

RULES & REGULATIONS

Metro United BOYS Fall Classic

October 11-12, 2008

SIUE at Edwardsville, Metro United Collinsville Complex
& Southwestern Illinois College in Granite City, Illinois.

LAW OF THE GAME

All games will be played under the FIFA Laws of the Game, except the changes to the substitution rules.

TEAM ELIGIBILITY

USYS teams from outside of the state of Illinois must file travel permission forms with their State Associations. IYSA Medical release forms, player cards, a completed IYSA Tournament Roster and state-approved rosters must be presented at registration (The IYSA Medical Releases must be turned in and kept for 2 years by Metro United). US Club Soccer teams must submit the IYSA 2005 Team Tournament Agreement (provided by Metro United) for participation of Non-US Youth Soccer Teams. Foreign teams will also need to submit the IYSA 2005 Team Tournament Agreement (Provided by Metro United) for participation of foreign teams. Teams may carry a roster of no more than 14 for U8-U11 6v6 or 8v8 and no more than 18 for U12-U19 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 ID card. The minimum number of games is three (3). No player may play on more than one team in the Tournament.

DURATION OF THE GAME

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

AWARDS

Participation awards will be presented to ALL U8-U9 players...with individual and team awards being presented to the 1st & 2nd place teams in the U8-U14 divisions.

UNIFORMS AND EQUIPMENT

Each player must wear shin guards and an official uniform with a number on the back. Where uniform color is similar, the designated VISITING team will change colors. Home team should wear their lighted color Jersey. Home team is listed first. Home team will provide the game ball.

START OF THE GAME

A referee's coin toss will determine direction and which team starts with the ball.

SUBSTITUTION

Unlimited substitution is allowed for all Divisions. Substitutions will be in accordance with USSF rules.

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:

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 4 per game.
5. Penalty Kick Shootout – Five (5) players per team; if still tied, sudden victory penalty kick shootout

(In case of 3 way tie we will go through tie breakers until we have a winner, the process does not eliminate a team and then restart the tie breaker list)

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:

PROCEDURE: Penalty Kicks will be taken in accordance with the Laws of the Game.

ELIGIBLE PLAYERS: Only players on the field at the end of the match are eligible to participate.

1. Each team will select five (5) players to kick.
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.

PLAYOFFS

Winner of Bracket 1 will play WC or Winner of Bracket 4, Winner of Bracket 2 will Play Winner of Bracket 3. If WC comes out of Bracket 1, then Winner of Bracket 1 will play Winner of Bracket 3 and Winner of Bracket 2 will play Winner of Bracket 4.

REFUNDS

Refunds will be provided for teams prorated to the number of games played. An example would be if a team plays two games and the Tournament is rained out, they would receive 1/3 of their entry fee refunded to them. No refunds will be given for teams that drop after they have been accepted.