



Little Apple Soccer Club



LASC KICK-OFF CLASSIC XIV Tournament Rules

Rule 1. *FIFA's "Laws of the Game"* will govern play with the exceptions listed in these rules.

Rule 2. **Entry Fees and Refunds**

- 2a. Entry fee for this tournament will be as stated on the application. Check or money order must be made out to the "*Little Apple Soccer Club*" and must be received, with a completed application, no later than due date on the application.
- 2b. Teams not accepted to the tournament will receive a full refund.
- 2c. Teams that withdraw after the entry deadline will forfeit their entry fee.
- 2d. A \$100 administration fee will be deducted from each entry if the tournament is cancelled prior to any games being played. If one game is played, an administrative fee of \$150 will be deducted from each entry. If two games are played there will be no refund.
- 2e. The Little Apple Soccer Club, the Manhattan Parks and Recreation Department, the Tournament Sponsors, or any authorized representative, agent or employee of these shall not be responsible for any expense incurred by any team if the event is canceled in whole or in part, or for any liability in connection with the tournament for personal injury or property loss in connection with traveling to, participating in, or traveling home from the tournament. *Each team, player, coach or fan shall participate at his or her own risk.*

Rule 3. **Teams, Rosters, Players and Player Passes**

- 3a. All teams will be competitive division entries.
- 3b. We will only accept 2010-2011 player I.D. cards. Each team must have an approved USYSA State affiliate roster with the following guidelines in place (all roster sizes included guest players):
 - U8 Divisions** (4 v 4) Maximum roster 8
 - U9 and U10 Divisions:** (6v6) maximum roster size 11
 - U11 and U12 Divisions:** (8v8) maximum roster size 13
 - U13 Division and up:** (11v11) maximum roster size 18
- 3c. All players must be USYSA registered and have a current (note 3.b) laminated player pass card with picture.
- 3d. Teams may have up to 3 guest players for this tournament to accommodate the player card issues. Guest players must be USYSA registered and must be listed on a properly executed Guest Player Loan form.
- 3e. Coaches must have a properly executed and notarized Treatment and Waiver form for each player. Treatment and Waiver forms, for each player, must be presented at the tournament check-in. These forms must be notarized in order for a player to be eligible to play. Contact your state association about this form.

- 3f. State rules are for no more than five coaches to a team. All coaches must have a current coach I.D. card and be listed on the team roster they are coaching.
- 3g. All coaches with 2 or more teams in the tournament must have an assistant to coach if games, including semi-finals or finals, overlap. While we will do our best in scheduling to eliminate this overlap, we cannot make guarantees.
- 3h. Teams will wear appropriately matching uniforms. Players will be allowed to participate at the discretion of the referee in charge or by special permission of the tournament committee.
- 3i. Teams from outside Kansas must have travel papers signed by their state soccer agency.
- 3j. Player passes will be checked at check-in and before each game by a tournament official at the respective Field Marshall tent for each field. At the discretion of the tournament committee, player passes may be checked on the field by a referee, prior to the game.
- 3k. A player can not play for more than one team within the same age division in the same weekend.

Rule 4. Tournament Format

- 4a. Teams will be organized, for this tournament, in Pools, by age and gender. This tournament is for teams rated "*competitive*." Competitive is defined as a team formed by tryouts or individual selection. Pool placement will be based upon play records, geographic or league location, draws, and scheduling of the tournament. It is the aim of pool placement to balance strength of brackets, provide a diversity of leagues or geographic location between teams, and to meet the scheduling needs of the tournament.
- 4b. All teams will play at least three games, against teams in their age Bracket and will accumulate Tournament Points as described in paragraph 4f below. Exceptions see (4k). If required we will combine age groups within the same gender, if this occurs coaches will be notified prior to the tournament starting.
- 4c. Play for championship games will be determined as follows:
 - 1. In Divisions with only one pool of four teams, the top two teams as determined by total points will play for the Pool Championship.
 - 2. In Divisions with 3 teams, teams will play each other 2 times, guaranteeing 4 games in pool play. There will be no championship game. Teams will be ranked based on points accumulated during pool play.
 - 3. In Divisions with two brackets of 4, the top two teams in each bracket will play in a crossover format in semi final play and on to division championship. Points will be accumulated based on play within each pool.
 - 4. In Divisions with 5 teams, all teams will be placed in a single pool. All teams will be given 4 games in pool play. There will be no semi-final games. The two teams with the most accumulated points will advance to the Division finals.
 - 5. In Divisions with 6 teams, teams will crossover between pools. Each team will play the three teams from the opposing pool. The two teams with the most accumulated

points from either pool will play in the finals. There will be no semi-final games. Teams in the finals may be in the same pool. Third place will be determined by points.

6. In Divisions with 10 teams, teams will be split into two pools of 3 and one pool of 4. Teams in the two pools of 3 will participate in cross over pool play. The division with 4 teams will participate in intra-pool play. Four semi-finalists will be determined based on total accumulated points regardless of pool. Semi-final pairings will be determined by blind draw. It is possible a team may play a team which they have already played.
 7. In Divisions with 12 teams, teams will be split into 3 pools of 4 team participating intra-pool play. Semi-finalists will be in bracket 1, the top team in the pool A vs the top team in pool C. In bracket 2, the top team of pool B will play the Wildcard, the team with the next highest point out of all the pools. If the Wildcard is from pool B, then pool A will play Pool B, and second bracket will be pool C vs Wildcard.
 8. Pool play and championships for divisions with team numbers other than mentioned previously will be determined once entries cease.
- 4d. Overtime will consist of one (1) five-minute period sudden-death overtime. If the sudden-death period ends in a tie, penalty kicks will determine the winner in accordance with FIFA rules. There will be no overtime in pool play.
- 4e. *Forfeited Games:*
1. Any team quitting and/or leaving the field of play before the end of the game will forfeit the game.
 2. Teams will be allowed a five (5) minute grace period after the scheduled kickoff time before they forfeit the game. The watch of the Referee is the official time.
 3. If a team playing in championship game forfeits in the Championship game because of misconduct, the other bracket winner will be declared the champion. The second place team in the first bracket will be declared the second place winner and receive the appropriate award or, in the case of one bracket, the team with the next highest point total. If a team fails to show for the Championship game, field a team, or cannot complete the game because of injuries then it will receive the second place award.
 4. No refund will be given to teams that forfeit
 5. Tournament points resulting from forfeit games are listed in paragraph 4f (7).
- 4f. *Tournament Point System* - The total number of points that a team accumulates in preliminary or round robin play will determine team standing within the pool and which teams will play in championship games.
1. 3 points will be awarded to each winning team.
 2. 1 points will be awarded to each team involved in a tie game.
 5. Minus 1 (-1) point will be deducted for each red card. The same rule applies to two yellow cards issued to one player in one game.

6. *Points for Forfeiture games:* The forfeiting team will have one (1) point deducted from its tournament total points.
- 4g. When the schedule of tournament games is printed and distributed, the home team will be listed first. If both teams have the same color uniforms, see rule 7b.
- 4h. *Tie Breakers:* In case of a tie in the final Bracket standings, the following rules will be applied, *in the following order*, to determine which will play in a Championship round game or, in the case of Championship round game cancellation, the winner of the Division (i.e. weather). This rule also applies in determining the winner of the third place award, where there is no semi-finals.
1. Winner of most games.
 2. Winner of head to head competition.
 3. Goal differential; the larger the difference between "goals for" and "goals against." Four maximum "for" or "against" will be used for calculating the differential.
 4. Fewest goals allowed.
 5. Coin Toss. If a championship game is cancelled, a coin toss will not be held and both teams will be declared co-champions. If more than one team remains tied for third, those teams will be declared co-winners and medals will be awarded to teams. A coin toss will not be held.
- 4i. Games will be played in inclement conditions at the discretion of the tournament committee. In the event of inclement weather, the Tournament Director reserves the right to change the Tournament Format as follows:
1. Delay, relocate, reschedule, or consider complete any games.
 2. Shorten game times.
 3. Cancel any games during round robin, bracket play, which have no bearing on pool winners.
 4. Modify rules for tiebreakers in case all games cannot be played in full.
 5. Cancel a championship game and apply tiebreaker rules to determine winner.
 6. Forfeiture rules will apply to teams that leave the site without permission of the tournament director after a weather delay and do not field a team at the restart.
- 4j. Wild Card Games and Teams: In the unlikely event that a wild card game is required, the wild card team will not be assigned to play the winner of its own Pool or Bracket.
- 4k. If the referee terminates a game and neither team is at fault, the game will be considered completed if fifty percent of the second half has been completed. Weather related game termination would be by the Tournament Director.

Rule 5. Check-In

- 5a. Tournament check-in will be as described on the application.

- 5b. Teams can also complete the required check-in at the tournament headquarters tent at the Anneberg Park at least one hour prior to the scheduled start time before the team's first game. All check in is to be done by 11:00a.m. Saturday
- 5c. Check-in will consist of a review and comparison of the documents listed under rule 3 (above). Note: On Saturday morning, check in will be at the registration tent.

Rule 6. Games and Balls

- 6a. Pool, Round Robin and Championship games:

<u>Ages</u>	<u>Ball Size</u>	<u>Game Time</u>	<u>Half Time</u>	<u>Team Size</u>
U8	3	2 x 20 min. halves	5 minutes	4 v 4
U9, U10	4	2 X 25 min halves	5 minutes	6 v 6
U11, U12	4	2 X 30 min halves	5 minutes	8 v 8
U13 – U19	5	2 X 35 min halves	5 minutes	11 v 11

- 6b. The Tournament Director reserves the right to shorten game times in order to keep the tournament on schedule if necessary, game time will be shortened **PRIOR** to game start.
- 6c. Game balls will be provided by the Home Team.
- 6d. U13-U19 teams must have at least 8 players on the field to be considered ready to play. If a team is not ready to play after the five-minute grace period, the team that is not ready to play will forfeit the game. U11 and U12 teams must have 6 players on the field, U9 and U10 must have 4 players and U8 must have 3 players to play.
- 6e. *Substitutions* - Free substitution is permitted in accordance with USYSA rules.
- 6f. Field assignment will be by the tournament officials. Field sizes are modified.
- 6g. Coaches will be required to verify the final results of each game by signing the referee's score card at the end game. The referee will provide the completed scorecard to tournament officials for posting.

Rule 7. Players' Uniforms and Equipment:

- 7a. Teams must wear numbers on the back of their uniform jerseys.
- 7b. In the event that teams have the same colors, the designated home team (listed first on the schedule) will be required to change to a different colored uniform. In Championship games, the loser of a coin toss will change uniforms.
- 7c. Shin guards are *mandatory* equipment for all players.
- 7d. "Sliding shorts" may be worn.
- 7f. Players wearing casts will only be allowed to play if the cast is sufficiently protected and padded. The same rule will apply to knee braces.
- 7g. All players' equipment is subject to the approval of the referee prior to each game.
- 7h. Team uniforms and equipment will be checked in no more than ½ hour prior to each game.

Rule 8. Player, Coach and Parent Conduct

- 8a.** Absolutely no foul language or poor sportsmanship will be tolerated.
- 8b.** *Red Cards and ejections* - a player, fan, or coach receiving a red card violation or ejection will be suspended for the remainder of the game and the next scheduled game for the team that incurred the infraction. If a player is ejected from the game, the minimum penalty is that the player shall not be permitted to play in his/her team's next scheduled tournament game. The player, fan, or coach receiving the red card may also be subjected to elimination from the tournament depending on the seriousness of the violation. The Tournament Director will decide elimination. Teams receiving a Red Card or ejection will lose one tournament point for each violation.
- 8c.** *Yellow Cards* - A player receiving a caution or yellow card may be substituted. If two yellow cards are issued in one game to the same player, it is an automatic red card and the rules in 8b apply.
- 8d.** Coaches will be solely responsible for the behavior of their players, parents and team supporters.
- 8e.** Coaches and substitute players must remain in the boxed areas on the team side of each field.
- 8f.** No one is allowed behind the goals or along the sidelines from the top of the penalty area to the goal line.
- 8g.** Spectators must view the game on the side of the field opposite the players and remain at least (4) feet away from the sidelines at all times.

Rule 9. Protests

No protest on judgment calls will be upheld. Protests can only be made by the designated coach or manager, and must be done within 30 minutes of the conclusion of the game. Protests must be in writing and must be accompanied by a \$300.00 protest fee, posted in cash, with the Tournament Director. All protests will be ruled upon prior to the next scheduled game that would be affected by the ruling. The protest fee will be refunded if the protest is upheld, otherwise the fee will be retained by the Tournament Director if the protest is not upheld.

Rule 10. Awards

Awards will be presented to 1st and 2nd place finishers only.