

# Star City Fall 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 one hour 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**

| <b>Format</b> | <b>Minimum Players</b> |
|---------------|------------------------|
| 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-U19 (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.