

RULES & REGULATIONS

Collinsville Spring Classic

Hosted by St. Louis Scott Gallagher

April 17-19, 2009

Metro United Complex and Van Fossan in Collinsville and The Belleville Family SportsPlex

LAW OF THE GAME

All games will be played under international rules (FIFA), with the exception that the goal keeper may not be fair charged.

TEAM ELIGIBILITY

All teams from outside of the state of Illinois must file travel permission forms with their State Associations. IYSA Medical release forms, player cards and state-approved rosters must be presented at registration (The IYSA Medical Releases must be turned in and kept for 2 years by St. Louis Scott Gallagher). Teams may carry a roster of no more the 14 for U8-U11 and no more than 18 for U12 - U15 and no more than 22 for U16-U19. U8-U9 will play 6v6. U10 and U11 will play 8v8. U12 will play 8v8 or 11v11. U13 and above will play 11v11. No roster changes will be permitted after a team roster has been approved at tournament registration. All teams must be currently registered with their State, National or Provincial Association. Up to 3 guest players may be added to a team. Each player must have a valid USSF/USYSA/US Club Soccer ID card. The minimum number of games is three (3).

DURATION OF THE GAME

<u>AGE DIVISION</u>	<u>GAME TIME</u>	<u>BALL SIZE</u>
U18	2 35 Minute Halves	5
U17	2 35 Minute Halves	5
U16	2 35 Minute Halves	5
U15	2 35 Minute Halves	5
U14	2 35 Minute Halves	5
U13	2 35 Minute Halves	5
U12	2 30 Minute Halves	4
U11	2 30 Minute Halves	4
U10	2 25 Minute Halves	4
U9	2 25 Minute Halves	4
U8	2 25 Minute Halves	4

AWARDS

Individual and team awards being presented to the 1st & 2nd place teams in ALL age divisions. Participation Medals to all U8-U9 teams not placing 1st or 2nd.

UNIFORMS AND EQUIPMENT

Each player must wear shin guards and an official uniform with a number on the back. Referees will flip a coin to determine who changes uniforms in the case of color conflict. Home team will provide the game ball.

START OF THE GAME

Referees will flip a coin with Team Captains to determine direction and which team starts with the ball.

SUBSTITUTION

Unlimited substitution is allowed after a goal by either team, before a goal kick for either team, before a throw-in your favor, at half time or before the start of an overtime period, and in case of injury or any stoppage in play – with the referee's permission.

EJECTION

Any player or coach ejected from a game will be ineligible for the team's next game. No substitution will be permitted for an ejected player. Anyone fighting can be subjected to ejection from further tournament participation. Passes will be retained by the tournament and will be returned to the coach of the team after the player has sat out their suspension.

FAILURE TO SHOW – FORFEITS

A minimum of seven players constitutes a team. A ten (10) minute grace period will be extended beyond the kickoff time before a forfeit will be declared. The Tournament Directors will make the final decision if a forfeit shall be allowed depending upon extenuating circumstances that may have prevented a team from making the game on time. If a forfeit is determined, the winning team shall be awarded a score of 4-0 and will receive the points for that score.

PROTESTS

Any protest must be presented in writing to the tournament headquarters within one (1) hour of the completion of the game, and must be accompanied with a \$100 bond. This bond will only be returned if the protest is upheld. Referee judgment calls will not be a basis for protests.

SCORING FORMAT

Three (3) Points will be awarded for a win

One (1) point will be awarded for a tie

Zero (0) points will be awarded for a loss

In the event of a tie in total point standings, the following sequence will be used. This process will NOT restart if 3 teams are tied:

1. Head to head competition between the teams that are tied
2. Best Goal difference for all games – up to Four (4) per game
3. Fewest Goals Allowed
4. Most Goals Scored (up to 5 Goals per game)
5. Penalty Kick Shootout – Five (5) players per team; if still tied, sudden victory penalty kick shootout

TIE BREAK – SEMIFINALS AND FINALS

Games that are tied at the end of regulation time will end as a tie in preliminary rounds. In the event of a tie in a semifinal or final game; the game will continue with two five (5) minute overtime periods after which penalty kicks will be taken as listed below to determine a winner.

TIE BREAKERS – PENALTY KICKS

In the event that penalty kicks must be used to determine a winner in the preliminary or final rounds the format will be as follows:

1. Each team will select five (5) players to kick. Only players on the field at the end of the game may be selected.
2. Teams will alternate kicks – First team to kick will be determined by the referee's coin flip.
3. If the score remains tied after five (5) kicks, teams will alternate kicks until a winner is determined.
4. All eligible players must kick before any eligible player can repeat.
5. Goalies may be changed after any shot.

SEEDING'S

If a Wild Card comes out of the same division as the top seed, the following changes would be made.

As it is now, the winner of Group A plays the Wild card. And the winner of group B plays the winner of group C. Instead it would be A vs C and B vs Wild Card.

Refund Policy

If the event is canceled entirely because of weather, St. Louis Scott Gallagher we will refund 80% of the application fee. If teams play 1 game, St. Louis Scott Gallagher will refund 50% of the entry fee. If they play two games, the refund will be 25%.