



SUNBELT CLASSIC TOURNAMENT RULES

Complete details for registration can be found at www.sunbeltclassic.com

CHECK-IN: Teams can check-in Friday evening (information can be found at www.sunbeltclassic.com) or if online registration has been completed, your team can report to your field of play at least 45-60 minutes prior to your first game to check-in and pick up your welcome packet, your coach's gift and your clearance card

Please have these items on hand:

- 1 Current Official State Certified League Roster
- 1 Sunbelt Guest Roster (if applicable)(can be printed from the sunbeltclassic webpage)
- laminated USYSA Club Player I.D. cards and Coach's cards
- Medical Release Forms (one per player)
- Travel Papers (if outside of Region IV)

A player who has not been checked-in by Sunbelt Classic Officials will not be allowed to participate in the tournament. A player who enters late, will only be allowed to play, once the game officials have verified his/her eligibility.

Failure to check in may result in disqualification, including forfeiture of fees. Games not played will be classified as "forfeits".

ROSTERS: Teams in the U9 division and in the U10 division shall play 7V7, with a maximum roster of 12, and a maximum of 4 guest players allowed. Teams in the U11 and U12 divisions will play 9V9, with a maximum roster of 14, and a maximum of 4 guest players. Teams in the U13-U16 divisions may register a maximum of 18 players and teams in the U17-U19 divisions may register a maximum of 22 players. Rosters for the U13-U16 divisions may include up to four (4) guest players and U17-U19 may include up to (5) guest players but any teams utilizing guest players are limited to the maximum roster size stated above.

High School age girl's teams will be exempt from the guest player restrictions. A combined High School Girls Division will be created if adequate interest is shown.

Co-ed teams are allowed, however, they must be registered in the boys division.

A player cannot be on more than 1 team during the tournament.

Proper player loan forms (out-of-state players) will be required at registration, along with the other required credentials. Guest players that play for premier level teams may only play in the Gold bracket in their age bracket in the tournament. This does not apply if they are playing "up" an age bracket.

BRACKETING: Usually, Premier level teams will be in the Gold bracket, Classic in the Silver bracket and Challenge in the Bronze bracket. We will try to honor requests of "playing up", when possible. To play up more than 1 year, requires tournament approval. Please make sure to

choose your preferred bracket. We will utilize the proposed CSA Alignment to complete bracketing.

RULES OF PLAY: FIFA Laws of the Game shall apply as modified by U.S.Y.S.A. and CSA and as described herein.

Duration: Duration of Games and Overtimes, by halves, and ball size, are as follows:

Age Bracket	Half Time Interval	Game Times	Overtime(Finals Only)	Ball Size
U9/U10	5 min	2 X 20 minutes	2 X 5 minutes	4
U11-U12	5 min	2 X 25 minutes	2 X 5 minutes	4
U13-U14	5 min	2 X 30 minutes	2 X 10 minutes	5
U15-U16	5 min	2 X 35 minutes	2 X 10 minutes	5
U17-U19	5 min	2 X 40 minutes	2 X 10 minutes	5

HOME TEAM/UNIFORMS: The Home Team will be the team that appears first on the game schedule. The Home Team will supply the game ball. The game ball shall be subject to referee approval. The Home Team will be required to wear dark colored jerseys; the visiting team is to wear white/light colored jerseys. If there is a color conflict, the home team will need to change uniforms. The uniform of the goalkeeper must be distinctly different in color from the basic colors of the competing team.

NO PROTESTS WILL BE ALLOWED: Disputes will be settled by the Tournament/Site Director or a designee and the decision will be final.

CAUTIONS AND EJECTIONS: A player or coach receiving two Cautions (yellow cards) in a single game is considered to have been given an Ejection (red card). A player who accumulates three (3) yellow cards over the course of tournament play will not be allowed to participate in the next scheduled tournament game. A player who has been ejected (sent off) shall not be replaced. A player or coach who has been ejected shall not return for that game and shall not be allowed to participate in the next scheduled game. A player or coach who is ejected for violent conduct or serious foul play may not be allowed to participate in the next TWO (2) scheduled games. Any player or coach involved in fighting or who assaults a referee will be expelled from the tournament without refund or fees. Cards and ejections will follow through to the Spring League Season.

REFEREE TENT:

The Referee Tents will be OFF LIMITS to all coaches, players, and spectators unless accompanied by the Site Director or an authorized designee. Anyone entering the Referee tent, unaccompanied, may be banned from his or her next scheduled game.

SUSPENDED GAMES: If, in the opinion of game officials, a game must be terminated for misconduct of players, coaches or spectators, the offending team or teams can be suspended from further play and will forfeit that game and may forfeit all remaining games. All previous points earned remain as played. Additionally, the home league and State Association will be notified as appropriate.

INJURY: Delays of the game due to injury will result in appropriate time being added to the full game time, based on the judgment of the referee. However, all efforts will be made to keep the games running on time.

GAME CHECK-IN: Prior to the start of each scheduled game, each team must check-in with the referee or field marshal with player cards and an official tournament roster (with players' jersey numbers) so that the team may be checked into play and the game started as scheduled. Teams failing to report within 5 minutes of a scheduled kick-off will be considered to have forfeited the game.

SUBSTITUTION: The Sunbelt uses the CSA substitution procedures outlined here.

With the referee's permission, a team may substitute or re-substitute any number of players at the following stoppages:

- a. Prior to a throw-in, by the team throwing in.
- b. Prior to a throw-in, by the non-throwing team, if the throwing team is substituting player(s).
- c. Prior to a goal-kick, by either team.
- d. After a goal, by either team.
- e. After an injury when the referee has stopped play, by either team.
- f. Between periods, by either team.

With the referee's permission, a team may substitute for a cautioned player at the time of the caution.

PLAYERS EQUIPMENT: Player equipment must conform to FIFA rules. All players must wear shin guards under their socks. Teams must wear uniforms of matching design and color with numbers affixed to the back of the uniform shirt. No two players may have identical uniform numbers. Casts/orthopedic devices ARE permitted in competition provided that it is padded to the referee's satisfaction. It will be the referee's opinion, only, as to the safety of the players. The referee will ask the coach to remove the player, if in their opinion; the player is acting irresponsibly with his cast/orthopedic device. **NO JEWELRY** of any kind is permitted on the field. **PLEASE DRESS THE PLAYERS APPROPRIATELY FOR MARCH, IN COLORADO.** Sweats and undergarments are acceptable, as long as the jersey is worn on the outside. No loose or flying articles are permitted.

COACHING: All coaches have the total responsibility for the conduct of their players, substitutes, friends and spectators, at all times. Coaching from the sidelines (giving direction to one's own team on points of strategy and position) is permitted, provided: no mechanical devices are used. Each coach, substitute, or player is to remain within the "coaching area" (10 yards either side of the halfway line or midfield line). No coach, substitute, or player is to make derogatory remarks or gestures to the referees, other players, or spectators. No coach, substitute or player is to use profanity. No coach, substitute, or player is to incite in any manner, disruptive behavior of any kind. Both teams shall be on the same side of the field and it is the coach's responsibility to make sure that spectators remain on the opposite side of the field, from the players. The coaches of both teams will make sure their sideline areas are clean and free of any trash, prior to leaving the field.

REFEREES: 9U and 10U teams will be required to provide club linesmen for their games. A center referee will be assigned by the tournament. The tournament will provide linesmen for the championship game. The referee will return all player passes and rosters to each coach at the end of the game, with the exception of any players or coaches that were sent off. The referee will turn in a game report (either to the field marshal or dropped off at the referee tent) with supplemental reports for send-offs and injuries to be given to the Tournament Director

TOURNAMENT COMPETITION

DETERMINING WINNERS: Teams will be awarded points on the following basis:

- 9 points to the beneficiary of a forfeiture
- 6 points for win
- 3 points for tie
- 0 points for a loss
- 1 point for each goal scored; to a maximum of 3 goals
- 1 point for a shut-out
- 0-0 game result will be scored as 4 points for each team(3 for the tie, 1 for the shut-out)

ADVANCEMENT I: All teams are guaranteed three (3) games (weather permitting). Bracket size for each age group will determine the format for semi-finals and finals, where applicable. Single age brackets will be used where possible. The tournament committee will determine the brackets.

4 team bracket – round robin play, with top two (2) in the group playing a championship game.

5 team bracket – round robin play, with highest point team as champion.

6 team bracket – two 3 team groups with semi-final, final, and consolation game.

8 team bracket – two 4 team groups, with the winner of each group playing in the championship game.

ADVANCEMENT II: Tie Breakers: In the event of a tie in points at the end of Division play, the winner for advancement will be determined as follows – (Except in a three-way tie: see note below*).

1. The winner in head-to-head competition
2. Fewest goals against
3. Most goals for (maximum 4 goals per game)
4. Fewest red cards
5. Most total wins
6. Most shut-outs

*In the event of a three-way tie at the end of Division play, the winner for advancement will be determined as above, without consideration of head-to-head competition to eliminate one team. Then advancement for the remaining two teams is determined as above with steps 1-6.

PRELIMINARY GAMES: A game is complete upon completion of one half of play, regardless of the circumstances of termination, during the second half, with final results based on the score at termination . A preliminary game can end in a tie.

SEMI-FINALS & FINALS: Final game, if tied after regulation, will play two equal overtime halves or until the first goal is scored. The first team to score a goal in overtime, shall be the winner. If, after overtime halves, a tie still exists, FIFA Kicks from the mark will immediately follow to determine a winner.

AWARDS: First and second place medals will be awarded at the conclusion of the final game. First place teams will also receive a trophy. Each team will receive a coach gift and also 2 Sportsmanship awards to hand out during the tournament.