



Sporting Classic Tournament Rules

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

Section I. Team Acceptance

- a) The Tournament Committee reserves the right to accept or reject any team's application.
- b) Teams are not considered accepted until notified by Alec Smith, or Phil Gomez of the Tournament Committee.
- c) Accepted teams are required to have valid, laminated player and coach ID cards with a photograph for the current seasonal year (August 1 – July 31) for each player and a current seasonal year (August 1 – July 31) medical release form for each player.
- d) This is a stay to play event. Accepted teams traveling more than 80 miles are required to book overnight accommodations through our hotel provider GCI Travel. Hotel reservations can be made by going to the [Sporting Classic homepage](#).

Section II. Player Eligibility

- a) All players must be registered through USYS, or US Club through their respective state association or USSSA. Player ID cards must be of the current seasonal year and valid.
- b) Players are allowed to play on two different teams, just as long as both teams are in two different age groups.
- c) **No player can play down an age group.**
- d) 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 the time of check in due date found on the website.
- e) There is a maximum of 5 (five) guest players per roster.



Section III. Team Check-In Details

- a) Free Online Check-In will be done for all teams. The deadline is listed on the Sporting Classic website and must be completed by 11:59PM that date.
- b) **Sanctioning & Travel Permit Info:**
 - i. This tournament is sanctioned through both Kansas State Youth Soccer Association (KSYSA) and Missouri Youth Soccer Association (MYSA).
 - ii. All other USYS teams (not registered through KSYSA or MYSA) must provide travel permits at check in.
 - iii. All US Club or USSSA registered teams do not have to submit travel permits at check in.
- c) Please provide the following at check in (alphabetical order preferably)
 - Teams Official State Roster
 - Teams laminated Player and Coach ID cards
 - All players Medical Waiver Forms
 - Travel Permit (if necessary)
 - Guest Player Form (if necessary) (*max of 3 guest players per roster*)

Section IV. Pre-Game Procedure

- a) Field Marshals or Tournament Committee will conduct pregame check in before the tournament begins, to minimize delay between games. Always keep your player & coach ID cards easily accessible throughout the tournament. In the event of a discrepancy, player and/or coaches' cards will be checked to ensure they match the tournament submitted roster.
- b) The referee may review the results of check-in with field marshal and make final ruling on any question.
- c) Any player who arrives after pre-game procedure can only enter the game once all game officials verify player is eligible and with permission of the center referee to allow them onto the field.



Section V. 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.

Section VI. Overtime

- a) Overtime periods will NOT pertain to Group Play. Tie games at the end of regulation playing time in Group Play will stand as a tie.
- b) FIFA style penalty kick shootout will determine the winner the Finals.

Section VII. Player Equipment/Uniforms

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

Section VIII. Heading Restrictions & Head Injury Policy

- a) **Heading is prohibited in the Under 11 and below age group divisions.**
 - i. A header by these players (whether deliberately or accidentally) shall result in an indirect free kick awarded to the opponent at the spot of the offense.
 - ii. If the header (whether deliberately or accidentally) occurs within the goal area, the indirect free kick shall be awarded to the opponent taken on the goal area line parallel to the goal line at the point nearest to where the infringement occurred.



- b) If a player suffers a significant blow to the head, and is suspected of having suffered an apparent head injury during the course of a game, the team **MUST** substitute the player or remove them from play to be seen by the event's Health Care Professional. The player may re-enter at any stoppage of play when cleared.

Section IX. Substitutions

- a) Substitutions shall be **UNLIMITED** and made with the consent of the referee during any stoppage of play, except during Penalty Kicks.

Section X. Red Cards

- a) Players receiving a red card during game play:
 - i. Will NOT be allowed to compete in their teams next immediate schedule game.
 - ii. The team will play down a player for the remainder of the match and shall NOT be replaced by a substitute.
 - iii. The players' laminated ID card shall be surrendered to the referee to bring back to event headquarters to complete the necessary documentation after the game. Once documentation is completed by the referee then the coach or manager may pick up the players laminated ID card.

- b) Coaches/Technical Staff receiving a red card during game play:
 - i. They will need to be removed from the field and its immediate surroundings before play can be restarted.
 - ii. They are prohibited from participating in the next immediately scheduled game played by the team, they were coaching at the time of the red card ejection.
 - Example: A coach receives a red card in their U12B game but also coaches a U10B team. That coach can coach their U10B team but will not be allowed to coach the next game for their U12B team.
 - iii. The coaches/technical staff's laminated ID card shall be surrendered to the referee to bring back to event headquarters to complete the necessary documentation after the game. Once documentation is completed by the referee then the coach or manager may pick up their laminated ID card.



Section XI. Scoring Method

- a) In preliminary rounds, point system will be as follows:
 - i. Three (3) points for a win
 - ii. One (1) point for a tie
 - iii. Zero (0) points for a loss

Section XII. Tie Breaker

- a) In the event teams are tied on the basis of points earned, the teams placement will be determined in accordance with the following sequential criteria:
 - i. **Winner of Head-to-head competition** (this criterion is not used if more than two teams are tied).
 - ii. **Winner of most games.**
 - iii. **Goal differential** (goals scored minus goals against) with a maximum of four (4) goals per game.
 - Example: If the score were 7-1, the calculation would be +4 goals for the winning team, and -4 goals for the losing team.
 - iv. **Fewest goals allowed.**
 - v. **Most shutouts.**
 - Shutouts given due to weather cancellations will not be factored in tie-breaker
 - vi. **Coin Toss**

Section XIII. Format for Various Bracket Sizes

- a) **Bracket of Four:**
 - i. Single group of four teams in a round robin format.
 - ii. The top two finishers based on points & tiebreaker procedures advance to the final.
- b) **Bracket of Five:**
 - i. Single group of five teams in a round robin minus one format.
 - ii. Finishers 2 and 3 after three games will play fourth game based on points & tiebreaker procedures will be announced as Champion and Finalist.
 - iii. NO final will be played.
- c) **Bracket of Six:**
 - i. Two groups (Group A & Group B) will each have three teams.
 - ii. Each team plays two group games and then a cross over game.
 - iii. The top finisher based on points & tiebreaker procedures in Group A and Group B will advance to the Final.



d) Bracket of Eight:

- i. Two groups (Group A & Group B) will each have four teams.
- ii. Each team plays within their own group round robin.
- iii. The top finisher based on points & tiebreaker procedures in Group A and Group B will advance to the Final.

Section XIV. Scheduling

- a) **League games will not be considered in the tournament schedule. To ensure there are no coaching conflicts, black out the Sporting Classic event dates before your league's deadline.**

Section XV. Forfeits

- a) The minimum number of players required for each game is below.

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

- b) A 10-minute grace period will be allowed beyond the scheduled kick-off time before a forfeit is declared.
- c) If a team fails to complete a match, or fails to show up for a match, a forfeit is declared.
- d) Forfeits will be recorded as 4-0 loss.

Section XVI. Protests

- a) Protests must be brought to the tournament committee within an hour of incident.
- b) Under rare circumstances can a referee's decision of a yellow, red-card or coach or team ejection be reviewed or overturned.
- c) All disputes will be resolved immediately by the Tournament Committee.



Section XVII. Withdraw & Refund Policy

- a) Withdraw 30 days before event and after acceptance:
 - i. The team will receive an 80% refund. A 20% administration fee will be held from registration fee.
- b) Withdraws less than 30 days before event & after acceptance:
 - i. No refund will be given to the team.
- c) Less than three (3) games are played:
 - i. A refund may be given at a rate determined by the tournament committee.
 - ii. This is comprised of the registration cost, minus a 20% administration fee, divided by the number of guaranteed games not played.
 - i. Example: If a team pays \$650 and only plays two (2) games, they will be given a refund of \$174.
- d) If the tournament is cancelled by the decision of the tournament committee, a refund of the registration cost minus a 20% administration fee will be given.

Section XVIII. Inclement Weather

- a) All options will be considered by the Tournament Committee to ensure all teams play their scheduled matches. This may be done but not limited to shortening game lengths or postponing the games.
- b) Suspension of games due to weather and/or field conditions considered dangerous to the players, spectators, referees, coaches, and tournament officials shall be at the discretion of the Tournament Committee.
- c) Only the Tournament Director has full discretion to cancel any games.
- d) If the game is delayed and/or cannot be restarted after it has already started, then the score of that game will be considered final. This is regardless of the length of time the game has been played.
- e) If the game is canceled by the tournament committee, the game will result in a 0-0 (zero-zero) draw.
- f) Weather systems in place for Compass Minerals Sporting Fields will account for Compass Minerals National Performance Center as well.



- g) Central Bank Sporting Complex (CBSC) will follow their own weather system.
- h) Weather delays and schedule changes will be communicated via text message. All participants (including coaches and managers) must opt-in to receive weather updates by texting "**CLASSIC**" to **833-641-0624**.

Section XIX. Tournament Committee

- a) 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.
- b) For issues not specifically addressed herein, and/or issues that become subject to interpretation, all decisions made by the Tournament Committee are final.