

TOURNAMENT RULES AND GUIDELINES

Tournament rules shall be the laws of game as set forth by FIFA and as adjusted by the MYSA and the Granite City Soccer Classic Tournament.

Players and Rosters:

- All teams must pre-register at Whitney Soccer Complex at least one hour prior to the start of their first game.
- Players must be registered with US Youth Soccer, MYSA or approved organizations, provide valid 2009 player passes and be registered on a team. Rec. Plus teams are welcome in the Granite Classic.
- A maximum of 14 players (U11 and U12) ,18 players (U13-15) and 22 players (U16-U19) may be registered and listed on the Tournament Roster. A team may over-roster only with written permission of the Tournament Director. A request to over-roster must be made in writing prior to the tournament. In order to be considered for an over-roster exception, the team must provide written proof that their official permitted for any team requesting an over-roster exception.
- A player may only play on one team
- There is a limit of 3 guest players. No player may guest on a team at a lower competitive level. Guest players must be listed on the roster provided at time of check-in.
- All teams are required to have medical authorizations for each player available for inspection at registration and games.
- Player passes, Tournament Roster or similar roster and medical authorizations will be verified at registration. Rosters are frozen upon verification. Players and coaches will be required to provide passes at the field prior to each game.
- No valid pass, no play.

Substitutions:

- Substitute must be at the halfway line, prepared to play and will enter the field only when permitted to do so by the referee.
- The referee can refuse to allow a substitute at his/her discretion.
- Time will not be added to a game to account for substitutions.

Referees:

- Only registered USSF referees will be used. We will attempt to use a three referee system for all games at the U11 level and older. If a club linesperson is required for any reason, they will call the ball out of play only.
- **IN MATTERS CONCERNING THE CONDUCT OF GAMES, THE REFEREE'S DECISION IS FINAL. PROTEST WILL NOT BE ALLOWED.** Questions regarding player eligibility must be made prior to the beginning of the game. Player eligibility questions must be presented in writing. In all other matters concerning the tournament, protests must be in writing and the Tournament Director's decision is final.

Divisions, Brackets, Groups and Advancement:

- Separate boys and girls divisions for the following:
 - U11 Two brackets for each age level, Classic 2, Classic 3 and Rec. +
 - U12-U16 Three brackets, Tournament, Classic 1, Classic 2, Classic 3 and Rec. +
 - U17-U18 One bracket, Classic 2, Classic 3, Rec. +
 - U17-U19 One bracket, Tournament, Classic 1
- The Tournament Committee reserves the right to place a team in the correct bracket.
- Teams participating in U11 and older age groups will have the opportunity to advance to a championship game. Awards will be presented to the first and second place teams in each bracket. Up to 8 teams will be allowed in each bracket. Brackets, groups and championship games will be determined as follows:
 - 4 Team Bracket – Teams will play three games within their bracket.
 - 6 Team Bracket – Teams will be divided into two groups of three or four teams. Teams will play two games within their own group and one game against a team from the other group. The team with the most points from within each group will play in the championship game.
- There will be a minimum of 4 teams and a maximum of 6 teams per bracket. If brackets are not complete by April 1st, 2009 age groups and/or classes may be combined at the discretion of the Tournament Director. Notification will be sent to all teams affected by April 20th. 2009. If brackets need to be combined it is anticipated that Classic 2 and Classic 3 would be combined.

Scoring:

- Tournaments Points for U11 and older will be awarded to teams as follows:
(Maximum of 10 points per game available.)
 - 6 Points for a win
 - 3 Points for a Tie
 - 1 Point for a shutout
 - 1 Point for each goal (Maximum of three (3) per game)
- Forfeiture will result in a recorded score of 3-0.
- One point will be deducted for each Red Card received by a player and/or each time a coach is dismissed.
- If a tie exists in any group or bracket with no groups, the following criteria, in order, will be used to determine the team(s) to advance to the championship round:
 - Winner of head to head competition. If three or more teams are tied within the same group (or bracket if there are no groups) then the "Head to Head" tie breaker will not be used.
 - Most wins
 - Highest goal differential (maximum of three (3) goals per game).
Subtract total goals allowed from total goals scored.
 - Fewest goals allowed.

- A five (5) player shootout from the penalty mark per FIFA procedures. If both coaches and the Tournament Director agree, this tie-breaker may be replaced by a coin toss.
- Championship games are winner take all. Points from previous games do not count.
- Championship games cannot end in a tie. If tied after regulation, the teams will have a three (3) minute rest period followed by two consecutive five (5) minute overtime periods (non-golden goal). Teams will switch goals at the end of the first five (5) minute overtime period. If the teams are tied after the second overtime period, the winner will be determined by the FIFA tie-breaking procedure of kicks from the penalty mark. The best of five (5) kicks from penalty mark will be taken alternately by each team to determine the winner. Only those players on the field at the end of the 2nd overtime period may participate.

Game Schedule and Length:

- Teams will play a minimum of one game and a maximum of two games per day (some teams may not play Friday evening)
- Weather and field conditions permitting; each team will play a minimum of three games with no overtime in a round robin format:
 - U11 and U12 will play 30 minutes per half
 - U13 and above will play 30 minutes per half
 - Half-time for all games will be 5 minutes
 - Championship games shall be:
 - U11 and U12 - 30 minutes per half with 5 minute half-time
 - U13 and above - 35 minutes per half with a 5 minute half-time.
- Round robin games that end regulation time is a tie will remain a tie.
- Teams with potential district play conflicts should plan accordingly. It is the teams responsibility to reschedule district games. Once registration is confirmed, there are no refunds.
- If the weather or the field conditions make it impossible to carry out the tournament to its full extent, the Tournament Committee will make the necessary decisions concerning the rescheduling or the cancellation of games for any reason (See Severe Weather Policy and Guidelines).
- Game length and times may be shortened or altered until the tournament is back on schedule. Games may be also rescheduled or cancelled.
- It is essential that games begin on time. Games will be declared a forfeit if a team cannot field the necessary number of players within 10 minutes of the start time.
- Tournament headquarters will manage all schedule revisions. Teams are urged to check for any changes to their schedule on a daily basis.

Home Team:

- The team listed first in the schedule is the home team.
- The home team will provide a game ball
- The home team will change to an alternate jersey if, in the opinion of the referee, there is a uniform color conflict.

Uniforms and Equipment:

- Casts may be wrapped with soft protective material. The judgment of the referee relative to safety still applies.
- Glasses and sport goggles may be worn; however they must have a strap and meet the safety criteria.
- The referee will have no responsibility for deciding the legality of jersey sleeves or for enforcing the provision in Law 4 related to jersey sleeves.
- U11-U12 will use a size 4 ball. U13 and older will use a size 5.

Spectators and Field Usage:

- Where possible, both teams will be on the same side of the field and fans on the opposite side.
- Teams are asked to assist in ground maintenance by picking up trash at the end of each game.
- Absolutely no alcoholic beverages, drug or tobacco usage is allowed on tournament grounds.
- This is a tobacco free event – no smoking is allowed in any of the tournament locations.

Fouls and Misconduct:

- All players, coaches and supporters are expected to conduct themselves in an appropriate manner at all times.
- Any player receiving a red card will be sent off and will not be permitted to play in the next tournament game.
- Any player receiving a red card for violent conduct or serious foul play as a result of fighting will be barred from further participation in the tournament.
- The issuance of red and yellow cards and other matters involving conduct of a player, coach, team or supporter will be recorded and reported as required by US Youth Soccer and the MYSA.
- All matters involving referee abuse or improper behavior will be reported to the Tournament Director. Such behavior may result on forfeiture of the game or other appropriate action as deemed necessary by the Tournament Director.

Tournament Headquarters:

- Tournament headquarters will be located at Whitney Soccer Complex.
- All scores must be reported on the form provided. The field Marshall will distribute to the referees.
- Results will be posted at the Headquarters.
- Up-to-date information will be posted on the website at www.granitecitysoccer.org and emergency information will also be on the voice announcement at: 320-654-1980.

Medical Attention:

- Every player participates at his or her own risk.
- Trainers or similar will be present at the tournament location. However, each team is responsible for its own medical supplies (including ice) and for the treatment of injuries.

- Players who are bleeding from an injury must leave the field of play and not reenter without the referee's permission.

Cancellations and Refunds:

- Once registration is received and confirmed, no refunds will be made. Confirmation emails will be sent within 7 days of receipt and acceptance of registration. Fees are non-refundable if games are cancelled for any reason.

Clarification and Interpretation:

- **Questions, issues and disputes concerning the interpretation and implementation of the rules and procedures of this tournament shall be resolved by the Tournament Director. All decisions made are final.**

Severe Weather and Field Conditions Policy

- The Granite City Soccer Club, Granite City Classic soccer tournament follows the MYSA guidelines for suspension of play or cancellation of games in the event of severe weather or adverse field conditions.
- Severe weather generally means heavy thunderstorms accompanied by lightning and/or dangerous high winds. A light or medium rain shower, in the absence of thunder or lightning, does not generally constitute severe weather.
- Referees may suspend or terminate play in any individual game due to severe weather or adverse field conditions if in their sole judgment continued play may be hazardous to the safety of participants and/or officials.
- The site manager will make the determination as to conditions. An air horn will be used to signal suspension and restart of play.
- If widespread severe weather warnings are broadcast or a community siren is sounded ALL LOCATIONS will have games suspended or terminated.
- The Tournament Committee may shorten or cancel some or all games due to severe weather or adverse field conditions, if in the Committee's sole judgment, continued play may be hazardous to the safety of participants and/or officials or would cause damage to fields.
- If the weather or the condition of the fields makes it impossible to carry out the tournament to its full extent, the Tournament Committee will make the necessary decisions concerning the rearrangement or cancellation of games.
- Following any widespread weather delay, the Tournament reserves the right to shorten the time of remaining games in order to re-establish a workable tournament schedule.
- If play in any game is temporarily suspended due to severe weather or adverse field conditions, the game's re-start and completion is subject to the following guidelines:
 - Any game, which is re-started, may not run ten minutes past the scheduled start time of the next game assigned to that field.
 - If an adjacent field is vacant, with the permission of the Field Coordinator/Marshall, the referee may transfer the uncompleted game, but a relocated game also may not continue past the start time of the next game assigned to that second field.
 - Games that cannot be re-started will be considered complete if one half has elapsed before play is stopped.

- Games, which cannot be completed before a first half of play was elapsed, shall have a recorded score of 0 – 0 for the tournament rankings.
 - The Tournament Director and/or Tournament Committee, without refund, have the exclusive right to reschedule any cancelled games.
- In extreme heat, for the safety of players, the Tournament may shorten halves and add water breaks. The Tournament will follow heat index guidelines published by MYSA.
- Cancellation of individual games or the tournament due severe weather or adverse field conditions does not entitle teams to any refunds of entry fees.