

2008 Twin City Classic Tournament Format and Rules

Tournament Format ¹

Groups with 4 Teams: 3 matches guaranteed; teams will play each other in a round robin format. The champion and runner up will be determined on points. Ties will stand in all games.

Groups with 5 Teams: 4 matches guaranteed; teams will play each other in a round robin format. The champion and runner up will be determined on points. Ties will stand in all games.

Groups with 6 Teams: 3 matches guaranteed; teams will be divided into 2 brackets of 3 (A & B). Each team will play the other 2 teams in their bracket and the third match will be a crossover match against a team from the other bracket. The team with the most points in each bracket will advance to the championship match. Ties will stand in preliminary matches.

Groups with 8 teams: 3 matches guaranteed; teams will be divided into 2 brackets of 4 (A & B). Each team will play the other 3 teams in their bracket. The team with the most points in each bracket will advance to the championship match. Ties will stand in preliminary matches.

¹ Does not apply to the Academy Division

Academy Division Format

Groups with 4 Teams: 3 matches guaranteed; teams will play each other in a round robin format. Scores and results will not be tracked.

Groups with 6 Teams: 3 matches guaranteed; teams will be divided into 2 brackets of 3 (A & B). Each team will play the other 2 teams in their bracket and the third match will be a crossover match against a team from the other bracket. Scores and results will not be tracked.

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Tournament Rules

Laws of the Game

All matches will be played in accordance with FIFA, USYS, & NCYSA laws, except where specifically modified by tournament rules.

Match Format

Age Group	# of Players	Ball Size ²	Length of Halves ³
U10	6 v 6 ¹	4	25
U11 – U12	8 v 8 ¹	4	30
U13 – U14	11 v 11	5	35
U15 – U18	11 v 11	5	40

¹ These matches will follow NCYSA rules for “small sided” play.

² Match balls are to be provided by the designated home team

³ Tournament directors or their designee may modify length of game

U10 Academy Division Only:

- Academy teams play in separate division against other Academy teams only.
- Rules to remain consistent with NCYSA Academy Tournaments Rules/Guidelines which will be provided on our website: www.twincityclassic.com or the NCYSA website :http://www.ncsoccer.org/Academy/academy_tournament_rules.pdf

Eligibility/Required Documents/ Roster Sizes

Teams and players must be registered with their respective state association. Official USYSA Match roster, laminated player passes and notarized medical releases forms for the 2008/2009 season must be presented at registration (all players including guest players must have laminated player passes and notarized medical release forms in order to participate in the tournament). Players must be born or after the date indicated by the age group in which they are to compete (see table below). Rosters must be original, or state approved copies with the original official stamp or embossed certification on the roster. Out-of-state teams must provide their Permission to Travel form approved by their state association.

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Age Group (2008/2009)	Max Roster Size	Max # of Guest Players
U10 (8-1-98) Academy	12	0
U10 (8-1-98) Challenge	12	3
U11 (8-1-97)	14	4
U12 (8-1-96)	14	4
U13 (8-1-95)	18	5
U14 (8-1-94)	18	5
U15 (8-1-93)	18	5
U16 (8-1-92)	18	5
U17 (8-1-91)	22	6
U18 (8-1-90)	22	6

Points & Advancement

A. Points will be accumulated in preliminary matches using the following scale:

Win = 3 points

Tie = 1 point

Loss = 0 Points

Any forfeit will be recorded as at 3-0 with 3 points awarded to the winner.

B. If a tie between two teams exists at the end of preliminary or round robin play, the following criteria will be used to determine the group winner.

1. Head to head competition
2. Goal differential (3 goal maximum per match)
3. Goals allowed
4. Most Shutouts
5. FIFA Penalty Kicks (at a time & location determined by tournament directors)

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If more than two teams are tied, head to head competition is excluded and steps 2 – 5 will be used to resolve the tie.

- C. If a Championship match ends in tie, the teams will have a 5 minute rest break followed by two 5 minute “golden goal” overtime periods where the 1st goal wins. A coin flip is used to determine choice of goals to defend. After the 1st overtime period, the teams will switch ends and substitutions may be made. The 2nd overtime period should begin immediately with no rest break. If the match is still tied after the 2nd overtime period, FIFA penalty kicks will be used to determine the outcome (Reduce to Equate FIFA Law will apply).

Forfeits

A five minute grace period will be allowed after the scheduled match start time before a forfeit is awarded. In order to start a match; 7 players must be present for U13 to U18; 6 players must be present for U11 & U12; 5 players must be present for U10.

Substitutions

Unlimited substitutions are allowed at the following times with the permission of the referee:

1. After a goal is scored.
2. At half time.
3. On goal kicks.
4. At throw in for the team in possession.
5. In case of injury (injured player only). The opposing coach may substitute a like number.
6. In case of a yellow card (carded player only). The opposing coach may substitute a like number.
7. Prior to any overtime period.

Note: All substitutes must enter the playing field from the halfway line with permission from the referee and should not enter the playing field until the player they are replacing has reached the touchline.

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Conduct

Players receiving a red or two yellow cards in a game, and coaches that are ejected in a match are automatically banned from their team's next tournament game. Any coach who is involved with multiple teams and who is ejected from a game must leave the complex until the game involving the ejection is completed. They are not allowed at that team's next game, but may return to the complex during the suspension time and attend the games of the other teams to which they are rostered or carded. Per FIFA, cards can only be shown to players. Spectators sent off from a match site are banned from all tournament play venues for the remainder of the tournament, unless readmitted by the Tournament Director. Violations deemed of a serious nature may require further disciplinary action such as banning further tournament play. The Tournament Director in consultation with the Referee Coordinator will decide this. All disciplinary measures imposed by the Tournament Director and Referee Coordinator shall be limited to placing restrictions upon an individual's participation in the tournament. The issuance of all red and yellow cards and other matters involving the conduct of a team, its players, coaches or supporters will be recorded on the match report (name of player, and his/her jersey number) and also reported to the home state association and the home league except that all matters involving referee assault or abuse shall, in accordance with USSF Policy 531-9, be referred immediately to NCYSA.

Spectator and Coaching Area

Players and coaches shall occupy the same side of the field. The home team (listed first) has the choice of which half of the field to occupy. All players and coaches must remain near the intersection of the touchline and the halfway line on their side of the field. All spectators must occupy the other side of the field opposite their players and coaches.

Players, coaches, and spectators must remain at least two yards behind the touchline. All players, coaches, and spectators must remain between the 18-yard and midfield lines on their side of the field. Coaches are responsible for the conduct of spectators with their team. All players, coaches and spectators are expected to conduct themselves in a sportsmanlike manner. Dissent will not be tolerated.

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Inclement Weather

In the event of inclement weather, the tournament directors reserve the right to make the following changes:

1. Relocate and/or reschedule any match, or discontinue the tournament.
2. Reduce the scheduled duration of any match with prior notification before the match is started (including reduction to FIFA penalty kicks).
3. At the discretion of the match referee, discontinue any match in progress. If $\frac{1}{2}$ the match has been played the result at discontinuation will stand. If less than $\frac{1}{2}$ the match has been completed, the match will be rescheduled. If it is not possible to reschedule the match and the match has bearing on advancement or determining a group winner in round robin play, FIFA penalty kicks may be used.
4. Cancel any match in the preliminary rounds or round robin play that has no bearing on advancement to finals or determining a group winner.
5. No refunds shall be made to teams if the tournament directors cancel any portion of the tournament.

Every attempt will be made to have all matches played. However, the safety of players, referees, coaches and spectators is the tournament's primary concern followed by fairness to the affected teams and the completion of the tournament. Therefore, the tournament director's decisions are final and not subject to appeal.

Excessive Heat – in the event that the temperature is forecasted to reach 95°; a two minute water break will be taken in each half of all matches. The match clock will stop during this break and all players should remain on the playing field.

Protests

No protests will be allowed. All judgment decisions of the referees are final and binding. The tournament directors reserve the right to decide all matters pertaining to the tournament and those decisions are final.

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Player Equipment

In general, Law IV of FIFA Law applies. The referee shall be the final authority.

General

- All divisions are created based on information provided on the application, and with the tournament committee's knowledge of teams in order to provide balanced competition for all participants.
- The tournament committee reserves the right to combine age groups and/or levels of play (classic & challenge) where appropriate. In the event that groups are combined all impacted teams will be notified and given the opportunity to withdraw from the tournament and receive a full refund.
- Tournament entry fees are not refundable once a team has been notified of its acceptance into the tournament.