

Mobile Soccer Club

**Spring Classic
May 16- 18th, 2008**

Rules and Regulations

A. Laws of the Game

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

B. Eligibility

Participation in the Mobile Soccer Club Spring Classic is open to accepted teams with 18 or fewer players meeting the age limit of the specified division (14 players for U10, U11 and U12). Each team must be registered and in good standing with a State Association affiliated with the USYSA or national equivalent.

C. Team Acceptance

The Tournament Committee reserves the right to accept or reject any team application. 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. Credentials Check

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's passes checked, and to turn in their approved Application for Travel (for out-of-state teams). Region III interstate teams do not need to provide an approved request as long as you have submitted the necessary Travel Request to your state office. You do need to provide a copy of your Travel Request when you check in. Player passes and 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; however, a team using guest players must have no more than a total of eighteen (18) players. All guest players must meet eligibility requirements and obtain an approved 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.

E. Team Contact

Each team, upon checking in at registration, must supply a completed Mobile Soccer Club Spring Classic Team Contact and Lodging Information Form giving the location where the team contact person(s) 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.

F. Players' Equipment and Uniforms

All players on the field of play for a team shall wear identical uniforms (shirts, shorts, and socks). 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 roster. Shin guards must be worn during all matches. Goalkeepers shall wear shirts that clearly distinguish them from both teams and the referees.

G. Age Qualification

The age qualification for the 2007 Mobile Soccer Club Spring Classic is as follows:

U-18 Player has not reached their eighteenth (18th) birthday before August 1st of the Seasonal Year.

U-17 Player has not reached their seventeenth (17th) birthday before Aug. 1st of the Seasonal Year.

U-16 Player has not reached their sixteenth (16th) birthday before August 1st of the Seasonal Year.

U-15 Player has not reached their fifteenth (15th) birthday before August 1st of the Seasonal Year.

U-14 Player has not reached their fourteenth (14th) birthday before August 1st of the Seasonal Year.

U-13 Player has not reached their thirteenth (13th) birthday before August 1st of the Seasonal Year.

U-12 Player has not reached their twelfth (12th) birthday before August 1st of the Seasonal Year.

U-11 Player has not reached their eleventh (11th) birthday before August 1st of the Seasonal Year.

U-10 Player has not reached their tenth (10th) birthday before August 1st of the Seasonal Year.

The Seasonal Year begins on August 1, 2006.

U-10 will play 6v6 and **U-11** and **U-12** will play 8v8 on age appropriate regulation fields. **U-13 and up** will play 11v11 per FIFA.

Combining of age groups will be done at the Tournament Committee's discretion, if needed.

H. Duration of the Match

Age	Ball	Half	Bracket	Semis	Finals
U-10	4	10 min	2 x 25 min	2 x 25 min	
U-11	4	10 min	2 x 30 min	2 x 30 min	
U-12	4	10 min	2 x 30 min	2 x 30 min	
U-13	5	10 min	2 x 35 min	2 x 35 min	
U-14	5	10 min	2 x 35 min	2 x 35 min	
U-15	5	10 min	2 x 40 min	2 x 40 min	
U-16	5	10 min	2 x 40 min	2 x 40 min	
U-18	5	10 min	2 x 40 min	2 x 40 min	

Any semi-final or championship game tied at the end of regulation play will go into overtime. The overtime for U10, U11 and U12 shall consist of two 5-minute periods with a one minute break. The overtime for age groups U13 and above will consist of two 10-minute halves with a three minute break. If the game is not decided in the overtime, kicks from the mark according to FIFA rules will be used to determine the winner.

The Tournament Committee reserves the right to shorten the length of matches, at their discretion.

I. Start of Play, Failure to Show, and Forfeits

1. A team shall be allowed a ten (10) minute grace period after the scheduled kickoff time before the match is awarded to their opponent. A minimum of four (4) players constitutes a team for U-10 (6v6) teams. A minimum of six (6) players constitutes a team for U-11 to U-12 (8v8) teams. A minimum of seven (7) players will constitute a team for the U-13 to U-19 (11v11) teams. The full grace period may be used to collect as many players as possible before the game starts. If during the course of a match a team permanently falls below the minimum number of players, the game will be forfeited to their opponent.

In no case shall a team, which forfeits a game, be declared a flight winner, runner-up, or a wild card team. If an apparent flight winner forfeits a game, the team in that flight with the next best record shall be named the flight winner. In addition, in divisions where the second place team of one flight plays the first place team of another flight in the semi-final game, in no case shall a team, which has forfeited a game, be declared the second place team in a flight. The team with the next best record in the flight shall be declared the second place team and play in the semi-final game.

2. If a team is the cause for termination of a game, that team will be considered to have forfeited that game. The determination as to which team is the cause for the termination shall be at the sole discretion of the referee on the field and the decision may not be protested.

3. A forfeit will be awarded a 3-0 result for 3 points.

4. Any team forfeiting a championship game will not be entitled to individual trophies or team awards.

5. Failure to produce either duly authorized Player Registration Cards or an official Team Roster to the appropriate Field Marshal or Tournament Official thirty (30) minutes prior to scheduled game time is grounds for a forfeit.

6. Playing an ejected player (a player receiving either a red card or two yellow cards in one game) in the game following the receipt of a red card is grounds for a forfeit.

J. Match Reports

Match reports shall be signed by the referee and one official from each team and (along with player passes of ejected players) shall be turned into the Field Marshal at the end of each match.

K. 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 by either team
3. After a goal by either team
4. After an injury when the referee stops play, by either team.
5. At the beginning of the second half or overtime periods

6. When the referee stops play to caution a player, only the cautioned player may be substituted prior to the restart of the game.

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

L. Scoring

A. All games will be played in accordance with FIFA, FYSA and as specifically modified by these rules.

Preliminary matches will be scored on a point system:

B. Points System:

Win.....	6 points
Tie.....	3 points
Loss.....	0 points
Goals.....	1 point/goal (max. up to 3 goals/game)
Shutout.....	1 point

In the case of a tie in total points after the regular play the division winners will be determined by the following:

1. **Head to head competition**
2. **Net goal differential – maximum of 4 goals per game**
3. **Least goals allowed – maximum of 4 goals per game**
4. **Most goals scored – maximum of 4 goals per game**
5. **Kicks from the mark according to FIFA**

The Tournament Director has the final say on any tie-breaker and the decision of the winner.

C. Rules for settling ties in semi-final and championship games:

1. Any semi-final or championship game tied at the end of regulation play will go into overtime. The overtime for U10, U11 and U12 shall consist of two 5-minute periods with a one minute break. The overtime for age groups U13 and above will consist of two 10-minute halves with a three minute break. If the game is not decided in the overtime, kicks from the mark according to FIFA rules will be used to determine the winner.
2. All tournament rules will apply.
3. A Referee coin toss will determine kick-off.

4. Teams will switch ends and kick-off after the first overtime period; play is to be restarted at once.
5. Both overtime periods must be played (no golden goal).
6. If the score is tied at the end of overtime play, penalty kicks will decide outcome as follows:
 - a. All players and substitutes are eligible to take a penalty kick. Each kick shall be taken by a different player and all eligible players shall take a kick before any player may take a second kick.
 - b. The Referee will decide the goal to be used.
 - c. The Referee will toss a coin; the team winning the coin toss will have the choice of whether to kick first or second.
 - d. Other than the kicker and the two Goalkeepers, all eligible players will remain in the center circle while the penalty kicks are in progress. Only the eligible players and the referees are permitted to remain on the pitch during kicks from the penalty mark.
 - e. An eligible player may change places with the goalkeeper at any time during kicks from the penalty mark.
 - f. The Referee may also reposition any spectator he or she chooses so as not to interfere with the kick in progress.
 - g. Each team will take five kicks, alternatively; the team scoring the most goals wins. The referee shall keep a record of the kicks taken. If, before both teams have taken five kicks, one has scored more goals than the other could score from all five of its kicks, no more kicks shall be taken.
 - h. If, after both teams have taken five kicks, both have scored the same number of goals, or have not scored any goals, the kicks shall continue to be taken in the same order until one team has scored one goal more than the other from the same number of kicks.
 - i. No player may kick a second time until all eligible players including the Goalkeeper, have kicked. Any of the eligible players may serve as Goalkeeper and the Goalkeeper may be changed at any time.

D. In the event of a forfeit:

1. The team winning the forfeit will receive three (3) points plus three (3) goals scored, and zero (0) goals scored against (for tiebreaker purposes). The team losing a forfeit will receive zero (0) points plus zero (0) goals scored, and three (3) goals scored against (for tiebreaker purposes).
2. If the Tournament Director or League Director for that age group notifies a team that another team that they had been scheduled to play has dropped out of the tournament and a forfeit will be awarded as a result, then the team awarded the forfeit does not need to show up at game time against the absent team in order for the forfeit results to be official.
3. If the forfeit is deemed intentional, in the opinion of the Tournament Committee (after consultation with the Field marshal, Referee, and opposing coach), a formal letter of protest may be sent to the team's sanctioning club, league and/or association, as appropriate.

E. Mercy Rule.

If one team leads their opponent by ten (10) goals the game can be called if the Losing Coach requests it be called after the first half.

M. Home Team

Home Teams are listed first on the schedule, and the Visitor Team is listed second. The Home Team should consider wearing a light color uniform and the Visitor Team a dark color uniform to avoid conflicting colors. If the colors do conflict, it is the Home Team's responsibility to change jerseys. The Home Team must be prepared to furnish a match ball if a tournament ball is not available.

N. 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 coach is responsible for the sportsmanlike behavior of his team, the team's officials, and the team's families and spectators. Displays of temper, harassment, offensive or insulting or abusive language, and dissent directed toward players or referees will not be tolerated. Such behavior will result in the referee stopping

the match and a warning given to the offending team's head coach, who is expected to correct the behavior. 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 coach is expelled because of his own behavior, he will not be allowed to be present for the remainder of that match and the entirety of the team's next scheduled match. This penalty may be increased at the discretion of the Tournament Committee. If a third incident occurs, the referee may at his discretion, terminate the match.

O. 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, coach, or manager 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, coach, or manager 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. If a player, coach or manager receives two (2) red cards during tournament play, that player, coach, or manager may no longer participate in the tournament, and must leave the field area immediately.

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.

3. Any ejected coach must leave the field area immediately. The assistant coach or manager must show his/her coach's pass to the referee in order to assume the coach's duties. Otherwise, the ejected coach's team will forfeit

the match. Any coach ejected twice will be banned from the remainder of the Tournament.

P. 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 rights 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.

Q. Protests

THE MOBILE SOCCER CLUB SPRING CLASSIC COMMITTEE WILL ACCEPT NO PROTEST.

R. Disclaimer

Under no circumstances whatsoever will the Tournament Committee, AYSA, or Mobile 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 Mobile Soccer Club Spring Classic Tournament.

S. General

The Tournament Committee and Tournament Director reserve the right to decide all matters pertaining to the Tournament and their judgment is final.