



## **AC Marin Autumn Classic Rules**

Tournament shall be governed by FIFA Laws of the Game as modified by US Soccer and as further modified herein.

### ***Application Information and Deadline***

Tournament application deadline: November 1st, 2019.

Teams applying after the deadline may be considered only if there are any existing vacancies and if no timely applicants are rejected in order to accommodate a late application. The tournament director will not consider applications if they are not accompanied by entry fees. In the instance that the tournament fills all brackets prior to the application deadline, the tournament reserves the right to declare that it is full and closed to applications.

Notification of team acceptance or rejection will be sent to every timely applicant by September 8th, 2019. A refund of the team's entry fee (if submitted) will be included in notices sent to rejected teams.

### ***Selection Process***

Random selection of timely applicants. Other criteria include an attempt to accept at least half of the participating teams from outside the local area. Date of application will also be considered.

### ***Refund Policy***

There will be no refunds after a team has been formally accepted.

### ***Withdrawal Policy***

Any team withdrawing from the tournament must do so by a written notice sent via certified mail, return receipt requested and postmarked no later than 14 days prior to the tournament start date. Failure to do so will result in a forfeiture of tournament entry fees.

### ***Credentials Requirements***

Credentials for the 2019/20 season will be accepted in this tournament.

All teams will be grouped based on the age group matrix for the 2019/20 season.

Guest Player Policy

3 guest players will be accepted in this tournament.

The following credentials must be presented at the mandatory team credentials check-in:

A properly approved official team roster, including guest player approvals.

Properly approved member passes from the same seasonal year for each player (including guest players).

A properly completed medical release form.

Each team must have at least one properly credentialed adult present on the sidelines of each match.

In addition to being checked at the pre-tournament credentials check-in, all members' passes will be checked prior to the beginning of each match.

### ***Mandatory Credentials Check-In***

Each team is required to have their team credentials (roster, player passes and medical releases) checked in at a mandatory pre-tournament check in.

Check-in will be held at all the locations. The teams must check in sixty minutes prior to their first game.

Teams failing to attend the mandatory check-in without prior approval of the tournament director will forfeit all games.

### ***Length of Games, Half Time and Format***

#### ***U7-U8 – 5v5 – One day event***

Preliminary Games - 15 min. halves, 5 min. half time period.

Consolation and Championship Games - 20 min. halves, 5 min. half time period.

#### ***U9-U10 – 7v7 – Two-day event***

Preliminary Games - 20 min. halves, 5 min. half time period.

Consolation and Championship Games - 25 min. halves, 5 min. half time period.

#### ***U11-U12 – 9v9 – Two-day event***

Preliminary Games - 25 min. halves, 5 min. half time period.

Consolation and Championship Games - 30 min. halves, 5 min. half time period.

In preliminary round games, ties will stand. If a championship or consolation game is tied at the end of regulation play, two overtime periods of 5 minutes each will be played. If still tied at the completion of the overtime periods, the game will be decided by penalty kicks as per FIFA laws of the game. At the discretion of the Tournament Committee, overtime periods may be shortened or eliminated if the game has been significantly delayed at the start. The length of any game may be shortened to shorter but equal halves if the Tournament Committee deems it necessary due to field conditions, weather or darkness.

### ***Substitutions***

Unlimited substitutions are allowed with referee approval at any game stoppage.

### ***Heading***

Intentional heading will not be allowed

### ***Ejections***

Any player, coach, assistant coach or registered team official who is sent off will automatically be suspended from their next game. The send-off report will be forwarded to the Tournament Director and Tournament Disciplinary Committee. Additional penalties may be imposed.

### ***Point System***

6 Points for a win:

3 Points for a tie

1 Point for shutout win or tie

1 Point per goal to a maximum of 3 per game

1 Point deducted for each red card

6 Points for BYE

2 Points deducted for excessive goal differential (deducted when winning team scores 8 or more goals than their opponent in any one match) 7-0, 8-1, 9-2 no deduction, 8-0, 9-1, 10-2 there is a deduction.

Forfeited games will be scored as 1 to 0 (8 points) in favor of the team that did not forfeit. In the case a team withdrawing at the last minute or not showing, all preliminary games for that team will be scored as a forfeit.

Maximum number of points awarded per game: 10

### ***Tie Breaking Procedure***

In case of a tie in tournament points following the completion of preliminary games, the advancing team will be determined based on the following criteria in the order specified:

1. Head-to-head competition results
2. Most total wins
3. Goal differential (goals scored less goals allowed) with a maximum of 4 GD per game
4. Most goals scored (maximum of 5 per game)
5. Fewest goals allowed
6. Most total shutouts
7. Fewest red card ejections
8. If both teams are present at the field when the tie is determined - Penalty kicks as described by FIFA until a winner is determined.
9. Coin toss by the Tournament Director or member of the Tournament Committee at Tournament Headquarters.

During championship and consolation games, if a score is tied at the end of regulation play, there shall be two overtime halves played of 5 minutes duration each. Both overtime halves must be played; at the end of the overtime period, the highest scoring team is the winner. If the game is still tied, then the winner will be determined by kicks from the penalty spot as per FIFA rules.

***ALL GAME RESULTS WILL BE CONSIDERED FINAL AND NO PROTEST OF THEIR OUTCOME IS ALLOWED***

### ***Start Times and Forfeitures***

Teams must be at the field 30 minutes prior to the scheduled start time of their game in order to be checked in by Field Marshals or appointed tournament officials. Games will be started within 5 minutes of the designated start time. If a team has not taken the field with a minimum of 4/5/7 players for 5v5/7v7/9v9 respectively within the 5-minute grace period, the game will be forfeited to the other team. If neither team takes the field within the 5-minute grace period, no points will be awarded to either team and the game will be declared a double forfeit.

The referee and/or Tournament Committee may terminate a game and award a forfeit if a team leaves the field during the game without the approval of the referee, the referee abandons a match due to excessive violent conduct and/or misconduct by the players, coaches or fans, or if a team is deemed to be in gross violation of US Youth Soccer, or rules of this tournament.

### ***Home Team***

The team listed first on the game schedule is the home team. Conflicts in jersey color will be resolved by the home team being required to change jerseys. The referee will determine if there is a conflict in jersey colors or keeper jersey colors. The home team will be responsible for providing 3 game balls. Coaches, Managers and players are expected to sit on one side of the field and spectators shall sit on the other.

### ***Sportsmanship and Conduct***

Good sportsmanship is expected of all teams, officials and fans. Coaches are responsible for the conduct of their players, staff, parents and affiliated spectators.

### ***Injuries and Medical Assistance***

Any injuries must be reported to a tournament official so that an accident report form can be completed. A tournament official will call 911 for an injury at the coach's or parent's request.

### ***Weather Conditions***

If deemed necessary by the Tournament Committee, games may be shortened or cancelled due to extreme weather conditions.

### ***Tournament Cancellation***

If the tournament must be cancelled due to inclement weather, acts of civil disobedience, war, destruction of facilities or other circumstances deemed by the Tournament Committee to be beyond the control of the hosting league, the tournament may retain up to 30% of the entry fee once the tournament's expenses are verified and approved by the Tournament Committee Chairman. Refunds of no less than 70% of the team's entry fee will be postmarked and mailed to the teams within 45 days of the approved tournament date.

### ***Prohibitions***

Possession or consumption of alcoholic beverages or controlled substances is expressly prohibited at any of the sport fields or complexes.

Use of tobacco products is prohibited at this tournament. Use of tobacco products on the grounds of any public school facility is a violation of California State Law.

Any team (including players, coaches, parents and affiliated spectators) found violating these rules will automatically forfeit all games played, face possible expulsion from the tournament and will not be invited to any future tournaments hosted by this league.

Referees will be instructed to abandon a game if, after being asked to do so, any person affiliated with the team refuses to remove a dog from the area of the soccer field, or if after being asked to do so, any person affiliated with the team refuses to cease the use of tobacco products or alcohol in the area of the soccer field.

**\*\*Dogs are prohibited at this tournament.\*\*** This will be strictly enforced.

All Portable Shelters (EZ ups, tents, etc.) must be at least 3 feet off the touch line and must be secured with either stakes or sandbags.

***Player Equipment***

Shinguards are required for all players (no exception). No hard casts are allowed.

***Tournament Committee***

The tournament committee shall consist of the Tournament Director and any other pre-designated Tournament Officials.

THE TOURNAMENT COMMITTEE RESERVES THE RIGHT TO ESTABLISH POLICY AS DEEMED NECESSARY IN REGARD TO PROBLEMS AND CIRCUMSTANCES THAT ARE NOT SPECIFICALLY COVERED. THE DECISIONS OF THE TOURNAMENT COMMITTEE ARE NOT SUBJECT TO APPEAL.

## Special 5 v 5 Rules

RULES: 5v5 Outdoor Soccer

### FIELD OF PLAY

Dimensions: 25 yds wide x 40 yds long

Penalty Area: Box measuring 2-3 yds from each post, and 6 yds into field (deep)

Penalty Mark: 8 yds from the mid-point of the goal line

Substitution Zones: 6 yds zone (3 yds on each side of halfway-line) on the bench side of the pitch

### THE GOALS

6ft high x 12ft wide

### THE BALL

Size: #4 regulation Ball

NUMBER OF PLAYERS – 5 including GK

Minimum Number of Players to Start Match: 4, one of whom shall be a goalkeeper

Maximum Roster: No limit

Substitution Limit: None

Substitution Method: "Flying substitution" (all players but the goalkeeper enter and leave as they please; goalkeeper substitutions can only be made when the ball is out of play and with a referee's consent)

### DURATION OF THE GAME

Duration: Two equal periods of 15 minutes. Half-time: 5 minutes

### FOULS AND MISCONDUCT – FIFA Rules

All the Free Kicks are INDIRECT. Penalty Kicks will only be used for tie-breakers – Final/Consolation

### PENALTY KICK

To be taken from the penalty mark, 8 yards from goal line. All players must be out of the penalty area.

OFFSIDE – There is no offside in 5v5.

THROW-IN – A KICK-IN will be taken in place of the throw-in. FREE KICK/KICK-IN – distance from the ball – 5 yards.

### GOAL KICK

From inside the penalty area, the goalkeeper rolls the ball into play. Ball must be played within own half or touch the ground within own half. Ball must clear the Penalty Area for an opponent to play it.

A teammate may play the ball within the PA.

### OFFICIALS / REFEREES

Single Referee will call the games.

RESTART TIME LIMIT – Restart must take place within 5 seconds or the ball is awarded to the opposing team (enforcement to take place gradually).

PASS BACK TO GK – GK may not handle the ball.

### SPORTSMANSHIP

Players, coaches and spectators are expected to act in the nature of good sportsmanship at all times.

Abuse of the referees will not be tolerated. Any instance of such conduct will lead to ejection without refund for the offending team.

### TIE BREAKER FORMAT

The points and tie-breaking criteria are the same as in the 8v8 and 11v11 format with the following exceptions:

- Criterion #3 – Goal Differential (limited for 5v5 at 7 goals)
- Criterion #4 – Most Goals scored (limited for 5v5 at 10 goals)
- Final/Consolation games – 5 min overtime – Golden Goal rule applies (i.e. first team to score, wins)