

## **“2024 Las Cruces Summer Classic” Official Rules**

- 1. Categories:** This is an unrestricted tournament that is open to ALL Federation affiliated participants with youth non-competitive and competitive teams. Boys and girls ages U5 (2019)-U19 (2005)
- 2. Application Fee:** Each team planning to attend the tournament must submit \$325.00 (U5 - U8 4V4), \$425.00 (U8U10 7v7), \$525.00 (U10-U12 9v9), \$625.00 (U13 and above) Applications must be submitted by May 24th, 2024. There will be no refunds once your team has been accepted.
- 3. Laws of the game:** All matches will be played in accordance with FIFA Laws of the Game, except for what has been modified in this rules sheet AND THE NEW USSF MODIFICATIONS ([LINK HERE](#))
- 4. Registration and Team Eligibility:** Each team will consist of players that are registered in USSF, FIFA or an affiliate league for the 2023-2024 seasons.
- 5. Roster Size:** The roster for U5, U6, U7 AND U8 (4V4) will be 8 players (INCLUDING guest players) U8, U9, AND U10 (7v7) will be 14 players, U10 – U12 (9v9) will be 18 players (INCLUDING guest players), U13 and above (11v11) will be 22 players (INCLUDING guest players).
- 6. Substitutions:** substitutions are allowed with Referee’s approval at the following times: throw-in from either team, any goal kick, injury, after a goal, at half time, as a substitute for a yellow-carded player. Free substitution is allowed at all age groups.
- 7. Bracket Allocations, Game Schedules and Score Reporting:**  
The tournament format will be determined upon the number of participating teams for each age group (three-game guarantee).
- 8. Bracket Standings:** Bracket standings will be determined by the following point system and in the event of a tie, bracket winner and runner-ups will be determined as follows:
  - 3 points for a win
  - 1 point for a tie
  - 0 points for a loss
  - A. Head to head during bracket play
  - B. Goal differential (no maximum goals)
  - C. Goals For
  - D. Goals Against
  - E. Most Shutouts
  - F. Penalty Shoot out
- 9. Game Lengths:**

4V4	Two 15 minute halves	5 minute half-time
7V7	Two 20 minute halves	5 minute half-time
9V9	Two 25 minute halves	5 minute half-time
11V11	Two 30 minute halves	5 minute half-time
- 10. In the event to a tie in a championship game:** “kicks from the penalty mark as outlined in the FIFA Laws of the Game (page 52, English version) will be used to determine the Champion”.

1. 4v4: 3 PKs from the closest point to goal on the center circle, followed by sudden death if no winner is declared after 3 PKs
2. 7v7: 3 PKs from the line of the penalty box, followed by sudden death if no winner is declared after 3 PKs
3. 9v9: 5 PKs from 9 yards out, followed by sudden death if no winner is declared after 5 PKs
4. 11v11: 5 PKs from 12 yards out, followed by sudden death if no winner is declared after 5 PKs

**11. EJECTIONS/DISCIPLINARY ACTIONS:** USCS rules prohibit any coach, spectator or player ejected from a match, or suspended by the proper authority, to be within sight or hearing distance of the field of play during their suspension. A coach, spectator or player receiving two cautions (yellow cards) in a single match is considered to have been given an ejection (red card). A player who has been ejected (sent off), shall not be replaced.

- Coaches or players that receive 2 cautions (yellow cards) and are sent off, will be ejected from that game but may participate in the team's next game.
- Coaches or players shown a direct red card will be ejected from that game and will be suspended for the team's next game.

Red cards(ejections) will be reported to tournament officials on the referee's official game report. IT IS THE RESPONSIBILITY OF THE HEAD COACH TO ENSURE THAT NO SUSPEDED PLAYERS PLAY IN SUBSEQUENT GAMES. If a coach plays a suspended player the game will be lost via forfeit by the offending team regardless of match type or score.

#### **STRICT ZERO TOLERANCE POLICY FOR VIOLENCE.**

FIGHTING will not be tolerated for any reason. Players sent off for fighting (striking or attempting to strike another coach, team official, player or spectator) will not be allowed to participate in any further tournament matches. Any team (more than one player), coaches, or spectators who are involved in a fight regardless of circumstances (before, during or after a game) will be ejected from the tournament and reported to their association. Under no circumstance will there be a refund of registration fees if a team is ejected from the tournament

If, in the opinion of the Center Referee, a match must be terminated for misconduct, the offending team forfeits that match and will be suspended from further play in all remaining matches which would be forfeits. Previous points earned and any right to a refund, awards or other consideration will be forfeited. In addition, the home league and State Association will be contacted.

#### **Field Invasion**

**Any field invasion by a spectator to incite or participate in a violent act will result in the offending team forfeiting the match regardless of the score or match type. A spectator must refrain from entering the field and let match officials and coaches handle in-game situations. Team will be subject to suspension from the event with no refund in the event of any pitch invasion.**

**ZERO VIOLENCE AGAINST MATCH OFFICIALS. Due to recent unfortunate circumstances, CSE has instilled the following: Any violence whatsoever by a player, coach, or spectator against a match official will result in the immediate ejection of the team involved from the event. No refunds will be issued.**

**12. Forfeits:** The scheduled game time is forfeit time. Referees will declare all forfeits. The minimum number of players required to field a team for U5-U8 (4v4) is three, U8-U10 is five, U11 and above, seven. A game that is forfeited will be scored 3-0 and will count towards the three-game guarantee. Depending on the tournament format of that age group a team may advance if they have enough points.

**13. Coach's Responsibilities:** Coaches are responsible for their team preparation, being on the correct field at the scheduled time, their own substitutions, and for the conduct of their players, bench, friends and spectators at all times.

**14. Home team:** Home team will be listed first on the schedule and will take the north or west side of the field.

15. **Jersey color conflict, player credentials, uniforms:**
  - a. All players must have same uniform
  - b. All players must have a permanent number (NO TAPE ALLOWED)
  - c. **Home** team is responsible to change on request of the referee
  - d. Official Event Roster with pictures is to be present and available before each game
  - e. Both teams **MUST** provide a game ball.
16. **Player Equipment:** Shin guards are required for all players (**NO EXCEPTIONS**). No hard casts are allowed. Soft casts are allowed with the permission of the Tournament Directors.
17. **Game Ball:** Each team must provide a FIFA approved game ball.
18. **Awards:** Custom medals for 1st through 3rd place for U5 and above. First-place and second place teams will receive a team trophy. All U6 and U8 players who do not place will receive participation medals.
19. **Protests and Disputes:** Decisions by field officials (Referee) are **FINAL**.
20. **No player shall play with more than one team during the tournament:** If so, this player will be removed from the tournament and all games played by both teams will be forfeited. **UNDER NO CIRCUMSTANCE WILL A PLAYER BE ALLOWED TO PLAY FOR MORE THAN ONE TEAM DURING THE TOURNAMENT.**
21. **Mandatory Online Check In:** All teams must register their teams with the appropriate documentation in order to participate in the tournament.

## CHECK IN

**THERE WILL BE NO "IN PERSON CHECK-IN" YOU MUST RESPOND TO THE EMAIL RECEIVED FROM OUR TOURNAMENT CK IN STAFF TO COMPLETE REGISTRATION PROCESS**

**ONLINE CHECK-IN IS MANDATORY. ONLY PLAYERS LISTED ON THE EVENT ROSTER WILL BE ALLOWED TO PLAY.**

### Items needed for online check in:

- Physical or Virtual 2023/2024 USYSA, SAY, US Club, AYSO or appropriate National Association Passes with picture **\*\*\*NO PLAYER CARD = NO PLAY\*\*\***
- Proof of Birth (birth certificates, passports, or other official documents) \*If ID is not approved by association.
- Travel papers if required by your association

### Team check-in prior to games:

Teams must be at their field at least 30 minutes prior to game time.

**22. OFF SIDES:** 4V4 CATEGORIES HAVE NO OFF SIDES. 7V7 CATEGORIES DO HAVE OFF SIDES. 9V9 AND 11V11 DO HAVE OFF SIDES.

## **ALTERNATE MATCH SCHEDULING**

The Tournament Committee has the authority to alter the schedule, move matches to the next day or move match sites for the good of the tournament.

## **INCLEMENT WEATHER OR UNEXPECTED TERMINATION OF PLAY**

Matches will be played in all weather conditions, unless the Center Referee or Tournament Director determines the conditions are dangerous and/or life threatening as per FIFA/USYSA/US Club regulations. The Tournament Committee will do everything in their control to make sure all matches are played, but if it is out of their control, the standings at that time will be final. No refunds will be given!

**Contingency Plan:**

Plan A: All matches will be played as scheduled.

Plan B: Shorten all first round matches to (15) halves.

Plan C: Plan B plus shorten all second round matches the same.

Plan D: Plan C plus shorten all third round matches the same.

Plan E: In the event the fields become totally unplayable or the weather becomes a hazardous condition, it may be necessary to decide some matches with FIFA penalty kicks.

**SCORE REPORTING:**

Tournament Director and or Tournament committee are responsible for reporting scores and posting them online. Referees turn in game cards to field marshals and marshals turn in cards to committee. Official scores are kept on score cards at Tournament Headquarters. An official team representative is required to sign and approve game cards after each match.

**General Information:**

Tournament Headquarters during games:

High Noon Soccer Complex

**Tournament Directors:**

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