

2009 CAPITAL FALL CLASSIC TOURNAMENT RULES

The Capital Fall Classic will be played in accordance with FIFA Laws of the Game. Except as modified.

TOURNAMENT HEADQUARTERS

Tournament Headquarters will be located at Striker Park; 4801 Pouncey Tract Rd., Glen Allen, VA 23059;
Tournament Director: Chris Friant; 804-288-4625

REGISTRATION

Team Check-in/Registration will occur Friday night, November 13th; from 5 to 9pm:

Team Check-in/Registration Requirements

- Original 2009/2010 Player Passes; either USYS State Association or US Club Soccer passes
- Two Copies of Official Roster
- Guest Players identified: Written on front or back of COPIES of Rosters
- Player Passes for Guest Player
- Individual Player Medical Release Forms
- Approved Permission to Travel forms must be received for all teams traveling from outside the state of Virginia excepted as indicated below:

The Capital Fall Classic is Dual Sanctioned for 2009

For US Club Soccer teams the tournament is sanctioned by US Club Soccer under the Open Cup format and a USYSA Sanctioned Tournament. This allows competitive teams from both US Club Soccer and any other USSF affiliated members (state associations, etc) to compete in this event. The US Club Soccer teams DO NOT have to have a US Youth Soccer Application to Travel Form, but must bring their proper roster, plus 2 copies for the tournament and player pass cards.

For USYSA Registered Teams: Teams must have the proper USYSA state rosters, plus two copies for the tournament, permission to travel forms, player pass cards and medical release forms for each player at registration.

Note for Region I teams:

Region 1 Policy Regarding Application To Host A Tournament

Region I has established the following policy concerning permission to travel when attending USYS sanctioned tournaments in Region I. The purpose of this policy is to make it as simple as possible for the US Youth Soccer Region I teams to travel to tournaments within Region I.

The new policy states that any USYS State Association teams within Region I that is accepted into a tournament in Region I do not need permission to travel papers. Permission to Travel is not required in friendly games within Region 1. Note is to be taken on the two (2) states that have an exception to this policy (Connecticut & New Jersey).

National State Associations in Region I:

Connecticut Jr Soccer Assn - **Must** provide Permission to Travel
Delaware Youth Soccer Assn
Eastern New York Youth Soccer Assn
Eastern Pennsylvania Youth Soccer Assn
Soccer Maine
Maryland Youth Soccer Assn
Massachusetts Youth Soccer Assn
New Hampshire Soccer Assn
*New Jersey Youth Soccer Assn – **Must** provide Permission to Travel
New York State West Youth Soccer Assn
Pennsylvania West State Soccer Assn
Soccer Rhode Island
Vermont Soccer Assn
Virginia Youth Soccer Assn
West Virginia Soccer Assn

- **No player may play for more than one team during the tournament.**

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- * Change a division structure.
- * Reduce scheduled duration of a match
- * Cancel a match.

In the event of inclement weather forcing play to be halted and preventing the match from completing during the scheduled time, the score shall stand if at least one-half of the match has been completed. **The tournament director will have the final decision on field closure.**

H. **Player's Equipment:**

All players must wear shinguards. No metal-rimmed glasses or jewelry of any kind will be allowed. Casts, splints or body braces made of a hard substance in its final form such as leather, rubber, plastic, plaster or fiberglass must be covered on all exterior surfaces with no less than ½ inch thick, high density polyurethane, or an alternate material of the same thickness and similar physical properties to protect the injury. **A medical release for the injured player signed by a licensed physician must be available at the game site. Players may not play with these casts without the approval of the Referee.**

I. **Rules for Advancement: DETERMINING WINNERS:**

Teams will be awarded points on the following basis:

Six (6) points for each Win

Three (3) points for each Tie

Zero (0) points for each Loss

One (1) point for each goal scored up to a maximum of three (3) per game. Points for losing team also.

One (1) point for each shutout

Examples:

A 0-0 tie will be scored as 4 points for each team (3 for tie, 1 for shutout)

A 4-2 game will be scored as 9 points for the winning team (6 for win, 3 for goals) and 2 points to the losing team (2 for goals).

In the event of a tie in points at the end of bracket play; the winner for advancement to Semi-Final or Finals will be determined as follows:

1. The winner in head to head competition. (If there is a 3 team tie, proceed to the next tie breaker)
2. Goal differential, max of +/-3 per game (Team wins 4-0, only gets 3 points, losing team gets -3)
3. Goals For (max 5 goals per game)
4. Goals Against (max 5 goals per game)
5. Shoot-Outs*

When the tiebreaker system is used, the criteria are followed from 1 through 4 until one team is eliminated and then the criteria starts over again at Rule #1. Rules are repeated until one team remains.

***All Shoot-Outs for 1st in Divisional play will be at 7:30am Sunday morning at a field location determined by the tournament director. Ties between 2nd and 3rd in division play leading to both teams playing consolation games will be decided by the above criteria; except for #5 Shoot-Outs. These ties will be decided by the discretion of the Tournament Director.**

J. **Resolving Ties in Semi-Final and Final Match:**

If the semi-final or finals match is tied at the end of regulation time, the teams will be given a five minute rest. The following will decide the match:

- Overtime will be 2 - five minute periods with substitutions allowed. Overtime will not be sudden death. Ejections will reduce the number of players on the field as normal
- If teams remain even at the end of overtime the game will be decided by the FIFA, Kicks from the Penalty Spot Procedure as outlined in the Laws of the Game; using only the players remaining on the field at the end of overtime.

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K. Placement of Division:

Division of 12: 3 Groups of 4 teams. Teams will play 3 group games two on Saturday and one on Sunday. Winners of each group and one wild card (highest placing 2nd place team) will advance to the Semi-Finals. Winners of the Semi-Finals will advance to a Final.

Division of 10: 2 Groups of 3 and 1 group of 4. Group with 4 plays round robin with two games Saturday and one game Sunday; winner of the group advances to the Final. Groups of 3 will play two group games Saturday. Sunday 1st in each of the 3 team groups will play a semi-final leading to the final. The remaining teams in these groups will play consolation games 2nd vs 2nd and 3rd vs 3rd.

Division of 8: Each team will play 3 games within a 4-team group. The group winners will play for the championship.

Division of 7: All 7 teams will be placed in Group A. Teams have been randomly seeded and each team will play 2 games each on Saturday. After all games on Saturday are played all 7 teams will be seeded 1st through 7th based on the standard tournament scoring and tie-breaking procedures. The #1 team will receive a bye into the semi-finals. The remaining seeds (#2 thru #7) will play quarterfinal games with the winners advancing to the semi-finals. The losing teams will be eliminated from the tournament. Semi-Final winners advance to a Final.

Division of 6: Each team will play two games within a three-team group. The first and second place team in each group will play in a semi-final match. The third place teams will play a consolation game. The semi-final winners will play for the division championship.

Division of 5: Each team will play a four game round robin schedule. The champion will be the top finishing team by points. No Final will be played in 5 Team Divisions

Division of 4: Each team will play a three game round robin schedule. The first and second place teams will play for the division championship.

L. Protest:

There will be no protests. All officiating decisions are final.

M. Sideline Behavior:

Both teams will sit on the same side of the field. Only coaches and trainers may stay on the player's sideline. Spectators are only allowed on the opposite side of the field from the coaches and players and are limited to being in the designated area from penalty box to penalty box. No spectators are allowed behind the goal areas.

Harassment of the officials from coaches, spectators or players will not be tolerated.

N. Send-offs:

If a player receives a red card or two yellow cards during a match, that player will sit out the rest of that match and also their next match. Players serving Red card suspensions are allowed to sit on the bench during their teams next game but are not allowed to be in uniform. A coach or other authorized bench personnel sent off during a match must leave the field immediately upon being sent off, and must remain away from the field during the team's next match.

O. NO alcoholic beverages are allowed in the park or the parking lot of any of the game sites. Your team will be subject to forfeiting 1 game.

P. Game Balls: All game balls will be provided by tournament. Only balls provided by the tournament can be used.

Q. The tournament will be played in accordance with FIFA Laws of the Game except as modified by these rules.