



## **Sporting Classic Tournament Rules**

Sporting Classic will follow USYSA and US Club guidelines with exception of rules listed below. All players, and coaches must be registered with USYSA, US Club through their state association or USSSA. State Rosters, Players Passes, Medical Waivers, Travel Permits (if necessary) and Guest Player Forms are required.

### **Team Acceptance**

1. The tournament committee reserves the right to accept or reject any team application.
2. Teams are not considered accepted until notified by Alec Smith, or Ngozi Gregory the Tournament Committee
3. Accepted teams are required to have valid, laminated player cards with a photograph for the 2022/2023 season for each player and 2022/2023 medical release forms for each player.
4. This is a stay to play event. Accepted teams traveling more than 80 miles are required to make overnight accommodations through our hotel provider. Hotel reservations must be made by no later than August 5. You can make your reservations through GCI Travel.

### **Player Eligibility**

All players must be registered through US Club, USYSA through their respective association or USSSA. Player passes must be current and valid.

Players are allowed to play on two teams as long as the teams are in two different age groups. However, the player must play in the same level as their primary team. For example, a player playing in the U12 Gold division can't play in the U13 Bronze division.

**No player can play down an age group.**

Sporting Classic is open to ALL Division teams. The Tournament Committee has the right to decline acceptance to the tournament. A certified roster must be submitted at check-in. There is a maximum of 3 guest players per roster.\*\*

***Learn more at [SportingKCYouth.com/SportingClassic](https://SportingKCYouth.com/SportingClassic)***



### Team Check-In Details

Online Check-In Deadline: Wednesday, August 24, 2022 at 11:59PM

In Person Check-In Details: Friday, August 26th, 2022 from 4-9PM at Compass Minerals Sporting Fields and Swope Soccer Village.

This tournament is sanctioned through **KSUSA**. USYSA teams not registered through KSUSA must provide travel permits. **MYSA youth clubs must submit a travel permit**. US Club and USSSA registered teams do not have to submit travel permits at check in.

Please provide the following at check in (alphabetical order preferably)

- Official State Roster
- Player cards
- Medical Waiver Forms
- Travel Permit (if necessary)
- Guest Player Form (if necessary)

### Pre-Game Procedure

Field Marshals or Referees will conduct pregame check in before each game, to minimize delay between games, always keep your player cards easily accessible throughout the tournament. They will be checked before each game. The referee may review the results of check in with field marshal and make final ruling on any question. Any player who arrives after pre-game procedure can only enter the game once all game officials verify player is eligible and then with permission of the center referee allowed onto the field.

### Roster and Duration of Game

Age Group	Duration of Game	Ball	Halftime	Max Roster Size	Max Number of Guest Players
U9-U10 (7v7)	2 x 25 Minutes	4	5 Minutes	14	3
U11-12 (9v9)	2 x 25 Minutes	4	5 Minutes	16	3
U13-U15 (11v11)	2 x 30 Minutes	5	5 Minutes	22	3

**Sporting Classic Tournament will not use build out lines**

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### **Player Equipment/Uniforms**

- No jewelry.
- All players must wear shin guards.
- Casts/Orthopedic Braces are permitted at discretion of referee.
- Players must wear uniforms with numbers on the back that correspond with official roster submitted at check-in.
- If uniform colors are similar, the home team will change colors. Home team will be indicated on final schedule.
- If a game ball is not provided by the tournament, the home team will provide game ball.

### **Heading Restrictions**

- Players ages 11 and under who deliberately head the ball will result in an indirect free kick for the opposing team at the location of the offense.

### **Substitutions**

Substitutions are unlimited. Substitutions will be made with the consent of the referee.

### **Red Card**

Any player or coach who receives a red card will not be allowed to participate in his/her next scheduled game and a substitution cannot be made for that player.

If a coach who receives a red card and coaches a second team, the second team will not be affected, and the coach will be allowed to coach their second team. For example, if a coach receives a red card in his/her U12B game but also coaches a U10B team. That coach can coach his/her U10B team, but will not be allowed to coach the next game for his/her U12B team.

### **Red Card Referee Procedure**

If player receives a red card, referee will keep the player card, complete necessary documentation after the game, and turn player card into referee headquarters. After documentation is complete, that is when team manager, coach, or player can pick up the player card.

### **Scoring**

In preliminary rounds, point system will be as follows:

- 3 points for win
- 1 point for tie
- 0 points for loss
- Goal differential (max 4 goals per game)

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### **Format for Various Bracket Sizes**

**Bracket of Four:** Played as a single group of four teams in a round robin format, with the two teams accumulating the most points advancing to the final.

**Bracket of Five:** Played as a single group of five teams with all teams playing each other once. The team accumulating the most points will be announced the Champion. The team accumulating the second most amount of points will be the Finalist.

**Bracket of Six:** Played as two groups (Group A & Group B) of three teams. Each team will play their two group opponents plus one crossover game. The team in Group A to accumulate the most points will advance to the Championship Game. The team in Group B to accumulate the most points will advance to the Championship Game.

**Bracket of Eight:** Played as two groups of four teams. The winner of each round robin group will play a final game to determine the Champion and Finalist.

### **Scheduling**

**League games will not be considered in tournament schedule. To ensure there are no coaching conflicts, black out August 26-28 before your league's deadline.**

### **Tie Breaker**

In the event there is a tie in points during preliminary round standings, the following procedure will be used.

- Head-to-head competition (this criterion will not be considered in the case of a tie among more than two (2) teams.
- Winner of most games
- Goal differential (Maximum of four (4) per game)
- Fewest goals allowed
- Most shutouts
- Penalty kicks

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### **Overtime**

There will be no overtime in any group game. FIFA style penalty kick shootout will determine the winner the Championship game.

### **Forfeits**

Minimum number of players required for each game is below. 10-minute grace period will be allowed beyond scheduled kick-off time before forfeit is declared. If a team fails to complete a match, or fails to show up for a match, a forfeit is declared. Forfeits will be recorded 4-0.

<b>Age Groups</b>	<b>Minimum Number of Players Needed to Start</b>
U8-U10 (7v7)	4
U11-12 (9v9)	5
U13-U15 (11v11)	7

### **Protests**

There will be no protests allowed. Under certain circumstance can a referee's decision of a yellow, red-card or coach or team ejection be reviewed or overturned. All disputes will be resolved immediately by the Tournament Committee.

### **Refund Policy**

If a team withdraws 30 days **before** tournament play begins and after acceptance notification, a 20% administration fee will be held. If a team withdraws **less** than 30 days before tournament play, no refund will be given.

In the case less than two (2) guaranteed games are played, a refund may be given at a rate determined by the tournament committee. This is usually comprised of the registration cost, minus the administration fee, divided by the number of guaranteed games not played. But if a team plays at least two games, no refund will be given.

If tournament is cancelled by the decision of the tournament committee, a refund of the registration cost minus a 20% administration fee will be given.

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### **Inclement Weather**

All options will be explored to ensure all teams play their scheduled matches. In the case of severe weather, the Tournament Committee will use their discretion to shorten or postpone the game. Only the Tournament Director can cancel a game.

Game is considered a match if it goes to halftime. 1-1 if cancelled prior to halftime.

Weather systems in place for Compass Minerals Sporting Fields will account for Compass Minerals National Performance Center.

Swope Soccer Village will follow their own weather system.

Weather delays will be communicated via email and social. Follow our social media accounts for updates.

[Youth Facebook](#) | [Youth Twitter](#) | [Youth Instagram](#)

### **Tournament Committee**

It is the responsibility of the Tournament Committee to understand and employ these rules in a manner consistent with fair play and the spirit of the game. For issues not specifically addressed herein, and/or issues that become subject to interpretation, all decisions made by the Tournament Committee are final.

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