

CCSAI CLASSIC LEAGUE

2010 CLASSIC LEAGUE **U11 QUALIFYING TOURNAMENT**

RULES of the COMPETITION

I. TEAMS:

1. Each team must have a minimum of 8 eligible players to start a game, 7 players to continue play.
2. Both teams must sit on the same sideline opposite parents and spectators.
3. Home Team is listed first and must wear white or 50% light color jerseys to avoid color conflict.
4. Visitor Team must wear darker opposing color of Home Team to avoid color conflict.
5. Both teams will present an acceptable ball to the referee to choose for use as the game ball. If a Tournament ball is available then only that ball will be used for games.
6. Can only have Rostered Players, Coaches, Assistant Coaches and Managers on their sideline bench area. Team Trainers must be registered as Assistant Coaches to be allowed at the team's bench area.

II. PLAYERS:

1. Are required to wear shin guards that are age appropriate and must be completely covered by the player's socks.
2. Each team must wear matching uniforms: jerseys, shorts, and socks must be the same color as all players on the same team.
3. Each player must have a clearly discernable permanent number on the back of their jersey (including alternate jerseys), which will correspond to their name on the Game Roster. (Permanently numbered T-shirts of the same team color are OK for this competition)
4. The goalkeeper's jersey will be distinct from both teams and the referee. Goalkeeper's jersey does not require a number. Referees will change in case of color conflict with teams or goalkeepers.

III. POINT SYSTEM AS FOLLOWS: MAXIMUM 10 POINTS PER GAME POSSIBLE

*6 POINTS FOR A WIN *3 POINTS FOR A TIE *0 POINTS FOR A LOSS

*1 POINT FOR EACH GOAL-MAX 3 GOALS

*1 POINT FOR A SHUTOUT

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IN THE CASE OF A FORFEIT, ALL GAMES FOR THE FORFEITING TEAM WILL BE COUNTED AS “FORFEIT GAMES” INCLUDING ANY GAMES PLAYED IN THE ROUND OF PLAY AND NO SCORES FOR THOSE GAMES RECORDED. **ANY TEAM WHO FORFEITS A GAME WILL BE REMOVED FROM THE COMPETITION and INELIGIBLE FOR CLASSIC LEAGUE QUALIFICATION FOR A MINIMUM OF TWO (2) YEARS.**

TIEBREAKERS

1. Goal Differential-no maximum
2. Goals For-no maximum
3. Tournament Committee Decision

IV. GAME DAY ROSTERS

Game Day Reports with both teams’ rosters will be generated from Got Soccer rosters for each team by the tournament committee and provided to referees for each match. **Only players properly registered in the database will be eligible to participate in this competition.** Each team must report their score to the tournament headquarters immediately after each game which will be verified with the Game Day Report results from the referee. Failure to report scores may result in loss of standing points.

V. LENGTH OF GAMES AS FOLLOWS:

<u>Age Group</u>	<u>Game Length</u>	<u>Ball #</u>
U11 - U12	2 x 25 minute halves	4

All games can end in a tie unless notified prior to the start of the game by a Classic League Tournament official that a winner must be determined from that match for advancement or qualification purposes.

There will be water breaks during every game. The clock will NOT stop.

VI. INCLEMENT WEATHER:

In the event of inclement weather, the Tournament Committee will determine if games are to be suspended. If games are suspended teams and spectators should go to the parking lot and stay in their cars-do not leave the complex until you know the games will not be resumed. If play can be resumed a Tournament official will sound the ALL CLEAR and play will resume at the point it was suspended. Games may be temporarily suspended in the 1st or 2nd half with the intention of resuming play as soon as possible. If games can not be resumed, reschedule information will be posted to the internet website and on the league hotline. **DO NOT LEAVE THE COMPLEX UNTIL YOUR COACH OR MANAGER TELLS YOU GAMES ARE CANCELLED.** Either the coach

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or manager should check with the Tournament complex headquarters for more information before leaving.

Games MUST BE COMPLETED to be considered for this competition.

All field conditions for changes and/or closings will be posted on:

WEATHER HOTLINE – 972/738-9000-Option 1

WEBSITE: WWW.CCSAI.ORG

VII. PROTESTS:

1. ALL REFEREE DECISIONS ARE FINAL!
2. No protests will be allowed except for use of an ineligible player.
3. All protests must be submitted in writing by the Coach or Manager to the Classic League Tournament Committee at the Complex Headquarters within two (2) hours after the incident with a \$200.00 cash fee.
4. If the protest is upheld the fee will be refunded. If denied the fee will be forfeited to the CCSAI Classic League.
5. Decisions made by the Classic League Tournament Committee will be final.

IF A SITUATION ARISES THAT IS NOT COVERED IN THESE RULES THE CLASSIC LEAGUE, NTSSA AND/OR USYS RULES WILL GOVERN.

VIII. MISCONDUCT:

A "ZERO TOLERANCE" POLICY FOR SIDELINE MISCONDUCT WILL BE ENFORCED FOR THESE GAMES. THIS INCLUDES INAPPROPRIATE LANGUAGE, RACIAL SLURS, OR VERBAL ABUSE TOWARD REFEREES, PLAYERS, AND GAMES OFFICIALS ON AND OFF THE PLAYING FIELD.

1. Coaches and Managers are responsible for the behavior of their players and spectators.
2. Any player, coach, manager, parent, or spectator who is asked to leave the field by a game or Tournament Games official must report to the Complex Headquarters immediately-not at the end of the game. Players must be accompanied by their team manager or parent. Anyone sent-off must report to the Complex Headquarters immediately. After reporting to the Complex Headquarters they must remain at the headquarters location until their game is over or leave the complex.
3. The minimum suspension for anyone sent-off is one game. A suspended player must be present at their next scheduled game as a spectator, not with their team in the player bench area and not in uniform. An NTSSA Sit-Out Verification Form signed by the referee of the game the player sits out must be turned in before the player can play in their next scheduled game.
4. Suspended Coaches can not attend their next scheduled game with the team they received their suspension with. If they have another team(s) playing in the tournament they may attend those games. Coaches and Managers are also

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- required to have an NTSSA Sit-Out Verification Form turned in before they can return to their next scheduled game.
5. Foul & Abusive Language and Violent Conduct will not be tolerated and may require a hearing before a player, coach, manager, parent, or spectator can return to the tournament. Every attempt will be made to schedule the hearing prior to the next game of the suspended individual. Any verbal or physical abuse towards a game official will be referred directly to the NTSSA A&D Chairman under NTSSA/USSF rules. Again NTSSA Sit-out Verification Forms must be signed for each game the suspended individual sits out.
 6. Additional game suspensions may be added by the Classic League Tournament Committee depending on the severity of the misconduct. Fighting, Foul & Abusive Language, Racial Slurs, and Violent Conduct will not be tolerated either on the playing field or sidelines and will be dealt with severely.
 7. Misconduct on the part of any player, coach, manager, parent, or spectator considered detrimental to the tournament or the welfare of those participating, may be cause to withhold participation from the CCSAI CLASSIC LEAGUE. All persons participating in and/or attending this tournament are expected to conduct themselves in a mature and sportsmanlike manner.
 8. All Complex Rules are to be followed. The complete complex rules are posted on the Classic League's web site (www.ccsai.org). In particular, please observe the rules regarding no parking areas, NO DROPOFFS in the traffic lanes, no spectators behind or on the same side of the field as the player area, no pets allowed, *no team warm-up in the 18 yard goal area (including goal keepers)*, no scooters/skateboards/rollerblades/bicycles, and trash pickup (including all tape and bottle caps). Any team, player, coach, manager, parent, or spectator not complying with these rules will subject their team to tournament standing points being removed and/or fines at the discretion of the Classic League Tournament Committee.
 9. Field Marshall Volunteers will be on hand to assist with information pertaining to the games at their complex. These are volunteers and should be treated with respect for helping out. All issues pertaining to field conditions and problems should be directed to the tournament Complex Headquarters Classic League officials.
 10. Presbyterian Sports Care Trainers will be on hand at the complex to assist with playing injuries. If medical assistance is required, the trainers will assist in making the call for emergency medical notification. The Presbyterian Sportscare Athletic Trainers room is on the east side of the concession building to the back.
 11. NTSSA Rules for Misconduct of Youth Players/Coaches/Assistant Coaches will apply to this tournament regarding “cumulative cards”. A player receiving a “double yellow” sendoff in a single game will not be required to sit out their next game unless they have accumulated 3 or more cards in their tournament play. Cards accumulated in this tournament do not carry into league or other tournament play except for sit outs required per NTSSA rules at the next sanctioned game.