



2010 Huntsville Spring Classic

Rules and Regulations Updated January 23, 2010

A. Laws of the Game - Except as otherwise stated herein, FIFA/USYSA Laws of the Game shall apply.

B. Eligibility Participation in the Huntsville Spring Classic is open to accepted teams with 18 or fewer players meeting the age limit of the specified division (14 or fewer players for eight player matches and 11 or fewer players for six player matches). Each team must be registered and in good standing with a National State Association affiliated with the USYSA. All participating teams must register with the Tournament Committee before the tournament to have an official copy of their team roster approved and stamped, medical release forms and player passes checked, and to turn in their approved Application for Travel (for out-of-state teams). The tournament-approved roster shall be presented to the referee before each match. If a player who is not properly registered participates in any match, that match shall be automatically forfeited to the opposing team with a three to zero score. A maximum of three guest players may be added to the original roster. All guest players must meet eligibility requirements and obtain an approved Guest Player Roster or Guest Player Release Form from the player's National State Association. No player shall be allowed to play with more than one team during the tournament.

C. Team Acceptance The Tournament Committee reserves the right to accept or reject any team application. If the committee is unable to assemble a competitive four-team bracket in your age division, you will be contacted to discuss your options. Full refunds will be given to teams withdrawing before the application deadline date. No refunds will be given after that date unless your division does not materialize. If your team is not accepted, your entry fee will be refunded in full. No team shall be deemed accepted unless written notification has been sent from the Tournament Committee. Once accepted, the entry fee is forfeited if you withdraw after the deadline date.

D. Number of Players Teams will play with six players in the U9 and U-10 age groups. The U11 and U-12 age groups will play with eight players. The U13 and above age groups will play with eleven players. A minimum of seven players constitutes a team in the eleven player brackets. A minimum of six players constitutes a team in the eight player brackets. A minimum of four players constitutes a team in the six player brackets.

E. Players' Equipment All players on the field of play for a team shall wear identical uniforms (shirts, shorts, and socks). Shirts shall be tucked in at the start of play. When colors of competing teams are similar, the designated home team must change to colors distinct from the opponent. The home team is listed first on the schedule. Player numbers must be affixed to the backs of the uniform shirt and no two players from the same team may wear the same number. Player numbers shall coincide with those listed on the team's official State/Provincial roster. Shin guards must be worn during all matches. Goalkeepers shall wear shirts that clearly distinguish them from both teams and the referees.

F. Age Qualification

Age	Qualification
U14	Birth date on or after August 1, 1995
U13	Birth date on or after August 1, 1996
U12	Birth date on or after August 1, 1997
U11	Birth date on or after August 1, 1998
U10	Birth date on or after August 1, 1999
U9	Birth date on or after August 1, 2000

G. Duration of the Match

Age	Periods of Play Preliminary	Periods of Play Semi-final & Final	Half-Time Interval	Extra Time	Ball Size
U14	2x30 min	2x35 min	5 min	2x10 min	#5
U13	2x30 min	2x35 min	5 min	2x10 min	#5

U12	2x25 min	2x30 min	5 min	2x5 min	#4
U11	2x25 min	2x30 min	5 min	2x5 min	#4
U10	2x20 min	2x25 min	5 min	2x5 min	#4
U9	2x20 min	2x25 min	5 min	2x5 min	#4

Extra time is provided for any semi-final or championship match that is drawn at the end of normal playing time. The extra time for U9 through U12 shall consist of two 5-minute periods separated with enough time for teams to switch ends. U13 and U14 will play two 10-minute periods. If the match is drawn after extra time (a.e.t.) the match is decided through a penalty shoot-out (PSO) by taking kicks from the penalty mark according to FIFA rules.

H. Start of Play A ten-minute grace period is allowed before a team forfeits its match. However, this grace period takes away from the duration of the match. Time out for injuries may also take away from the duration of the match. Referees will end all matches no later than ten minutes before the start of the next scheduled match. If the minimum number of players is present, the match will not be delayed.

I. Match Reports Match reports shall be signed by the referee and, along with the player passes of players sent-off, shall be turned into the Field Marshal at the end of each match.

J. Substitution Procedure Substitutions shall be unlimited, with the consent of the referee, at the following times:

1. Prior to a throw-in in your favor
2. Prior to a goal kick
3. After a goal by either team
4. For an injured player(s) when the referee stops play; the opposing team may substitute an equal number of player(s)
5. At the beginning of the second half or overtime periods
6. For a cautioned player(s); the opposing team may substitute an equal number of players

Note: Players shall only enter and leave the field of play at the halfway line.

K. Method of Scoring Preliminary matches will be scored on a three point system: three points for a win; one point for a tie; and zero points for a loss. No points are awarded for goals scored. Teams advancing will be determined in the following priority order:

1. Point totals
2. Head-to-head competition
3. Goals differential, with a maximum differential of plus or minus three goals per match (i.e., in each match, goals scored minus goals allowed will not exceed plus or minus three.)
4. Fewest total goals allowed in all matches
5. Kicks from the penalty mark per FIFA penalty kick rules.

Wild Card Teams: For age groups in which there are three divisions, the wild card team will be the team with the most total points, excluding the divisional winners. If teams are tied in points, the above tiebreakers will be used. In the semi-final matches, the wild card team will not be assigned to play the winner of its own division

Note: In case of a forfeit, the winning team will be awarded a three to zero result with three points. In no case shall a team, which forfeits a match, be declared a division winner or wild card team. If an apparent division winner forfeits a match, the division team with the next best record shall be named the division winner. If a team is the cause for termination of a match, that team will be considered to have forfeited that match.

L. Home Team Home teams are listed first on the schedule. Home teams should be prepared to change uniforms if a color conflict occurs, and furnish a match ball if a tournament ball is not available.

M. Sidelines Both teams will populate the same side of the field of play while all parents and spectators will populate the opposite side. All players not on the field of play, team officials, and spectators must remain three yards behind the touchline and between the eighteen-yard lines (penalty areas). Players, team officials, and spectators are expected to conduct themselves within the spirit and the letter of the Laws of the Game. Alcoholic beverages and smoking materials are not

permitted at match sites. Artificial noise-making devices are prohibited. All coaches shall keep coaching from the sidelines to a minimum. If persistent infractions occur, the referee will warn the offending coach, and appropriate action will be taken.

The team coach may be held responsible for the behavior of his team, the team's officials, and the team's spectators. Displays of temper, harassment, offensive or insulting or abusive language, and dissent directed toward players or referees will not be tolerated. The referee has full authority granted by the Laws of the Game to control all sideline behavior, including stopping or terminating the match at any time. The referee may, at his discretion, stop the match and give a warning to the offending team's coach, who is expected to correct the behavior of his team, the team's officials, or the team's spectators. If a second incident occurs, the referee may at his discretion, expel the coach and/or offending person(s) from the field of play and its immediate surrounds. If a third incident occurs, the referee may at his discretion, terminate the match.

N. Disciplinary Sanctions The issuance of all red and yellow cards and other matters involving the conduct of a team, its players, coaches, or supporters will be recorded by the Tournament Committee and reported to the team's home State Association and the team's home club/league. In addition, all matters involving referee assault (or abuse) shall, in accordance with USSF Rule 3042, be referred to the Alabama Youth Soccer Association.

The team's home State Association and club/league shall, except in the case of referee assault, have the responsibility for imposing, should circumstances warrant, additional sanctions within their respective jurisdictions with regard to all matters arising from the tournament.

1. **Sending-Off Offenses** - If a player is sent off from any match, the player's pass, along with the match report of the incident shall be turned over to the Tournament Committee or its designee by the referee. The minimum penalty for a send-off is that the player shall not be permitted to play in the remainder of the current match and the entirety of the team's next match. This penalty may be increased at the discretion of the Tournament Committee. The player's coach or team manager following the disciplinary period may pick up the player's pass from the Tournament Committee.

2. **Cautionable Offenses** - Yellow cards are not cumulative from one match to the next; however, two yellow cards in a single match will be treated as a red card per the Laws of the Game.

O. Inclement Weather This is a rain or shine tournament. Plan to play in inclement weather. Regardless of weather conditions, coaches and their teams must appear at the respective match site, ready to play as scheduled. Failure to appear will result in forfeiture of the match. Only the referee or Tournament Committee may cancel or postpone a match. Referees and Field Marshals will not consider beginning or continuing matches when a lightning storm exists.

In the case of severe weather, the Tournament Committee reserves the right to restructure the tournament format as necessary. This includes, but is not limited to relocating or rescheduling any match, changing the duration of any match, and canceling any preliminary match or part of a match. Preliminary matches terminated by match or Tournament officials after twenty minutes of play shall be considered official as of the time of termination and the score at the time will stand. No refunds will be given for any reason.

P. Protests - None allowed

Q. Team Contact Each team, upon checking in at registration, must sign a ledger sheet giving the location where the team contact person can be reached so that team officials may be contacted in the event that circumstances require it. Be certain that your team contact is someone who can be reached at any hour.

R. Disclaimer Under no circumstances whatsoever will the Tournament Committee, AYSA, or Huntsville Soccer Club be responsible for any expenses (including tournament entry fee) incurred by any team. This includes a situation where the Tournament or any match is canceled in whole or part. **The Tournament Committee's interpretation of the rules shall be final. The Tournament Committee reserves the right to decide on all matters pertaining to the Huntsville Spring Classic.**

