

2009 Barrington Classic Rules

A. Laws of the Game:

All games shall be played in accordance with the laws observed by USYSA/FIFA.

B. Eligibility:

Team Roster Maximums:

- * Under 13/14 - 18 players
- * Under 11/12 - 16 players
- * Under 9/10 - 14 players
- * Under 8 - 12 players

A maximum of Three (3) guest players are allowed with proper documentation

All teams shall be properly registered with the USYSA through their state associations or through USSF. Out-of-state teams must submit an authorized Travel Permit. Each player must present a picture player pass before being allowed to participate. Birth certificates, driver's licenses, or any other identification is not acceptable.

C. Substitution:

*U8-U12 substitution is on the fly. Players must enter and exit within two yards of midfield.

*U13 and older, substitutions shall be unlimited, but made only at the following times:

- Goal Kick – both teams
- After a goal – both teams
- Half time – both teams
- At the beginning of an overtime period – both teams
- Throw – in, both teams may sub if the team in possession of the throw is subbing.

An injured player may be substituted for at the discretion of referee. If a substitution is made for the injured player, the opposing team may also make a “one-for-one” substitution.

D. Duration of Games:

All games will be 2 x 25-minute halves with a 2-minute half-time break.

All games will have a continuous clock.

Game clock should only stop when a medic or ambulance is called to the field and the injured player is on the field

The Classic Committee reserves the rights to alter, shorten or eliminate non-essential games in case of inclement weather or scheduling problems.

E. Scoring and Play-off Procedures:

Three (3) Points will be awarded for a win

One (1) point will be awarded for a tie

Zero (0) points will be awarded for a loss

In the event of a tie in total point standings, the following sequence will be used:

1. Head to head competition between the teams that are tied
2. Best Goal difference for all games – (up to Four (4) per game)
3. Fewest Goals Allowed
4. Most Goal Scored up to 4 per game.
5. Penalty Kick Shootout – Five (5) players per team; if still tied, sudden victory penalty kick shootout

*In case of 3 way tie we will go through tie breakers until we have a winner, the process does not eliminate a team and then restart the tie breaker list).

Tie Break - Finals

Games that are tied at the end of regulation time will end as a tie in preliminary rounds. In the event of a tie in a semifinal or final game; the game will continue with two five (5) minute overtime periods after which penalty kicks will be taken as listed below to determine a winner.

F. Forfeit:

If a team does not have a total of 7 players (4 players for U8, 5 players for U9 and U10, 6 players for U11 and U12) after a grace period of five minutes has elapsed from the official game time, the team will forfeit the game. The score for that game will be 3 to 0 and 3 points will be awarded.

Any team quitting the field of play before the conclusion of any game is automatically disqualified from the tournament.

G. Equipment:

All players must wear shin guards.

Hard casts MUST be padded with foam padding. Participation will be at the referee's discretion.

No jewelry is allowed, this includes earrings. No taped earrings.

Wearing of "street" eyeglasses during games is prohibited. Safety type goggles are allowed.

Caps (for goalie) with a hard bill are prohibited.

All players must wear numbers on the backs of their jerseys. Each player shall have a different number from his or her teammates.

The team listed first on the Division Schedule is the home team and must change their jersey if there is a color conflict. The teams will occupy the side of the field designated on the tournament map (unless otherwise instructed by the referee).

The home team must provide the game ball.

H. Protests:

Protests must be filed in writing and submitted to the Tournament Director within one hour of the end of the game. A \$100 fee is required at the time the protest is filed and if the protest is upheld, it will be refunded.

The Tournament Committee interpretation of rules and protests shall be final.

Any participant (player or coach) receiving a red card during a game is suspended from the remainder of that game and at least the next game. This also includes a playoff game if that happens to be the next scheduled match. The player or coach will leave the immediate area. Player and coaches' cards will be held by Classic officials and may be picked up after the suspension. Severe unsportsmanlike, violence, as well as flagrant fouls, may result in further action by the Classic Committee as well as be reported to your state association. **Coaches are responsible for the conduct of their players, parents, and fans.**

All Referee decisions are final and not subject to protest.

- I.** If for any reason the Tournament is canceled all or part of the entry fee will be refunded pro rated. If the tournament is cancelled a full refund will be given.