

# Fall Ball Classic Playing Rules

## 1) RULES

Rules of the Fall Ball Classic shall be the 'Laws of the Game' as published by FIFA with those modifications as stated herein.

- a) Goalkeeper may not be fairly charged in the goal box.
- b) Substitutions may be made, with the consent of the referee;
  - Before a throw-in in your favor – opponent may substitute if throwing team does.
  - Before a goal-kick
  - After a score by either team.
  - At half time.
  - After an injury, by either team, when the referee stops play.
  - After a caution, one for one by both teams, if the cautioned player is substituted.
- c) The game clock will not be stopped because of injury to any player, except if deemed necessary by the referee. Due to the time allowed for the completion of all games, the clock should run continuously.

## 2. TEAM AND PLAYER REQUIREMENTS

- a) Team rosters will be limited to (18) players for ages U-13 and above, (14) for U-11-U12 and (12) for U8-U10.
- b) Five (5) guest players will be allowed on (U13-U14) teams and four (4) guest players will be allowed on (U8-U12) teams. A player may only play for one team during the Tournament. No roster changes will be permitted after a team roster has been approved at tournament registration.
- c) "Trapped eighth graders" will be permitted to play as long as the player is on the team's original roster. Trapped eighth graders will not be permitted to play as a guest player on a team.
- d) All players and coaches must carry a valid USYSA pass or card or the approved pass/card of the team's member organization. Passes will be checked prior to the start of each match. Emergency medical forms for each player must be carried to every game.
- e) The home team will be responsible for using an alternate color uniform if necessary, and shall supply a suitable game ball (as determined by the Referee).

## 3. STANDARDS OF CONDUCT

- a) All participants will be expected to maintain high standards of conduct during the tournament. These standards are expected of players, referees, and spectators.
- b) There shall be no dissent between players and/or coaches and the referee. Questioning a referee is considered dissent. All coaches are responsible for the actions of his or her spectators, specifically verbal abuse of referees. Such abuse will not be tolerated! Violation may result in forfeiture of the game and/or expulsion from further play.
- c) Any player or coach ejected from a game will be ineligible to participate in the next scheduled game. The player/coach pass is to be turned in to the referee headquarters immediately following the initial suspension game. If dismissed in the last game, card will be returned to state association.
- d) Any player or coach who receives an accumulation of two (2) yellow cards or a red card in a game must sit out the next game.
- e) All coaches will remain within 20 yards of the centerline on their half of the field, on the side opposite of both team's spectators.
- f) Spectators may be ejected from the park for improper conduct, at the discretion of the tournament officials.

## 4. DURATION OF GAME

Preliminary / Championship games will consist of the following:  
Age Format and Ball Size

- U8-U10 (6v6) 50/50 minutes / size 4
- U11-U12 (8v8) 50/60 minutes / size 4
- U13-U14 (11v11) 60/70 minutes / size 5

The Directors reserve the right to adjust the game length for conditions beyond their control.

## 5. 6 V 6 RULES

- a) U8 and U9 will play with a single official. U10 will play with a three-man system. FIFA offside rule will apply at U10 level.
- b) Offside: U8 and U9 ages only  
For a player to be offside he/she must be in a "flagrant" offside position and trying to gain an advantage from such offside position when the ball is played to him/her.

## 6. PROTESTS

Must be presented in writing to the Tournament Headquarters within one (1) hour of completion of game and must be accompanied by a fee of \$100. Referee judgment shall not be a basis for a protest. Coaches wishing to file a protest shall notify the referee of his/her intention before the completion of the game.

## 7. SCORING

All scores will be posted at the tournament headquarters-Miami Whitewater Fields-and your field site. Scores posted on the internet are not official.

At the end of the game, the Referees and each coach are to sign the official game envelope certifying final score and turn in to Field Marshall

Bracket standings leading to championship play, will be determined on the following basis.

- a) Points.
  - Win = 3 points
  - Tie = 1 point
  - Loss = 0 points
- b) The score of a forfeited game shall be recorded as 2-0 in favor of the team not forfeiting, if; 1) the game has not commenced, or 2) the game has commenced and the non-forfeiting team has less than a 2 goal lead at the time of cessation. If the non-forfeiting team has more than a 2-goal lead at the time of cessation, the score shall stand. Forfeiture will be declared for a failure to begin play within ten (10) minutes of game time. Failure to complete a match or a team leaving the field during play may result in forfeiture. In no case will a team which has forfeited a game be declared a group winner or wild card.
- c) In the event of ties in point standings, the following sequence will be used:
  - 1) Result of head to head game (2 teams only)
  - 2) Highest total net score for tournament games. Net score = goals scored, less goals scored against. A maximum differential of 4 goals per game will account for this purpose.
  - 3) Fewest goals allowed.
  - 4) Penalty kick elimination: FIFA rules.
- d) In the event of ties at the end of semi-final and championship round games, winner will be determined as follows:
  - 1) Two ten-minute overtime periods will be played, both mandatory.
  - 2) Penalty kick elimination as above. Only players on the field at the end of the second overtime are eligible for penalty kicks.

## 8. AWARDS

First and second place team and individual awards will be awarded after the final game for all ages. Only team members and registered guest players will receive a trophy. Coaches are not eligible to receive an individual award.

## 9. WEATHER/RESCHEDULES

Games shall be considered completed if the first half has concluded and play is stopped by either the Field Referee or the Tournament Directors. The score at the stoppage of play will be the final game score. If the first half has not been completed and the game is stopped, every effort will be made to complete the game, or play to complete at least the first half and record the score as final. If the game is canceled before it starts every effort will be made to reschedule the game.

Note: If necessary, game lengths may be shortened to accommodate scheduling requirements. It is the responsibility of each coach to check Tournament Headquarters for reschedule information. However, in the event that rescheduling is not possible, and game cancellation creates a situation where teams within the division are unable to play an equal number of qualifying games, the group winner will be determined on the basis of average tournament points for games played (including the tie breaking procedure). The team with the highest average points will be declared the winner of the group. In the event there is a tie which cannot be resolved by point averaging, the advancing team will be determined by a coin toss, or penalty kicks, per FIFA as directed by the Tournament Directors.

The Tri-State Futbol Alliance shall not be responsible for any team's expenses due to weather related cancellation of games.

## 10. CANCELLATIONS

If the Tournament is canceled due to events beyond the control of the Tournament Committee, the Tournament will not be required to make any financial reimbursement.

## 11. FINAL RULINGS

The final interpreter of the foregoing rules and regulations, and also any matters not provided for in these rules will be the Tournament Directors, whose decisions shall be final.