

# The Teagarden Memorial Classic Small Sided

## 2019 Tournament Rules and Information

### Tournament Headquarters & Venue

Ft. Wayne Sports Club  
3102 Ardmore Ave.  
Ft. Wayne, IN. 46802

#### Contact

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### Onsite Tournament Check In

#### Teams submit:

1. Validated Player Passes issued by USYSA or US Club Soccer (rostered players and guest players)
2. One copy of official stamped and validated roster
3. Medical release authorization form for each team with Rostered Player and Guest player
4. Travel Permit from your state organization (for teams outside of Indiana).
5. Emergency Contact Information during the weekend for the team coach and team manager.

### Age Group Playing

It is a rule in Indiana, based on US Soccer policy that teams not be allowed to play “up” in format. In other words a 10U team may not play 9 v 9 or 11U... as the format allowed for a 10U team is 7 v 7. Same for 12 year old teams playing “up” to the 13U age group.. not allowed. Period.. for any team in the tournament.. not just Indiana Teams. Also, because you have not stipulated an 8U age group, they may not play in this event as 8 U teams must play 4 v 4... not allowed to play in the 9U bracket.

### Team and Uniform Colors

The home team is listed first on the game schedule. Both teams must bring two sets of uniforms to each game. If there is a conflict, the home team will be required to change.

### Player Credentials & Uniform Numbers

Player Passes/IDs are to be present and available at all matches. The shirt number of each player must be the same as the players’ number on the daily match report/roster. If the numbers are not the same, the player will not be allowed to take part in the match until the numbers are the same. Identical numbers are not permitted.

### Age Groups, Playing Format, Roster limits:

Teams must play in the format for their age groups; individual players may play up in age group

Age Group	Birth Year	Format	Roster limit	Ball size	Match Duration
U10	2010	7v7	12	4	2 – 25 Minute halves
U11	2000	9v9	16	4	2 – 30 Minute halves
U12	2008	9v9	16	4	2 – 30 Minute halves

### Guest Players

- 5 Guest Players permitted per team

The game clock will not stop for injury unless at the discretion of the referee. The injured player must be removed from the field by medical staff.

There will be a 5-minute halftime for all age groups.

### Awards:

10U players receive Participation Gifts; no finals

11U & 12U teams will participate in a Final Championship game

### Laws of the Game

All matches will be played in accordance with the FIFA laws of the game, except as modified as follows in the tournament rules. All matches will use USSF certified referees.

#### **FIFA rules will be in effect with the following exceptions:**

1. Unlimited substitution.
2. Substitutions may be made:
  - a. Before a throw-in in your favor
  - b. Before a goal kick;
  - c. After a goal by either team;
  - d. At halftime;
  - e. In case of injury, unlimited to both teams.
3. 10U – 12U MODIFIED RULES:
  - a. 10U teams: Off-side will not be enforced unless the referee determines the offside position is directed, intentional, and/or persistent in an effort to gain an unfair advantage (Law11). Defending teams will be awarded an indirect free kick from the offside players' position.
  - b. 10U-12U teams: Intentionally heading the ball in these matches shall result in an indirect free kick awarded to the opponent at the spot of the infraction - or from the top of the goal area for infractions inside the goal area.

#### **In accordance with FIFA Policy:**

1. There shall be no dissent between players, fans and/or coaches and the referee. Questioning a referee is considered dissent.
2. Any player ejected from a game, whether by red card or two yellow cards, will be ineligible to participate in the next tournament game.
3. In the event of an ejection, the offending team may not replace the ejected player.

### Procedure for Determining a Winner

Three (3) points will be awarded for a win, one (1) point for a tie, and zero (0) points for a loss. If a team forfeits, their opponents will receive a score of 4 – 0. In the event of ties in total point standings, the following sequence will be used:

1. Head to head competition between teams that are tied\*\*
2. Best goal difference for all games - up to 4 per game
3. Fewest goals allowed
4. Penalty kick shootout - 5 players per team; if still tied, sudden victory penalty kick shoot out

\*\*In the event that of a three team tie or teams playing in a “crossover” flight, head to head competition will be eliminated if a winner cannot be decided. The following tie breaker sequence will be used:

1. Best goal difference for all games - up to 4 per game
2. Fewest goals allowed
3. Penalty shootout - 5 players per team; if still tied, sudden victory penalty kick shootout. A coin toss will determine who participates.

There will be no overtime for any games.

Decisions of the tournament director(s) on advancement are final. There are no appeals on advancement decisions.

### Conduct & Discipline

**Team Conduct** – Teams should understand the laws of the game and play by them. They should be respectful to all coaches, teammates, opponents and match officials. Profane and abusive language is prohibited.

Any ejection should be reported to the HQ immediately. Any player or coach sent off will automatically sit out the next played game. If the sending off was for fighting or violent conduct, the player will be suspended for the remainder of the tournament. Disciplinary action will be reported to USYSA in the post tournament report.

**Spectator Conduct** – Spectators are encouraged to provide positive support during all games. Do not talk to players or coaches for either team during the matches, except to offer support, congratulations, or assistance. Do not use abusive or profane language or argue with officials. Fighting, unsporting behavior or physical violence will result in automatic removal from the complex for the remainder of the tournament.

Alcohol, tobacco, and illegal drugs are prohibited at the complex.

### Inclement Weather / Cancellations

The tournament committee has the right to shorten and/or cancel matches due to climatic conditions or

other acts of nature, which are beyond our control. In the event that severe weather delays the tournament, all games which are at least at half time will be considered complete. All which have not reached halftime will complete the half only if weather permits (in the event the game cannot be completed the game will be considered a tie). If the game determines a bracket winner the below standard for Semi-Finals/Finals will be followed for determining a winner. In the event Semi-Finals or Finals cannot be played due to severe weather the following tie-breaker format will be used to declare champions. Please note this for inclement weather only!

1. Kicks from the Spot - 5 players per team; if still tied sudden victory penalty kick shoot out
2. Head to head competition between teams that are tied
3. Totals Points
4. Best goal difference for all games - up to 4 per game
5. Fewest goals allowed
6. Coin Toss

### **Other Tournament Information**

- Animals are prohibited at the complex
- Weather – Please check the tournament website for all weather updates.
- If inclement weather postpones the tournament prior to the start of the 1st scheduled games and if the games cannot be played due to inclement weather than a minimum of 50% of the entry fee will be retained by the tournament to cover startup cost of the tournament.