

CEDAR VALLEY MOONLIGHT CLASSIC

June 11-12, 2022

TOURNAMENT RULES

1. LAWS OF THE GAME

All games will be played in accordance with the FIFA Laws of the Game, except where amended by US Youth Soccer Rules of Play and except as noted below. These rules may be modified, in which case rules changes will be provided before the beginning of tournament play.

2. PLAYER/TEAM ELIGIBILITY

A. AGE

1. Players must be born on or after January 1st of their respective year.

9U-2013 10U-2012 11U-2011 12U-2010 13U-2009 14U-2008 15U-2007

2. A player may play for only one team in an age group. A player may play on a second team provided they are playing up in age group.
3. All players and coaches must have a USSF/US Youth Soccer Player Pass Card that is valid for the current playing year. No other form of identification will be accepted.
4. Players MUST be on the team's tournament roster in order to participate. If a violation is determined, the match in progress and all previous matches will be forfeited.

B. TEAM COMPOSITION

	<u>*Max. Roster Size</u>	<u># of Guest Players</u>	<u>Max. # on the Field</u>	<u>Min. # on the Field</u>
9U and 10U	12	4	7	5
11U and 12U	16	6	9	6
13U thru 15U	22	8	11	7

1. Up to 4, 6, or 8 guest players (see above) may be added to the current roster to reach the maximum number allowed.
2. No roster changes will be approved after tournament check-in.
3. *Each team may roster up to their affiliated state association age groups maximum number.

3. REGISTRATION REQUIREMENTS

- A. Teams should plan to check in at least one hour before their first match. At registration (check-in), each team must provide the tournament registrar with a state approved roster with guest players listed, a laminated player pass for each player and coach, and a medical release form for each player.
- B. Out-of-state teams must also provide approved travel papers from their state association. Not required for US Club teams.
- C. Tournament registration fees are due at the time you apply to enter the Moonlight Classic. There will be no refunds once registration closes, except as noted in cancellation policy.

4. MATCH INFORMATION

A. PRE-GAME

1. All teams must report to their fields for check-in one half hour before each scheduled match.
2. The Referee will conduct an equipment check along with checking player passes.

B. FORFEITS / NO SHOWS

1. A match will be considered a forfeit if a team is more than 5 minutes late for a scheduled match.
2. A team forfeits a match if they refuse or cannot field a team when the referee indicates that the match is to begin.
3. A match will be considered a forfeit if a team quits a match before its conclusion. *(The team will be disqualified from advancing in the tournament.)*
4. In the event of a forfeit, the score will be 4-0 and the winning team will be awarded 3 points for a win and +4 points for goal differential.
5. If a team forfeits any pool game, all of its pool games (including those previously played or yet to be played) will be scored as a 4-0 win in favor of their opponents in each game for determining advancement within the pool.
6. A match will be scored the same as a forfeit if it is abandoned by the referee as a result of actions by a player or coach from one of the participating teams. The match will be reported as noted in 4-B-4 above. If both teams are at fault the score will be reported as 4-4 with neither team receiving a point towards advancement.

C. GAME INFORMATION

1. All matches will have a 5-minute half time.
2. Each team should be prepared to provide a game ball.

3. The team listed first on the match schedule is the HOME TEAM.
4. A "build-out line" will be used in all 9U and 10U games. The midfield line will act as the "build-out line". The purpose of the "build-out line" is to encourage playing out of the back. Once a goalkeeper has possession of the ball or if a goal kick is awarded, the defending team must retreat behind the "build-out line". The defending team may cross the "build-out line" once the goalkeeper has put the ball into play by throwing, passing, or rolling the ball to a teammate or the ball has been passed from a goal kick. If the goalkeeper or player taking the goal kick should put the ball in play prior to all defending players retreating behind the "build-out line" it will be at their own risk. Punts or drop kicks are not allowed.
5. Deliberate heading of the ball will not be allowed in 11U and younger divisions. Infractions will result in an indirect free kick for the opposing team from the spot of the offense. If the offense occurs in the goal area, the indirect free kick should take place along the goal area line parallel to the goal line nearest where the offense occurred. If a deliberate header results in an own goal, the goal will stand.
6.

	<u>Ball Size</u>	<u>Length of Game</u>
9U & 10U	4	25 min. Halves
11U & 12U	4	25 min. Halves
13U-15U	5	30 min. Halves

D. UNIFORMS & EQUIPMENT.

1. The Home Team will wear their **light** colored uniform and the Visiting Team will wear their **dark** colored uniform.
2. All players must wear age appropriate shin guards (no exceptions) covered with socks.
3. A player with a cast must have the cast padded. (The Referee will decide if the padding is adequate to play.)

E. SUBSTITUTIONS – UNLIMITED at any stoppage with the referee's consent.

F. DISCIPLINE

1. Any player or coach receiving a RED CARD will be suspended for the remainder of the match and the following game.
2. Two (2) YELLOW CARDS in the same match is equal to a RED CARD and results in a suspension from the match being played and the following game.
3. Three (3) YELLOW CARDS throughout the tournament equals a suspension in the next game.
4. The coach or a team representative must check with the Disciplinary Chairman to confirm eligibility for any player or coach suspended.

5. TEAM/SPECTATOR

A. LOCATION

1. Both teams will bench on the same side of the field.
2. All spectators will be on the opposite side of the field, and at least 3-yards back from the touchline.

B. CONDUCT

1. Coaches are responsible for the conduct of Players, Parents, Coaches and Spectators at all times and locations during the tournament.
2. If complaints are received regarding the conduct of any player or persons associated with a team, the Disciplinary Committee reserves the right to take either or both of the following actions:
 - a. Request that any or all persons stay away from the tournament matches.
 - b. Request that the team leave the tournament and forfeit all matches.
3. **Alcohol, smoking and controlled substances are strictly prohibited; possession will result in immediate removal from the Tournament.**

6. SCORING SYSTEM

Win	3 POINTS
Tie	1 POINT
Loss	0 POINTS

7. QUALIFICATIONS FOR TROPHY MATCHES (Does not apply for 9U and 10U divisions)

A. SCORING

1. In a division with only four (4) or five (5) teams, final standings will be based on points earned in round robin play.
2. In a division with six (6) teams, the two teams with the most points will advance to a final.
3. In a division with eight (8) teams, the division will be split into two pools of four teams with the team with the highest point total earned from each pool advancing to a final.
4. If standings cannot be determined by scoring, as described in 1, 2, and 3 above, then a tiebreaker system will be utilized to determine advancing teams or final standings within a division.

B. TIE-BREAKER

1. Head to head competition.
2. Goal Differential - a maximum of +/-4 goals per game. (Goals scored minus goals allowed per game.) Each game is calculated individually and then totaled.
3. Fewest goals allowed.
4. Fewest Red Cards.

5. In a multi-team tie, if one criterion eliminates all but two (2) teams then tie-breakers go back to step one.
6. Penalty Kicks.
 - A. Procedure
 1. Each team will present a shooting list to the referee with a maximum of 11 players prior to beginning the shootout (11U & 12U – maximum of 9 players).
 2. All players on the roster, including the Keeper, are eligible. (Players serving a red card suspension are not eligible to participate in penalty kicks.)
 3. All players on the shooting list must have taken a penalty kick before a player can repeat taking a penalty kick.
 - B. Process
 1. The winner of a coin-flip will choose which team shoots first.
 2. First round, 5 vs 5, each team alternating penalty kicks.
 3. Second round, sudden death, each team alternating penalty kicks. (Teams will return to first shooter at the same time.)

8. TROPHY MATCHES

- A. If a WINNER has not been determined after regulation play; PENALTY KICKS will be taken to determine the winner of the match.
 1. Procedure for Penalty Kicks - Follow guidelines set in section 7-B-6, with the exception that only the players on the field at the end of the game are eligible to participate in the shootout.

9. TOURNAMENT COMMITTEE

- A. The Tournament Committee reserves the right and authority to:
 1. Group age divisions based on team availability.
 2. Relocate and/or reschedule match times.
 3. Reduce up to half the duration of matches.
 4. Decide the final tournament standings and trophy winners.
 5. Suspend a match without necessarily terminating it and then resuming the match
 6. Make any other decisions as necessary to accommodate unexpected situations and/or weather.
- B. The decisions and/or interpretations of the Tournament Committee, Disciplinary Committee, and referees are final.

10. PROTESTS

NO PROTESTS WILL BE ALLOWED.

11. CANCELLATION POLICY

- A. The Tournament Committee and the Cedar Valley Soccer Club (CVSC) shall not be responsible for expenses incurred by any team or individual if the tournament shall be cancelled in whole or part. If games are cancelled because of weather the following refund policy will be in effect:
 1. No game played – 75% refund of entry fee
 2. One game played – 50% refund of entry fee
 3. Two games played – No refund
- B. If the Referee abandons the game and neither team is at fault, it shall be considered a completed game if at least five (5) minutes of the second half has been played.
- C. In case of severe weather or unplayable field conditions, the Tournament Director has the authority to relocate, reschedule, cancel or reduce the length of any game. Games may be shortened or eliminated in case of unplayable conditions.
 1. In the event that Semi-final or Final games are cancelled, the division winner will be determined in accordance with Tie-Breaker rules.

12. TEAM CHECK-IN POLICY

Team check-in will be available at the Cedar Valley Soccer Complex two hours prior to the first scheduled games. You do not need your players to check in. Player and Coaches passes, medical release forms, a state approved roster, and travel papers if needed must accompany the person checking the team in. A copy of the approved roster and travel papers will be kept by the registrar.

**TEAMS MAY NOT WARM-UP OR PRACTICE
BEHIND TEAM BENCHES OR THE GOAL AREAS**

