# 402 Spring Classic Rules

## Laws of Play

- FIFA Laws of the Game apply, with modifications by USYSA, state association, and tournament-specific rules.
- Rules may change before the tournament start; final rules will be published on the website and will be available during check-in
- Players can only play on one team during the tournament. Violators will cause the team to forfeit the game players were involved in.

## Team, Player and Coach Credentials

- All players must be registered to the team and be in good standing with USYS or affiliate.
- Max of 5 guest players allowed; guest forms will be required for all guest players.
- Laminated coach/player ID cards (or integrated on state-approved roster) are required at every match.
- State-certified roster must be submitted during on-site check-in at least 30 minutes prior to first game.
- All medical release forms for all players must be available during on-site check-in.

## Travel Policy

- Out-of-state teams: Permission to travel form will be required.

## Equipment and Uniforms

- Shin guards are mandatory
- Matching uniforms; no duplicate jersey numbers
- Home team will be required to change colors if there is a conflict
- Goalkeeper must wear a distinct color.

## Playing Conditions and Weather

- Games will be played as scheduled, unless weather conditions and field conditions become unsafe.
- Only the tournament director(s) can alter schedules and/or formats
- Games count as complete if one half is played before stoppage.

## Point System

| Result | Points |
|---|---|
| Win | 3 |
| Tie | 1 |
| Loss | 0 |
| Forfeit | Opponent gets 4 – 0 win |

## Tiebreakers (in order)

- Head-to-Head (only if 2 teams tied)
- Goal Differential (max +4 per game)
- Goals For (max 4 per game)
- Goals Against
- Most Wins
- Most Shutouts
- Penalty Shootout

## Division Formats

- Each structure depends on the number of teams in the division (3 to 8 teams). Includes round robins, semifinals and finals based on placement. See Division Structure document on website for more information.

## Substitutions

- Allowed with referee's consent.
- Teams which forfeit any game during the tournament cannot advance to semi-finals/finals round.

## U9/U10 Build-out Line (7v7)

- Promotes building out from the back.
- Opposing players retreat behind build-out line on goal-kicks or keeper possession.
- No punts/dropkicks; violations result in indirect free kick.
- The build-out line is determining line for offsides calls.

## No Heading Rule

- No heading for U11 and younger.

## Minimum Number Players to Start Game

| Format | Minimum Players |
|---|---|
| 7v7 | 5 |
| 9v9 | 7 |
| 11v11 | 7 |

## Pregame Check-in

- Referee will need an approved paper roster from on-site check-in during the pregame check-in
- No digital copies of player cards will be allowed.
- Referee will keep the roster and the game card after the match to submit the score and any cautions or ejections.

## Game Length

- U7-U8 (5v5): 4 10 minute quarters
- U9-U10 (7v7): 2x25 minute halves
- U11-U12 (9v9): 2x30 minute halves
- U13-U15 (11v11): 2x35 minute halves
- No Overtime.  During Semi-finals/Finals directly to PK's

## Penalty Kicks during Semi-finals/Finals ONLY

- Follow FIFA rules (5 players each, then sudden death).
- Only players on the field at end of regulation may participate.

## Red Cards

- Must report to HQ with coach after game.
- Automatic 1-game minimum suspension (possibly more).
- Red in final = suspension in next year's tournament and will be reported to state association.

## Referee Abuse

- Zero tolerance; player, coach, or spectator may be removed from complex and reported to state association.

## Refund Policy

- No refunds after acceptance into the tournament

## Eligibility

- All teams and players must be affiliated with USYSA or a sanctioned affiliate.
- Players can only be registered to one team and participate with one team in the tournament.
- Player passes and rosters may be checked before each match.

## Game Roster

- Once a team has checked in/registered, no roster changes are allowed.  (No additions or removals at any time)

## Team Discipline

- Coaches are held accountable for the behavior of players and fans.
- Verbal abuse toward opponents or referees by anyone associated with the team will not be tolerated.
- Violations may result in:
  - Game forfeiture
  - Expulsion from the tournament
- Red card procedure:
  - The red carded player and their coach must report to tournament headquarters immediately after the match.
  - Eligibility for future games will be determined based on Nebraska State Soccer Association rules.

## Protests

- No protests are allowed for any reason.