

# Ballistic United Fall Classic Rules

## 1. GENERAL TOURNAMENT RULES

- 1.1. There are **NO** protests; all decisions made by the referee are final and may not be protested or appealed.
- 1.2. The Tournament Committee reserves the right to decide on all matters pertaining to the tournaments and all interpretations of the rules are final. If a team disregards any decision by the tournament committee (including the inclement weather policy), all remaining games will be forfeited and therefore disqualified from the tournament.
- 1.3. Under no circumstances will the Tournament Committee, the host club or governing body be responsible for any expenses (including tournament entry fee) incurred by any team; including situations in which the tournament or any game(s) is canceled in whole or part.
- 1.4. If the event is cancelled in its entirety, meaning no games have kicked off for the event, refunds will be decided by the tournament committee after all tournament expenses have been paid. If the event is cancelled in part, the tournament committee reserves the right to refund teams with a credit towards future events and will be determined after the conclusion of the event.
- 1.5. Upon notice of acceptance, any team that withdraws from the tournament will forfeit the entry fee in its entirety.
- 1.6. Non-local teams are required to use the tournament's hotel booking service. Any team who does not use this system will be subjected to a fine of \$700 or refusal of entrance to any future tournament.
- 1.7. First and second place awards will be presented to U8-U19 divisions.
- 1.8. **ALCOHOLIC BEVERAGES AND SMOKING ARE NOT PERMITTED ON ANY TOURNAMENT FIELD SITES.**
- 1.9. **ARTIFICIAL NOISE-MAKERS ARE PROHIBITED.**
- 1.10. **FAILURE TO COMPLY WITH PARKING INSTRUCTIONS FROM SIGNAGE, EVENT STAFF, AND/OR FACILITY STAFF WILL RESULT IN THE LOSS OF PARKING PRIVILEGES FOR THE REMAINDER OF THE TOURNAMENT.**

## 2. TEAM REQUIREMENTS FOR REGISTRATION AND TEAM ELIGIBILITY

- 2.1. Teams are required to check-in prior to the start of the tournament. The tournament registration procedure can be located on the Tournament Website.
- 2.2. What is needed for Check-in/Registration:
  - 2.2.1. Copy of the official USYS State Association, US Club, SAY, or AYSO approved roster. Rosters must include player jersey numbers.
  - 2.2.2. Player passes for each individual participating player issued by the same organization as the team roster.
  - 2.2.3. Medical releases for each individual participating player.
  - 2.2.4. Guest players and subsequent information added to the bottom of the roster being submitted.
  - 2.2.5. Permission to Travel: A copy of the state association's permission to travel for teams traveling outside their home state. **TEAMS FROM REGION 1 DO NOT REQUIRE A PERMISSION TO TRAVEL.**
- 2.3. Each team must be registered with a National Soccer Association affiliated with the United States Soccer Federation or their national equivalent and possess and present a valid state / provincial or national association roster.
  - 2.3.1. Teams from the United States:
    - 2.3.1.1. Player registration cards authorized by the team's Federation Organization Member (USYS, US Club) will be required as proof of age. Players who cannot present a valid player pass will not play.
    - 2.3.1.2. Teams registered outside of the region of the host tournament location must have a copy of the approved Permission to Travel or Notification to Travel form, as required by their host association, to participate.
  - 2.3.2. Foreign Teams:
    - 2.3.2.1. Players must present passports at Team Check-In or if from a nation that the United States does not require a passport, proof of entry into the United States.
    - 2.3.2.2. Teams are required to have player identification cards. *All player passes must be present at the field for the duration of the game.*

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2.3.2.3. Teams must present travel forms completed from your Provincial or National Association approving participation.

- 2.4. Rosters submitted at Team Check-In shall govern. At the discretion of the site coordinator, rosters may be reviewed to identify ineligible players.
- 2.5. No roster may be comprised of players with different passes from different organizations (no “mixed rosters”). (For Example, USYSA teams may only take guest players registered with properly stamped USYSA player pass cards, they may not have a player use a US Club Pass when using a USYSA Roster)
- 2.6. For information regarding the carding of a guest player that is not already registered with US Club Soccer or USYS, check with your local club, state, or regional registrar on how to card a guest player.

### 3. AGE GROUP AND ROSTER REQUIREMENTS

- 3.1. Participation is opened to accepted teams meeting the roster limit and player age limit as defined by US Soccer Guidelines and the tournaments’ permission to host.

Age Group	# of players on the field during player	Roster Size (maximum)
U9 - U10	7v7	14 players
U11 - U12	9v9	16 players
U13 - U19	11v11	22 players

- 3.2. Teams that use the 22-man roster may only dress a total of 18 players per game. All players over the 18 designated players must remain on the spectator side of the field during the games.
- 3.3. No player shall play for more than one team during the tournament.
- 3.4. A maximum of five (5) guest players will be allowed during the tournament. All guest players are required to have the same information included on the roster as the ‘original’ team members.

### 4. LAWS OF THE GAME

- 4.1. All games shall be played in accordance with FIFA Laws, except as specifically modified by these rules in this document.
- 4.2. The Tournament committee has made the commitment to the use of the three-man referee system for all 11v11 matches and the one- man referee system for small sided games (7v7 & 9v9).
- 4.3. **Heading Rules for U11 and Younger**  
**Whenever the ball strikes a player in the head, play is stopped. The proper restart depends upon whether the player deliberately played the ball with his or her head. If deliberate, the proper restart is an indirect free kick to the opposing team. If this occurs within the goal area, the indirect free kick should be taken on the goal area line parallel to the goal line at the point nearest to where the infringement occurred. If the play by the head is deemed in advertent, then the proper restart is a dropped ball.**
- 4.4. **7v7 (U9 - U10) Build Out Line**
  - 4.4.1. When the goalkeeper has the ball, either during play (from the opponent) or from a goal kick, the
  - 4.4.2. opposing team must move behind the build out line until the ball is put into play.
  - 4.4.3. Once the opposing team is behind the build out line, the goalkeeper can pass, throw or roll the ball into
  - 4.4.4. play (punting is not allowed). After the ball is put into play by the goalkeeper, the opposing team can cross the build out line and play resumes as normal.
  - 4.4.5. If a goalkeeper punts the ball, an indirect free kick should be awarded to the opposing team from the spot of the offense.
  - 4.4.6. If the punt occurs within the goal area, the indirect free kick should be taken on the goal area line parallel to the goal line at nearest point to where the infringement occurred.
  - 4.4.7. Offsides
    - 4.4.7.1. The buildout line will also be used to denote where offside offenses can be called. Players cannot be penalized for an offside offense between the hallway line and the build out line. Players can be penalized for an offside offense between the build out line and goal line.

## 5. EQUIPMENT, UNIFORM AND FIELDS

- 5.1. Players of the same team must wear uniforms of similar design and color with numbers on the back of their uniforms. The numbers shall coincide with the numbers listed on the team's official state / provincial roster. If the numbers do not match those of the roster, the player may not participate in tournament games.
- 5.2. Players are **required** to wear shin guards in accordance with FIFA Laws of the Game.
- 5.3. When the uniform colors are similar, the designated home team will change colors. The home team is listed first on the schedule. **It is recommended that the home team wears a light color when applicable.**
- 5.4. Players playing with protective casts may require approval by a tournament director/athletic trainer, as well as the referee. If the referee on the field deems a player's protective cast is unsafe in any way, the player will not be allowed to play regardless of approval from a medical professional.
- 5.5. Teams must be at the fields 20 minutes prior to the scheduled kick-off. Regardless of weather conditions, coaches and teams must appear on the field ready to play as scheduled unless otherwise directed by the Tournament Director. Failure to appear will result in forfeiture of the game, as only the referees and/or tournament committee can postpone or cancel a match.
- 5.6. Game balls will be provided by the referees at the start of the match. If the balls provided are lost or damaged throughout the course of the day, the home team will provide the ball.
- 5.7. No jewelry may be worn by any player during a match (earrings, watches, necklaces, bracelets, etc.).

## 6. SUBSTITUTIONS

- 6.1. Substitutions without limit may be made during any stoppage of play at the referee's discretion. This can include throw-ins by either team, goal and corner kicks, free kicks by either team, etc.

## 7. DURATION OF GAMES

- 7.1. The following table shows the length of game halves for the tournament's matches. There is **no** overtime for this tournament.

Age Group	# of players on the field during play	Half length	Halftime Length	Ball Size
U9 - U10	7v7	25 minutes	5 minutes	Size 4
U11 - U12	9v9	25 minutes	5 minutes	Size 4
U13 - U15	11v11	30 minutes	5 minutes	Size 5
U16 - U19	11v11	35 minutes	5 minutes	Size 5

- 7.2. In the event, inclement weather forces a cancellation of a game after at least 20 minutes have been played, the game shall be considered official; the score at the point of cancellation will stand as the final score. If the game is stopped before 20 minutes have passed, the match may be rescheduled for complete replay, resumed, or considered final at the discretion of the tournament committee.

## 8. FAILURE TO SHOW AND FORFEITS

- 8.1. A game may not start with fewer than the required minimum number of properly uniformed players on each team. The minimum number of players for a game is as follows:
  - 8.1.1. Seven (7) for any full-sided (11v11) match,
  - 8.1.2. Six (6) for any small sided (9v9) match,
  - 8.1.3. Five (5) for any small sided (7v7) match.
- 8.2. Once a game has started, it may not continue with fewer than stated minimum. If a match cannot start or continue because of a team having fewer than the minimum, that team shall forfeit the game.
- 8.3. A team shall have a five (5) minute grace period from the scheduled kick off before the match is awarded to their opponent as a 5-0 forfeited win.
- 8.4. If a team, through the actions of its players, coaches, and/or spectators, is the cause for a termination of a game, the match will be awarded to their opponents as a 5-0 forfeit win.

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## 9. DETERMINATION OF DIVISION WINNERS

9.1. At the end of the tournament, the division winner shall be the team with the most points in their group.

Teams will be awarded points on the following basis:

9.1.1. Three (3) points for each win

9.1.2. One (1) point for each tie

9.1.3. Zero (0) points for each loss

9.2. Tie-Breaker System after division play, in the order listed below. When used, the criteria is followed in order until one or more team(s) are superior at any given step.

9.2.1. Head-to-head competition (*if there is a 3 team tie, proceed to the next tie-breaker*)

9.2.2. Most wins

9.2.3. Goal Differential (the difference between goals for and goals against) with a maximum difference of five (5) goals per game. For example, an 8-1 final score calls for a +5 goal difference for the winning team, and a -5 goal difference for the losing team.

9.2.4. Most shutouts

9.2.5. Fewest goals against

9.2.6. Penalty Kicks – FIFA penalty kick procedure will be used to determine a winner

9.3. When the tie-breaker system is used, the criteria are followed in order until one or more team is eliminated at any given step and then the criteria starts over again at the top of the tie breaker system with the remaining teams. Rules are repeated until a winner is determined.

9.4. In the event that a wildcard team must be selected for the playoff rounds, the above procedure will be used across the entire flight.

9.5. During a semifinal and final match, if a tie score exists at the end of regulation, the FIFA penalty kick procedure will be used to determine a winner. Overtime periods will not be used.

9.6. Penalty Kick Procedure:

9.6.1. Each team will select five (5) players to kick – only players on the field at the end of the game may be selected.

9.6.2. Teams will alternate kicks – first team to kick will be determined by the referee's coin flip.

9.6.3. If the score remains tied after five (5) kicks, teams will alternate kicks one at a time from the remaining players on the field until a winner is determined.

9.6.4. No player may shoot more than once until all eligible players have taken a kick.

9.6.5. Keepers may be changed after any shot from the list of participating players for the penalty kicks.

9.6.6. If at the end of the match and before the kicks start to be taken from the penalty mark, one team has a greater number of players than its opponents, it must reduce its number to equate with that of its opponents and the team captain must inform the referee of the name and number of each player excluded. Any player thus excluded may not participate in kicks from the penalty mark or serve as the keeper

9.6.7. Unless participating in the penalty kicks as a kicker or goalkeeper, team members, coaches and other bench personnel shall remain on designated sideline (off the field).

## 10. GAME AND SCORE REPORTING

10.1. Each tournament field will have an assigned field marshal responsible for the reporting of the final game report, which includes the match score and cards issued. They will ensure that the scores of each game and subsequent cards are reported to the site and tournament headquarters at the end of every game.

10.2. The field marshal will obtain signatures from the referees, home and visiting team official to verify all the information reported on the game report.

10.2.1. Once the team official has verified and signed the official game report that information will stand as reported and will not be modified.

10.3. **Mercy Rule:** If a team outscored a team by more than ten (10) goals, the score reported will not exceed a ten (10) goal difference. For example, a game ending in the score, 17-2, shall be reported and recorded as 12-2.

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## 11. INCLEMENT WEATHER

- 11.1. Regardless of weather conditions, players and coaches must be present at the schedule field at the scheduled time, ready to play. In the event of inclement weather, the tournament committee will have the authority to change any game as follows:
  - 11.1.1. Relocate or reschedule game(s);
  - 11.1.2. Change the duration of game(s);
  - 11.1.3. Cancel preliminary game(s) that have no bearing on the selection of division winners.

## 12. PROTESTS AND DISPUTES

- 12.1. All disputes for non-referee decisions are submitted through the Site Coordinator in writing to the Tournament Director and the Judicial Committee (consisting of the Tournament Director and other Elite Tournaments Staff). The Judicial Committee will consider and hear protests and disputes from official team representatives only; which consists of the coaches and managers listed on the official roster provided to the tournament. Appeals of misconduct reports shall be settled by the Judicial Committee with input from the referee assignor. All protests and disputes must be made with the Site Coordinator within 30 minutes of the completion of the match. The Tournament Director and Judicial Committee will take such actions necessary to resolve the dispute within an hour of receiving it.
- 12.2. Decisions by referees are final and may not be appealed; any decisions by the tournament director or tournament committee deciding a protest or dispute are final and may not be appealed.

## 13. CONDUCT

- 13.1. Tournament staff will designate one sideline to be used by the players, coaches, and managers listed on the official roster provided to the tournament. Any individual not listed on the official roster must remain in the area selected for spectators. Teams will be separated by the mid field line. The tournament staff will then designate the opposite sideline for the use of parents and spectators. No one will be allowed behind either end line.
- 13.2. Players, coaches, and spectators are expected to conduct themselves within the letter and the spirit of "The Laws of the Game." Any displays of temper and/or dissent are cause for removal from the game and surrounding field area. The Site Coordinator has the authority to remove any person(s) from the tournament for abuses in conduct. Repeated violations may result in the suspension of the team or person from the tournament and/or future tournaments as decided by the tournament committee.
- 13.3. **Ejection:**

**Players:** Any player receiving two (2) yellow cards or one (1) red card in a match will be ejected from the match and will not be allowed to play in the next match. Suspended players may sit with the team but may not be in uniform; however, the Referees, Site Coordinator and/or Tournament Director reserve the right to remove the carded player from the field as they deem necessary.

**Coach:** Should a coach be ejected from a game, they must leave the sidelines and be at least 100 yards from the field. Additionally, they may not communicate with or coach the team in any manner including through electronic communications. The coach shall be ineligible for the next scheduled game, and at the discretion of the tournament committee, may be subject to additional disciplinary action. The tournament committee also reserves the right to suspend the coach from all scheduled games, even if the coach has multiple teams entered in the tournament.
- 13.4. **HARRASMENT OF ANY TOURNAMENT OFFICIALS INCLUDING REFEREES FROM COACHES, PLAYERS OR SPECTATORS WILL NOT BE TOLERATED AND WILL RESULT IN THE IMMEDIATE AND PERMANENT REMOVAL FROM THE FACILITY AND TOURNAMENT**
- 13.5. In the event of assault / abuse on a game official, a judiciary hearing shall immediately be convened at a tournament site to be designated by the tournament director. All terms described in the USSF Official Administrative Rule Book under Rule 3.2.8, Suspension for Assault on an Official, shall apply. In any event a player, coach, or other team official who is charged with assault on a game official is suspended from further participation in the tournament.

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13.6. Any teams disregarding a decision by the referees and / or the tournament committee to either suspend or cancel tournament play, can be disqualified for the remainder of the tournament. A written complaint will be filed with the team's state, provincial or national association (if applicable).

**13.7. Report of Disciplinary Action:**

13.7.1. For the United States teams, the tournament will notify the Federation Organization member of that team of the disciplinary action taken or required.

13.7.2. For Foreign teams, the tournament committee will notify the US Soccer Federation of Disciplinary action taken, and the Federation will transmit the disciplinary action taken or required to the team's provincial or national association.

**14. Concussion Policy**

14.1. Pursuant to State law, Coaches, referees, medical staff or tournament officials must remove from play an athlete exhibiting the signs and symptoms of a concussion during practice or a game. Once a coach, referee, medical staff or tournament official removes an athlete from a game the decision cannot be overturned. Once the athlete is removed from play for symptoms of a concussion the player, is not permitted to return to play until he or she has been assessed by a physician or licensed health care provider and received written clearance, signed by the physician or licensed health care provider. This written clearance must be submitted to, and approved by, a tournament director before the athlete is permitted to return to play