

2018 PVSC SPRING CLASSIC RULES

CHECK-IN PROCEDURES: Each team must have: official team roster(6 copies), current player and coach passes 2017-2018, and medical release for each player which will be checked and approved before the first match. Pass cards must be signed by the state or club registrar. A team which has not presented a roster and player passes to a tournament official prior to its first game, shall forfeit its first game. Check in is at Best Western Pocatello Inn, 1415 Bench 5:00-9:00 p.m., or Thursday and Saturday at the Portneuf Wellness Complex Tournament Headquarters, minimum of one hour prior to first game. Teams may also check in at 181 Jefferson Street on Monday April 16, Wednesday April 18, and Friday April 20 from 10-2.

CATEGORIES, PLAYERS NUMBERS

U10 boys & girls	7v7
U11 & U12 boys & girls	9v9
U13-U19 boys & girls	11v11

Depending on the number of teams applying to play, it may be necessary to combine age groups to make proper brackets. The tournament director will make final decisions concerning bracketing of age groups and any adjustments necessary to create fair play, throughout the tournament.

ROSTER SIZE:

The roster of each 8v8 team shall have a maximum of 14 players.

The roster of each 9v9 team shall have a maximum of 16 players.

The roster of each 11v11 team shall have a maximum of 22 players with only 18 players participating per game.

No player may play for more than one team in this tournament.

A team playing an ineligible player shall forfeit the tournament.

DETERMINATION OF DIVISION WINNERS:

4 TEAM DIVISION: Each team will play each of the other teams once. The 2 teams with the most "win-loss" points will play in the Championship Game.

5 TEAM DIVISION: Division play will determine the first and second place for the tournament. Each team will play four games. The team with the highest points will be the Champion and the team with the second highest points will be awarded the Second Place medal.

6 TEAM DIVISION: Each team will play 2 preliminary games within 2 brackets. The 2 teams from each bracket with the most and second-most

“win-loss” points will play in the semi-final games. First place from bracket A will play second place from bracket B. First place from bracket B will play the second place from bracket A. The two semi-final winners will advance to the Championship Game. The two third place teams from the preliminary games will play a consolation game.

7 TEAM DIVISION: Each team will play two preliminary games within the group. First, Second, third and fourth place teams will advance to two semi-final games with first versus fourth and second versus third. Winners of the semi-final games will advance to the Championship game. The loser of one semi-final game will play the fifth place team in a consolation game. The sixth place team and the seventh place team from preliminary games will play a consolation game.

8 TEAM DIVISION: Each team will play 3 preliminary games within 2 brackets. Each bracket will consist of 4 teams. The team within each bracket with the most “win-loss” points after three games will advance to the Championship game.

9 TEAM DIVISION: Each team will play 2 preliminary games within 3 brackets. Each bracket will consist of 3 teams. The team from each bracket with the most “win-loss” points will advance to the semi-final games along with the second place team with the most “win-loss” points. First place from bracket A will play the second place team that advanced. First place from bracket B will play First place from bracket C. Adjustments will be made to ensure that teams do not meet repeat opponents in the semi-final. The two semi-final winners will advance to the Championship game. The loser of one of the semi-final games will play one of the third place teams in a consolation game. The two remaining second place teams will play each of the in consolation games. Teams must consult the official scoreboard to see when and where their consolation games will be played as the tournament director will make an effort to make sure these teams do not play someone from the same bracket as a consolation game if possible.

10 TEAM DIVISION: Teams will be divided into 3 brackets. There will be 3 teams in bracket A, 3 teams in bracket B and 4 teams in bracket C. Brackets A and B will play 2 preliminary games within their bracket. The team with the most “win-loss” points from bracket A and the team with the most “win-loss” points from bracket B will advance to a semi-final game. The winner will advance to the Championship game. In bracket C, each team will play 3 games. The team with the most “win-loss” points will advance to the Championship game. The second place team from bracket A will play the second place team from bracket B in a consolation game. The third place team from bracket A will play the third place team from bracket B in a consolation game.

12 TEAM DIVISION: Teams will be divided into 4 brackets of 3 teams each. Each team will play 2 preliminary games within their bracket. The team from each bracket with the most “win-loss” points will advance to the semi-final games with

the first A versus the 1st B and 1st C versus 1st D. Winners of the semi-final games will advance to the Championship game. The second and third place teams from bracket A will play the second and third place teams from bracket B. The second and third place teams from bracket C will play the second and third place teams from bracket D for consolation games. The second place teams will play each other and the third place teams will play each other.

BRACKET ALLOCATIONS: the number of entrants determines Bracket allocations. Game assignments may be rearranged by the Tournament Director to prevent repeating opponents or to provide teams competition out of their locale.

BRACKET STANDINGS: Bracket/pool play: If teams are tied at the end of regulation, the game will be recorded as a tie. Semi- final and final matches: games will be played until there is a winner. Semi-final games tied at the end of regulation time will go to penalty kicks per FIFA rules. Championship games tied at the end of regulation time will have (2) five minute periods for U14 and below and (2) 10 minute periods for U15 and above (no sudden death). If teams are still tied, FIFA kicks from the mark will be used to determine a winner.

Points will be determined as follows:

- 6 points for a win in regulation time
- 0 points for a loss in regulation time
- 3 points for a tie
- 1 point for a shutout
- 1 point for each goal scored, not to exceed 3 goals per game
- 1 point for each team for a 0-0 tie
- 7 points or the average of points earned in games played, whichever is greater for a forfeit

In the event of a tie, bracket winners and runner-ups will be determined with the following tiebreakers:

1. Head to head results during bracket play
2. If still tied, bonus points will be awarded in the following order:
 - a. 1 point for each goal scored in regulation play with a maximum of 3.
 - b. If still tied, 1 point for each shutout.
 - c. If still tied, total goal differential. (Goals scored in regulation time minus goals allowed, maximum of 3 goals differential per game.)
 - d. If still tied, goals allowed.
3. If still tied, winner will be determined by Penalty Kicks according to FIFA rules.

If more than two teams are tied, the tiebreakers system will be used step by step. Each time one team is eliminated by the tiebreaker, the Tournament Director will go back to

the beginning of the tiebreaker system and go step by step. This process will be used until the tie is broken.

NO OVERTIMES: No extra time will be added to regulation games ending in a tie.

GAME LENGTHS: All preliminary and semi-final games will be as follows:

U10-U12	Two 25-minute halves
U13-U14	Two 30-minute halves
U15-U16	Two 35-minute halves
U17-U19	Two 40-minute halves

All Championship games will be as follows:

U10-U12	Two 30-minute halves
U13-U14	Two 35-minute halves
U15-U16	Two 40-minute halves
U17-U19	Two 45-minute halves

FORFEITURE: if a team does not show by the scheduled time with the minimum number of players, the game is a forfeit. A game that is a forfeit will be scored 2-0 and the winning team will receive points for a win in regulation time.

PLAYER EJECTIONS: Should a player be ejected from a game, he/she will not be allowed to play the next scheduled game. The player pass will be confiscated by the referee and turned into the field marshal. The coach or representative of that team may pick up the player pass after the one game suspension has been served. Any team (player, coach or parent) that is guilty of assault on a Referee will be removed from further tournament play.

MINIMUM NUMBER OF PLAYERS: The minimum number of players to start a game is as follows:

11 v 11	7 players
7v7	5 players
9 v 9	6 players

A team with fewer than the required number of players during a game will forfeit and the score will be registered as per the "FORFEITURE" section of these rules. Teams are required to start play if 7 players are present.

SUBSTITUTIONS: Unlimited and as follows:

- 1) Prior to either team's throw-in if the player is at the center line and ready
- 2) Prior to a goal kick by either team.

- 3) After a goal is scored by either team.
- 4) Injury, if play is stopped, the injured player will be substituted.
- 5) After a yellow card is given. (Voluntary by coach)

GAME BALL:The home team will present 2 games balls to the referee before the game.

BALL SIZE: Size 4 balls will be used for U10-U12 games. A size 5 ball will be used for U13-U19 games.

RULES OF CONDUCT: Coaches have the responsibility for the conduct of players, bench and spectators at all times. If in the opinion of the officials, a game must be terminated for the misconduct of players, bench or spectators, the offending team can be suspended from further play, forfeit that game and all remaining games. All previously earned points will remain as players. Absolutely no heading in u10-u11/12.

PROTEST: Decisions by the field officials, referees and Tournament Director are final. No protests will be accepted.

TOURNAMENT HEADQUARTERS: Tournament Headquarters will be at the Portneuf Wellness Complex. Official scores will be posted and updated at gatecitysoccer.org.

FIELD LOCATIONS: Bannock County Fairgrounds Soccer Complex and Portneuf Wellness Complex

JERSEY COLOR CONFLICT: If there is a conflict in the jersey colors, it is the responsibility of the HOME TEAM (the team listed first on the schedule) to change to an alternate color.

ALCOHOLIC BEVERAGES AND SMOKING: Use of alcoholic beverages and smoking are prohibited on all fields.

DOGS: Dogs are NOT ALLOWED at the soccer complex during play. Individuals bringing dogs onto the fields will be asked to leave the facility.

BICYCLES: Bicycles create a hazard for players and spectators and therefore, must be left at the perimeter of the facility.

MEDICAL HELP: Contact the field marshal at your complex for directions and assistance to the nearest medical facility. Trainers and medical personnel will be available at each complex.

AWARD PRESENTATIONS: All first and second place teams must report to field headquarters at Portneuf Wellness Complex.