelines set in section 7-B-6, with the exception that only the players on the field at the end of the game are eligible to participate in the shoot-out.

**9. TOURNAMENT COMMITTEE**

- A. The Tournament Committee reserves the right and authority to:
  1. Group age divisions based on team availability.
  2. Relocate and/or reschedule match times.
  3. Reduce up to half the duration of matches.
  4. Decide the final tournament standings and trophy winners.
  5. Suspend a match without necessarily terminating it and then resuming the match
  6. Make any other decisions as necessary to accommodate unexpected situations and/or weather.
- B. The decisions and/or interpretations of the Tournament Committee and the referees are final.

**10. PROTESTS**

**NO PROTESTS WILL BE ALLOWED.**

**11. CANCELLATION POLICY**

- A. The Tournament Committee and the Cedar Valley Youth Soccer Association (CVYSA) shall not be responsible for expenses incurred by any team or individual if the tournament shall be cancelled in whole or part. If games are cancelled because of weather the following refund policy will be in effect:
  1. No game played – 75% refund of entry fee
  2. One game played – 50% refund of entry fee
  3. Two games played – No refund
- B. If the Referee abandons the game and neither team is at fault, it shall be considered a completed game if at least five (5) minutes of the second half has been played.
- C. In case of severe weather or unplayable field conditions, the Tournament Director has the authority to relocate, reschedule, cancel or reduce the length of any game. Games may be shortened or eliminated in case of unplayable conditions.
  1. In the event that Semi-final or Final games are cancelled, the division winner will be determined in accordance with Tie-Breaker rules.

**12. TEAM CHECK-IN POLICY**

Team check-in will be available at the Cedar Valley Youth Soccer Complex one hour prior to your first scheduled game. You do not need your players to check in.

**TEAMS MAY NOT WARM-UP OR PRACTICE  
BEHIND TEAM BENCHES OR THE GOAL AREAS**