

Fall Classic

2025

Rules

1. The Fall Classic event is for Iowa Soccer member Under 9 through Under 19 Level 1,2 teams and players. Your team must be a regular-season team that has already been registered with Iowa Soccer by a date designated by Iowa Soccer which will be prior to your team's entry, and plays in a league with this roster; it cannot be a group of players pooled together and registered with Iowa Soccer for the purpose of playing in a tournament.

2. Regular Season Teams and the Guest Player Allowance

The Fall Classic is targeted to and intended for select level teams and rosters. However, we understand that not all players or parents can commit to an entire weekend of soccer even during the "regular" season. In the interest of participation, we do have a Guest Player Allowance of up to three. Allowing for guest players is, in some cases, the difference in whether or not a team can enter the Fall Classic. While allowing for guest players may create some competitive imbalances if coaches try to find "ringers", not allowing guest players may mean 10 players who could play won't because there aren't enough available on their team to enter the tournament. It is in this spirit -- INCLUSION -- that we expect coaches to use the Guest Player Allowance.

If using the Allowance, you need to try to find guest players who are of like skill rather than seeking out those who may be further ahead with their soccer development.

- ☐ Regular-season maximum roster sizes apply.
- ☐ Up to three guest players are allowed and may only be current Iowa Soccer-registered players.
- ☐ Guest players must be level 1-3 registered players
- ☐ Guest players need to be from your club, but must also be currently registered with Iowa Soccer. Currently registered means in the current seasonal year which is fall/spring (August 1-July 31).
- ☐ You must submit the Guest Player Form To tournament director with your team roster.

Spring Creek Football Club officials will verify all guest players and make the final determination of their eligibility. The form coaches must use to submit guest players and to verify they are following the spirit and the letter of the Guest Player Allowance.

3. Depending on the number of teams entered in an age group, some age groups may be combined so that teams still may play, rather than turning entries away. If combined, age group combinations would look only like: U11-12 Girls or U11-12 boys; U13-14 Girls or U13-14 Co-ed.

4. Players must be on the entered team's regular season roster in order to participate. Violation of this rule will result in the forfeiture of all games played by the offending team. The exception is if you are using the Guest Player Allowance, whereby you have submitted your guest players for verification of eligibility, and they have been approved by Iowa Soccer.

5. A player can only play for one (1) team and if his/her regular season team has entered the Fall Classic that is the only team he/she may play for. Any ineligible player discovered shall cause the teams on which he/she played for to forfeit any game.

6. All players must have a US Youth Soccer/Iowa Soccer player pass. They are eligible for a US Youth Soccer/Iowa Soccer player pass if they have been properly registered to an Iowa Soccer member organization and rostered to a club's team in the current seasonal year. A coach must present player cards for all of his or her players pursuant to the rules of the competition. If you have been playing all season without using player passes, contact your club's registrar about obtaining them. There are no exceptions – no pass, no play!

7. Any adult who intends to be on the sideline with the team during the match in the role of coach, assistant coach, team manager or otherwise, must have visible their coach hard pass, issued by Iowa Soccer. If the adult has properly registered with a club and gone through and passed Iowa Soccer's Risk Management procedure, the adult will (should) have a coach hard pass. If you have not been using your coach hard pass all season, you must contact your registrar immediately to verify if you should have received one. If you are not in the registration system, you will not receive a hard pass until you register with the club and subsequently pass the Risk Management background check. You will not be allowed on the team's sideline during the Fall Classic event without your pass. This is an issue of risk-management and there are no exceptions!

8. All teams must have a coach that is 21 years of age or older.

9. Except as noted herein, all games will be played in accordance with the FIFA Laws of the Game.

10. Prior to your first match, all player cards must be presented to the field marshal and/or referee. You must also have visible your coach hard pass. (Covid note that passes will not be checked prior to each game ,but will be asked to be shown to show proof of player eligibility if questioned)

- ☐ You will not be required to present your medical release consent forms at any time other than when checking in your team, unless requested by the Director of Referees or the Tournament Director. So keep them with you throughout the competition -- but you won't need to present prior to any games.

11. Forms of the game & Game Length

- ☐ Under 9 and U10 games will be played with a maximum of Nine(7) players per side, and a minimum of seven (7) players per side. 7v7
 - o 2x20 minute halves (40 minutes)
- ☐ Under 11 and U12 games will be played with a maximum of Nine(9) players per side, and a minimum of seven (7) players per side. 9v9
 - o 2x30 minute halves (60 minutes)
- ☐ Under 13 and 14 and combined U14/15 will be played with a maximum of eleven (11) players per side and a minimum of seven (7) players per side. 11v11
 - o 2x30 minute halves (60 minutes)
- ☐ Under 15 and 16 will be played with a maximum of eleven (11) players per side and a minimum of seven (7) players per side. 11v11
 - o 2x35 minute halves (70 minutes)
- ☐ Under 16/17 and 17 -19 will be played with a maximum of eleven (11) players per side and a minimum of seven (7) players per side. 11v11
 - o 2x35 minute halves (70 minutes)

- ☐ If the minimum number cannot be fielded within five (5) minutes after scheduled game time, then the team that cannot field the minimum number of players shall forfeit the match.

12. Maximum roster size

- ☐ U9-10 is 14-15 players
- ☐ U11-12 is 16 players
- ☐ U13-14 (11v11) is 22 players; only 18 may be active/play in a given match and the 18 may change from match-to-match
- ☐ U115-16 (11v11) is 22 players; only 18 may be active/play in a given match and the 18 may change from match-to-match
- ☐ U117-19 (11v11) is 22 players; only 18 may be active/play in a given match and the 18 may change from match-to-match

13. Substitutions for all age groups will be unlimited. Teams, with the consent of the referee, may make substitutions at any of the following times:

- ☐ Prior to a throw-in; (only on your throw-in or both teams can sub if both teams have players at the half-way line)
- ☐ Prior to a goal kick
- ☐ After a goal
- ☐ After an injury by either team where the referee stops the play and can substitute one for one
- ☐ At half time.
- ☐ If a player is issued a yellow card, a coach may choose to substitute only that player during that stoppage in play.

14. Each team shall furnish a regulation game ball to the referee prior to each match. The referee's choice of the game ball is final. U13-above will use a size 5 ball.

15. Playing Conditions. Teams will be expected to play according to the schedule of games regardless of weather conditions. Only the Tournament Director and/or Tournament Committee may reschedule games or alter the competitive format because of inclement weather or other just cause. Games shall be considered complete if one half has been completed and play is stopped by the referee or tournament officials. When necessitated by playing conditions, the game format may be altered to include shortened games, kicks from the mark, or coin tosses. If a game is decided by kicks from the mark, the winning team's score for that game will be recorded as 1-0.

16. A coin toss will be done at the beginning of each game to determine who kicks off and/or choice of ends. (covid change to coin toss – home team on schedule will choose kick off or field direction)

17. Each team should be prepared to provide another color uniform. It is the responsibility of the home team to change to a different color uniform or pinnies if necessary (the home team is always the first team listed on the schedule). The referee is the final authority on uniform colors. It is recommended to have, at the minimum, white T-shirts available. The primary uniform, at least, should have easily discernible numbers on the back. Secondary uniforms may be numberless but should only be worn if there is a color conflict.
Home team will be light colored.
Away team will be dark colored.

18. Standings/Point System (Used in U11-above games only):

- ☐ Win = 3 points
- ☐ Tie = 1 point
- ☐ Loss = 0 points

19. Team Divisions/Advancement

Team Divisions/Advancement

- ☐ All U9-above divisions
 - Group play games (a.k.a. round-robin) may end in a tie; no overtime will be played during group play.
 - o In age divisions where there are four teams, all teams will play each other in round-robin play. The top-two point getters then advance to a Final match to determine the Champion.
 - o In age divisions where there are 4 teams, each team will play each other in group play. The teams with 1st and 2nd most points respectively will play in a championship game.
 - o In age divisions where there are five teams, all teams will play each other in round-robin play. The two teams with the most points from round-robin play will be declared Champion (most points) and Finalist (second most points), respectively.
 - o In age divisions where there are six teams there will be two groups of three teams each. Teams within a group will play each other. The team from each group with the highest point total will play the team with the second highest point total from opposite group in a semifinal matchup. The (2) 3rd place point total teams from each group will play each other in a consolation match to achieve a third game. The winners of the (2) semi final matches will advance to play in a championship game.
 - o In age divisions where there are eight teams, the teams will be divided into two groups with four teams each. Each team will play the other teams in their group. The team with the highest points total in each group will advance to play in the championship match.
 - o In age divisions where there are 10 teams there will be 3 groups (1 with 4 and 2 with 3) randomly generated.

Each team with the highest point total will advance to a semi-final, with the 4th team being the 2nd highest point total from all 3 pools. If wildcard team come from group , then games will be Group A winner vs group C winner and group B winner vs Wildcard.

- o Semifinal and/or Final matches must end with a winner. If matches are tied at the end of regulation in a semifinal or final, Kicks from the Mark (KFTM) will be used to determine a winner. The KFTM procedure is in Rule #21.

20. Tie Breakers. If any teams have the same point total, the following will be used as a tiebreaker, in order.

- 1.Points
- 2.Head to head competition (not used if more than 2 teams are tied)
- 3.Goal Differential, goals scored minus goals allowed (maximum of 4 goal differential per game, example - a score of 9-1 would be calculated as 5-1).
- 4.Goals scored
- 5.Goals allowed
- 6.Kicks from the mark

21. In the event that kicks from the mark must be used to determine a win, the format will be as follows:

- ☐ Each team will select five (5) players to kick. Only players on the field at the conclusion of the game may be selected to kick.
- ☐ Teams will alternate (the first team to kick will be determined by the referee's coin toss)
- ☐ If the score remains tied after five (5) kicks, the teams will alternate kicks with the remaining players that were on the field at the end of play, one at a time, until a winner is determined.
- ☐ A team goalkeeper can be changed with the referee's permission after each shot.

2. none

23. Any team that withdraws from a match or fails to play a match will forfeit that game and the following game at a score of 4-0 for each game.

24. Following each match the score of the match will be reported to the Administration Tent. The referees' decisions are final. There will be no protests and results/games will stand as played.

25. Any player who receives a red card will be expelled for the rest of the game and will be suspended from playing in the next scheduled game. Any coach that receives an expulsion from a game shall be expelled for the remainder of that game and the next game. Any spectator that is expelled from a game shall not be allowed to be on the premises of the Spring Creek Sports Complex, including the parking lot, for the remainder of the tournament.

26. At a time designated by Tournament Officials, the team coach or coordinator will be required to check in. This will be communicated to coaches in advance of the event. *Have approved roster and player cards at all times.*

27. Any person involved in a fight will be immediately expelled from the tournament area for the remainder of the tournament. Any coach or player expelled in this manner will not be allowed to participate during the remainder of the tournament.

28. Every player and coach are participating at his or her own risk.

29. All coaches are responsible for the conduct of their fans throughout the tournament. Abusive language and actions by spectators will not be tolerated. The referee has the authority to verbally warn, caution, or send away the team coaches for the conduct of the spectators.

30. Every team is requested to help ensure that the field and the surroundings are left clean and litter-free.

31. Only service dogs are allowed at the Spring Creek Sports Complex.

32. Alcohol in any form will not be allowed on any playing field, adjacent to the playing field or parking lot areas.

33. Withdraw Policy. The tournament will refund entry fees up to the date entry closes. After this period refund will be left to the discretion of the Tournament Director. After schedules are finalized there will be no refund of the entry fee if a team withdraws.

34. Amendment to the Rules. The Tournament Director and/or Tournament Committee have the right to modify these Rules as they deem to be necessary throughout the tournament.

35. The Tournament Director, Tournament Committee Members or Officials, field hosts and referees shall have the authority to remove any person from the tournament for unsporting conduct.

36. Cancellation/refund policy: The Tournament Director, Director of Referees and Tournament Committee shall have the full and final authority concerning the cancellation, delay, change of time, or any other alteration of games that may be required due to the weather or emergencies. If the tournament is cancelled due to inclement weather, the following will apply:

- ☐ No games played within the week of tournament = 95% of entry fee refunded
- ☐ 1 game played = 70% of entry fee refunded
- ☐ 2 games played = 35% of entry fee refunded
- ☐ 3 games played or failure to play semi-final and/or final games = no refund.
 - o If semi-final or final games are cancelled, Champion and runner-up will be determined on points standing after preliminary games.

37. Weather: The Tournament Director will make the decision to clear the field with the safety of all participants – players, fans, referees, tournament officials -- as the primary concern. It is not up to referees to make this decision.

- ☐ Multiple horn blasts, followed by referees blowing their whistles to stop play, will indicate play has been suspended.
- ☐ When the Tournament Director has indicated play has been stopped via the horn blasts, participants are expected to seek shelter immediately inside their vehicles.
- ☐ Do not leave the premises unless and/or until directed to do so by the Tournament Director or tournament officials. Communication will be between the Tournament Director and the contact listed on the team's entry, who is charged with relaying the information to his/her coach and team.
- ☐ Multiple horn blasts will indicate that play will resume, and participants should return to the field they left when play was suspended.

If the delay is lengthy and significantly affects the remainder of the day's schedule, any decisions made regarding the schedule will be relayed by the Tournament Director to the contact person listed on the team's entry, who is then responsible for getting that information to his/her coach and team. Game lengths may be shortened. Tournament officials ask for and appreciate your patience and cooperation in weather situations.

38. Sportsmanship/For the Good of the Game: Iowa Soccer is an Alliance 4 All-Endorsed State Association and will conduct its programming in accordance with this status.

Spring Creek football Club tournament officials reserve the right to make certain decisions regarding the competition, as he/she deems necessary, for the good of the game, to improve the game and/or to protect the participants. Such decisions shall include but are not limited to postponement or cancellation of games; rescheduling of games; changing of fields; changing of sites; fair play; unsporting behavior.

In the interest of fair play and good sporting behavior, conduct by coaches, team officials and players that calls the game or competition into disrepute is prohibited. It is expected that all participants will participate in good faith and fairly. If it is determined that a particular action by a team or any of its players, coaches, team officials or spectators is deemed unacceptable for any reason, the team may be reprimanded, disqualified, sanctioned, and/or face forfeiture of one or more games. Examples of such action include, but are not limited to: knowingly violating the Guest Player Allowance, suspected forfeiture or otherwise determining the outcome of a game with the design or purpose of controlling the advancement of any team from its own group or any other group, intentionally losing a game, or unnecessarily running a score up. To be clear, this is not an all-inclusive list. Altoona Soccer Club tournament officials do not subscribe to the notion that that which is not expressly prohibited is, therefore, permitted.