

2019 RULES AND REGULATIONS

South County Seaside Classic Tournament

All *Seaside Classic* soccer-tournament games shall be played in accordance with the *Laws of the Game* 2018/2019 published by FIFA; USYSA; and with the tournament additions & modifications shown below.

The 27th Annual *Seaside Classic* Soccer Tournament offers birth-year competition from U-9 to U-19 (girls and boys) in "Seaside," "Classic," and "Coastal" Divisions. Seaside Divisions are for those teams seeking a higher level of competition than Classic or Coastal Divisions. Divisions may be adjusted by the Tournament Committee depending on the number of teams entered into a given division.

This tournament has been organized to promote healthy competition between players of the game of soccer. It is hoped that all participants including the players, coaches and fans will join in the positive support of the referees and tournament officials. Coaches are reminded that they are responsible for the behavior of their players, managers and fans.

Accommodations

The Seaside Classic is pleased to partner with Halpern Travel LLC as our Official Tournament Housing Coordinator. Teams using overnight accommodations are **required** to use tournament housing as a condition of participation in the Tournament. Teams within commuting distance are not required to stay in hotels.

Insurance

A certificate of insurance evidencing liability and player medical coverage is **required** for any team not affiliated with US Youth Soccer. The minimum liability limits must equal or exceed \$1,000,000.00 and the minimum excess player limits must equal or exceed \$25,000.00. All players must sign a medical release waiver in order to participate in the Seaside Classic Soccer Tournament. In case of injury during travel or while participating in the tournament the Tournament Committee and SCYSC will not be liable.

Player Eligibility

All players must be born in the years indicated below to play in the indicated age divisions:

U-9: 2010	U14: 2005
U-10: 2009	U15: 2004
U-11: 2008	U16: 2003
U-12: 2007	U17: 2002
U-13: 2006	U19: 2000

Rostering

Coaches and players must be properly registered with an association affiliated with the United States Soccer Federation or their own national soccer federation. Proof of players' age and eligibility shall be by their appropriate player pass only (a driver's license or birth certificate, etc. will **NOT** be accepted). Players in the U9/U10 divisions do not require player passes; their ages will be certified by the rosters. The maximum roster size for any team playing 11v11 is 22 players and 3 coaches; for teams playing 9v9 it is 15 players and 3 coaches; for teams playing 7v7 it is 15 players and 3 coaches. Rosters and player passes **must** be submitted at Team Check-In prior to the commencement of the tournament.

Dual Rostering is permitted but only under the following conditions: a) players must be included on each team's roster at the time of team registration. b) players can only be dual-rostered to a team in an **older** age division. Dual-rostering a player to a team in a younger age division or on another team of the same age division is **NOT** permitted. **Under no circumstance may a player play on two teams in the same age bracket.**

Teams' rosters shall be frozen at the time of registration. The tournament committee reserves the right to make a determination regarding player eligibility at any time. **Any team using an ineligible player may be disqualified from the tournament and forfeit their registration fees.**

Guest Players

There is no limit to the number of guest players on a team. An 11v11 tournament team may have as many as 22 guest players (within specified roster limits) as long as they are all on an official signed by state registrar roster. HANDWRITTEN names shall be allowed up to 25% of the maximum roster size, e.g., for a roster of 22 you may have 6 such guests. If you bring a guest player, he or she must have at all times our completed official guest player form. All guest players must have a current, valid player pass and a completed medical release form. Both of these forms are available for download on our tournament website.

Passes at Start of Games

Before the start of every game the referee shall collect all player and coach passes for each team. Passes will be returned at the conclusion of each game. However, if any player/coach is sent off/dismissed from a game, his/her pass shall be retained by the referee and delivered to the venue headquarters. Subject to conditions indicated in 'Send Offs/Dismissals' on Page 3, the coach may retrieve the retained pass at the conclusion of the disciplinary period.

Forfeits

Teams playing 11v11 must field at least 7 players within 5 minutes of the scheduled start of the game or they shall forfeit the game. Teams playing 9v9 divisions must field at least 6 players within 5 minutes of the scheduled start of the game or they shall forfeit the game. Teams playing 7v7 must field at least 5 players within 5 minutes of the scheduled start or forfeit. Winners of forfeited games shall be credited with a 4-0 win.

Weather/Suspended Games

The tournament committee and the South County Youth Soccer Club shall not be responsible for any expenses incurred by any team or club if the tournament is canceled in part or in whole due to weather. In the event of inclement weather, the tournament committee shall have the absolute authority to make decisions as follows:

- Determine the fitness of fields
- Change the duration of any game
- Relocate/reschedule any game
- Scores of games suspended because of weather shall be final if the first half has been completed. The final score of such games shall be the score existing at the time of game suspension.
- Games suspended due to weather during the first half: the committee will attempt to reschedule if conditions permit and if fields are available. The committee reserves the right to decide on all matters pertaining to suspended game rescheduling. Rescheduled games are considered new and begin with no score. Games suspended in the first half and not rescheduled shall be recorded as tied 0-0, regardless of the score at the time of suspension.

Players' Uniform and Equipment

Players must wear prominent jersey numbers. In the event of guest players, a team may have duplicate jersey numbers. If there are duplicate jersey numbers all but one must be modified with tape during the game.

In the event of similar team colors, the home team (the team listed first on the schedule) shall change colors. All player equipment is subject to the approval of the center referee for each game. Coaches are responsible for checking for proper shin guards and footwear.

No jewelry or unprotected hard casts of any kind shall be allowed. Piercings **must** be removed, not just taped. Medical Alert IDs may be worn if taped securely to the body.

Ball Size/Format/Length of Periods

Division	Ball Size	Format	Length of Games
U-9 and U-10 Seaside, Classic, Coastal	4	7 v 7	25 minute halves Running time - No overtime periods
U-11 and U-12 Seaside, Classic, Coastal	4	9 v 9	30 minute halves Running time - No overtime periods
U-13 to U-19 Seaside, Classic, Coastal	5	11 v 11	30 minute halves Running time - No overtime periods

Sidelines

Coaches, substitute players and spectators are required to remain at least one yard behind the touch lines. Both teams shall be on the side of the field designated on the field map and on opposite sides of the midfield line. Coaches and substitutes must also remain at least ten yards from the midfield line. No player or coach may cross the midfield line to the side of the opposing team. Spectators may only be on the side opposite the team side. No one is permitted behind the end lines.

Games Played in U-9 & U-10 Divisions

- Each team shall field 7 players, including a goal keeper, with a minimum of 5 players required to start play.
- Games shall be played with offside restrictions.
- After gaining possession of the ball with his/her hands, the goalkeeper may throw it, place it on the ground to kick it, or punt it. If placed on the ground to be kicked, the ball is in play as soon as the keeper releases it and the keeper cannot pick it up again until it has been touched by another player. Infringement of this rule will result in an indirect free kick for the other team from the penalty spot. If punted, the ball must touch the ground or be touched by any player in the defensive half of the field. Infringement of this rule will result in an indirect free kick for the other team at the midfield line nearest point of contact.
- The penalty mark is eight yards from the goal line.
- Free kicks include direct and indirect kicks. Defenders must be at least 8 yards from the ball on free kicks.
- On goal kicks, players on the opposing team must retreat back to the midfield line.

Heading the Ball **Players are not allowed to head the ball in U-11 and younger divisions.**

The penalty for intentionally heading the ball is an indirect free kick awarded to the opposing team from the spot of the infringement. If the infringement is within the goal/penalty area, the indirect kick shall take place at the point on the goal/penalty-area line that is parallel to the end line nearest to where the infringement occurred.

Substitutions For All Age Divisions

An unlimited number of substitutions may be made by either team during stoppages of play.

- All substitutions must occur, with center referee's permission, at mid-field on the team side
- When a game is stopped by the referee due to a player injury, that player must leave the field and both teams are allowed an unlimited number of substitutions.

Referees

There shall be one referee for 7v7 games, and one center referee with two assistant referees for 9v9 and 11v11 games. Offsides will be called in 7v7 games by the center referee to the best of their ability. All decisions by the center referee are final and binding. Coaches, managers and other team officials are not permitted on the field of play without the referee's permission. Any coach, manager or other team official violating this rule is subject to disciplinary action by the referee and/or the Tournament Director or her designee.

Send Offs/Dismissals

Any player who is sent off shall not be allowed to participate in the next match of his/her team. At the discretion of the Tournament Committee any deliberate serious foul, or any violent or unruly conduct by a player, coach or team may also result in the ineligibility of said individual(s) or team for the next game or more, including the remainder of the tournament, without refund of registration fees. Any dismissed coach shall be disciplined by not being allowed to participate in the next match of the team he/she was coaching at the time of the dismissal. The Tournament Committee, if it deems appropriate, may impose additional sanctions, including denying that coach's involvement with any/all teams that he/she is involved with, for as much as the remainder of the tournament. If the sanction of a coach leaves a team without a documented coach available, only another individual bearing a current coaching pass for the same club may request permission to coach the team during the disciplinary period. The Tournament Director or her designee reserves the right to disqualify any team, player, coach, manager or other team official from the tournament for gross misconduct by its players, coaches, managers, officials, and/or fans.

Statement Regarding Concussions

Concussions are a significant risk to soccer players.

It is the responsibility of the players' coach (not the Seaside Tournament or its members; the South County Youth Soccer Club or its members; or referees) to assure that his/her players are medically fit for participation in tournament play.

It is strongly recommended that any players receiving a blow to the head be immediately removed from play by the coach to be evaluated for signs of, or reporting symptoms of, a concussion (see Table on page 4).

A coach should not allow a player to return to play after exhibiting signs or symptoms of a concussion until he/she has been evaluated and cleared in writing for return to play by a licensed physician trained in the evaluation and management of concussions. Be vigilant, signs & symptoms of concussions can take some time to emerge.

In addition, it is the responsibility of coaches to prohibit a player from participating in play if they have knowledge of a concussion received from another activity outside of their direct authority.

Table^a

Signs Observed by Coaching Staff	Symptoms Reported by Athlete
• Appears dazed or stunned	• Headache or "pressure" in head
• Is confused about assignment or position	• Nausea or vomiting
• Forgets an instruction	• Balance problems or dizziness
• Is unsure of game, score, or opponent	• Double or blurry vision
• Moves clumsily	• Sensitivity to light
• Answers questions slowly	• Sensitivity to noise
• Loses consciousness (<i>even briefly</i>)	• Feeling sluggish, hazy, foggy, or groggy
• Shows mood, behavior or personality changes	• Concentration or memory problems
• Can't recall events <i>prior</i> to hit or fall	• Confusion
• Can't recall events <i>after</i> hit or fall	• Doesn't "feel right" or is "feeling down"

^a Source: Center for Disease Control

Game Cards

Both coaches are responsible for verifying the final score by signing the referee's game card at the conclusion of each game. Failure to do so will negate any grounds for contesting an incorrectly posted score.

Division Standings

Scores will be entered but no Champion will be declared in the U9/U10 divisions. Players of each U9/U10 team will receive an award.

In divisions older than U10, total points earned shall determine final standings. Each competitive division will have a winner based on the following points-earned system. Teams shall be ranked in the standings by the number of points they have been awarded.

- ★ 3 points shall be awarded for a win.
- ★ 1 point shall be awarded for a tie.
- ★ 0 points shall be awarded for a loss.

In the event of a tie in the standings the following criteria shall be employed to break the tie or to successively eliminate teams in a tie involving more than two teams.

When using the tie breaking rules below, the sequence followed shall always be in ascending order (1 through 6) for the tied teams in order to eliminate team(s) from the tie and to determine standings. *Never in the process shall the sequence revert to a lower numbered rule to determine standings.

- 1) For a two-team tie - - Results of the tournament head-to-head game involving the two tied teams; if still tied or the teams have not played each other then proceed to Rule 2.

(Rule 1 is used first only for two-team ties. If more than two teams are tied, Rule 2 shall be the be the first rule used to break the tie.)

- 2) Highest total goal differential among the tied teams (Goals for minus goals against, for a maximum of 4 goals per game); if still tied then,
- 3) Least total goals against amongst the teams still tied (with maximum of 4 goals per game); if still tied then,
- 4) Most goals scored amongst the teams still tied (with maximum of 4 goals per game); if still tied then,
- 5) Most shutouts attained amongst the teams still tied; if still tied then,
- 6) Kicks from the penalty mark shall be taken. However, in the event there is no field and goal available; as determined by the Tournament Director, a coin toss shall determine the winner. A Coin Toss Document will be signed by both coaches and the Tournament Director and kept on file.

If, due to registrations, it is necessary to create a division of four teams the following special rules shall apply:

- Each team shall play three scheduled games.
- After three games the teams shall be ranked using the same point and tie breaker rules as shown above.
- The 3rd and 4th place teams shall play a consolation game, which may end in a tie.
- The 1st and 2nd place teams shall play a championship game. The winner of this game shall be the division champion regardless of points earned in the earlier games. If, at the end of full time, the championship game is tied, the teams shall bypass overtime periods and go straight to kicks from the

penalty mark. All players shall be eligible to take kicks regardless of whether they were on the field of play at the end of the game. After five kicks have been taken by both teams and no winner has emerged, all remaining eligible players on both teams (subject to the '*reduce to equate numbers*' requirement) must kick before any players are allowed to kick a second time.

Definitive Scores and Rankings

All scores and rankings will be maintained at the Tournament Head Quarters Tent at each venue and logged into GotSoccer. All games shall have a maximum goal differential of 4. If the margin of victory is greater than 4 then it will be recorded in GotSoccer as the actual result. However, as per above, a 4-goal differential will be used to determine who advances, first and foremost. Scores that are posted by, and rankings that are electronically calculated by GotSoccer, are for the convenience of the players, coaches and parents. In the case where there are discrepancies between those scores and rankings posted on the official scoreboard the scores recorded on the official scoreboard shall take precedence. Scores may also be viewed on the GotSoccer app. The Tournament Director shall endeavor to make corrections to GotSoccer in the case of any discrepancies.

Protests

Protests may not be lodged and shall not be accepted. Decisions of referees and tournament officials are final.

Sportsmanship

Coaches are responsible for the conduct of players and spectators of their teams. SCYSC and The Seaside Classic Tournament do not condone and will not tolerate inappropriate conduct toward any individual based on a person's skin color, ethnicity, or national origin. Harassment, intimidation and/or sarcasm directed at referees will not be tolerated. For any sportsmanship problems the referees and/or Tournament Director are empowered to direct the offender(s) to leave the area. If the offender(s) fail to leave as directed, the referee shall terminate the game and report the incident to the Tournament Director, who may award a 4-0 victory to the non-offending team.

Coaches are asked to comply with the "Mercy Rule". This asks that the coach of any team leading by a six-goal differential actively avoid any increase of that goal differential.

Alcoholic Beverages and Tobacco Products

Consumption of alcoholic beverages and tobacco products is prohibited on the fields, adjacent surroundings, and parking areas.

Laws of the Game

The 2018/2019 edition of the *Laws of the Game* is available in PDF format from U.S. Soccer at:

<https://resources.fifa.com/image/upload/laws-of-the-game-2018-19.pdf?cloudid=khhloe2xoigyna8juxw3>

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