

2019 EUCLID MEMORIAL CLASSIC RULES

ELIGIBILITY

Competition is open to teams composed of no more than 22 players (U-16 through U-18), 18 players (U-14 and U-12), 14 players (U-10 and U-12) and 12 players (U-8) who are registered with their respective state or national association. Teams in other age brackets (U11, U13, etc., etc.) may have to play up to the next level depending on registration (rules regarding use of the head will prevail for the division being played). No player shall be allowed to register with more than one team or switch to another team during the tournament. Penalty for this is removal of both teams from any playoffs and the recalculation of Division standings. Official stamped team rosters will be checked against the players' passes at registration. Official player registration cards will be required as proof of age, players must be registered to their team according to current US Youth Soccer standards for age groupings.. "All-star" teams formed for the purpose of tournament play cannot have representatives of more than three communities that offer travel youth soccer programs. All guest players will be required to meet all other eligible player requirements. Guest players must have a current player card, a validated team roster and have a birth date appropriate for their designated age group.

LAWS OF THE GAME

All games shall be played in accordance with FIFA Laws, except as specifically noted by these Rules.

GENERAL RULES

1. The Tournament Committee and the Euclid Youth Soccer Organization will not be responsible for any expenses incurred by any team or club if the tournament is canceled in whole or part. No refunds will be made to any participating teams if the tournament directors for any reason cancel a portion of or the tournament in its entirety once tournament play has begun.
2. The Tournament Committee reserves the right to decide on all matters pertaining to the tournament and its judgments are final.
3. Alcoholic beverages are prohibited anywhere on the tournament site. There will be no smoking within 100 feet of any tournament facility.
4. Serious misconduct, anywhere on the tournament grounds, of coaches, parents or anyone associated with a team can result in disqualification of the team from the tournament at the discretion of the Tournament Director. ALL DECISIONS OF THE REFEREE AND TOURNAMENT DIRECTOR ARE FINAL AND BINDING. THERE WILL BE NO PROTESTS.

PLAYER EQUIPMENT

1. No metal cleats allowed on soccer shoes.
2. Where the color of jerseys is in conflict, the home team will change colors. Home team is listed first on the schedule.
3. All players must have uniforms with individual numbers on the shirt. Uniform number must coincide with player's name on the roster.
4. All players must wear shin guards. Shin guards must be completely covered with socks.
5. All equipment will be subject to approval of the referee.

SUBSTITUTIONS

Substitutions are allowed in accordance with NHFS High School soccer rules.

CONDUCT

Players and coaches are expected to conduct themselves within the spirit of the Law, as well as the letter of the Law. Displays of temper, dissent by word or action against the opponent or referee, and retaliation of fouls are cause for ejection from the game. Players or coaches receiving a red or two yellow cards will not be permitted to participate in the next scheduled game. Spectators who exhibit inappropriate behavior will be asked to leave a game site. The tournament director, at his sole discretion, reserves the right to reject anyone from the tournament grounds for repeated acts of inappropriate behavior.

PLAYER/SPECTATOR AREAS

Players and coaches will be located in the designated team areas at each field. All spectators will remain on the opposite side of the field from the teams behind the crowd line. Spectators will not be permitted behind the goals. Anyone climbing or hanging on goalposts will be asked to leave. All coaches and players not on the playing field must remain in the designated team area located 10 yards either side of the half way line.

COACHES

There is a limit of three carded coaches, who will be allowed to remain with the team during the game. All coaches MUST have cleared risk management as required by their state association or sanctioning body. ALL COACHES must have proof of completion of OHIO concussion awareness training within the last 3 years.

NUMBER OF PLAYERS

U8 and U9 teams will play 6v6; U10 and U 11 will play 7 v 7, U12 teams will play 9v9; U13 and up will play 11v11.

DURATION OF PLAY

All preliminary and semi-final games will have two equal halves of varying lengths based on bracket:

- U-8 and U-9 20 minutes per half
- U10 – U14 25 minutes per half
- U16 and U18 30 minutes per half

All games will have a 5-minute half time interval. Championship games will be two equal halves of 30 minutes with a 5-minute half time interval.

BALL SIZE

No. 4 for U-8 through U-12

No. 5 for U-14 and up.

REFEREES

All games U-8 through U-12 will be worked by 1 certified referee and 2 volunteer linesmen, when available and at the referee's discretion. U-13 and up games will have a 3-man referee system. All playoff games will also have a 3-man system as far as referee manpower provides. Harassment and dissent of any kind will not be tolerated. Any player or coach hanging or climbing on any part of a goal can be red carded for inappropriate behavior. AS STATED ELSEWHERE, INAPPROPRIATE BEHAVIOR BY ANY PERSON ON THE TOURNAMENT GROUNDS CAN RESULT IN SANCTIONS RANGING FROM PERSONAL REMOVAL FROM A GAME SITE TO TEAM EJECTION FROM THE TOURNAMENT. ALL DECISIONS OF THE REFEREE ARE FINAL AND BINDING AND WILL BE SUPPORTED BY THE TOURNAMENT DIRECTOR. THERE WILL BE NO PROTESTS.

INCLEMENT WEATHER (also see SAFETY notes at the end of rules)

Regardless of weather conditions (unless the games are under an official stoppage), coaches and their teams MUST appear on the field of play, ready to play as scheduled. Only referees and/or the Tournament Director can cancel a game. Inclement weather before games: In case of severe weather conditions before play, referees and/or the Tournament Director MAY reduce the length of the game as they see fit.

Interrupted games will be scored as follows:

- Games interrupted in the first half:
 - The team up by two or more goals shall be awarded the win; score differences of one or less goals will be scored a tie.
- Games interrupted after completion of first half:
 - The game will be called complete and the score at the time of the interruption recorded.

The referees and the Tournament Director will attempt to restart all games; these decisions will be made based on referee and field availability, remaining daylight and other scheduling issues. During playoffs we will attempt to resume play, if the weather doesn't agree ties will be decided by a referee by coin flip.

FORFEITS

No grace period will be allowed after scheduled kick-off time before a game is awarded to an opponent. Failure to appear will result in forfeiture of the game. A minimum of 7 players constitutes a team, 4 players for small-sided games. Teams are expected to be ready to start the game on time, possibly with no warm up time. Failure to complete a match, or a team leaving the field of play, will result in a forfeit. Any team that has forfeited a game cannot be declared a group winner. Forfeits will be scored as a 4-0 loss.

POINT SYSTEM

Points will be awarded per game using the following schedule:

- 3 Points – Win
- 1 Point – Tie
- 0 Points - Loss

AWARDS

First and second place individual awards will be presented in each U-9 and older age group to the Champions (winners) and Finalists (Runners-up) in each division. "Participation Awards" will be presented to each player on every U-8 team. Competition in the U-8 divisions will be conducted with no playoffs or championships.

BRACKETING - SEMI-FINAL AND CHAMPIONSHIP GAMES (TIE BREAKERS)

Ties will stand at the end of regular play for preliminary round games. Division standings and/or playoff positions will be determined as follows:

1. The team with the most points, second highest number of points, third highest number of points, etc.
2. Result of game played between tied teams. (If three teams or more are tied, go to the next step).
3. Highest total goal differential (total goals scored minus total goals allowed). A maximum differential of 4 goals per game will count for this purpose (i.e. for a score of 4-0, goal differential is +4 for the winner and -4 for the loser. For a score of 7-2, goal differential is also +4 and -4 as above).
4. Least number of goals allowed.
5. Most goals scored. (Maximum of 4 goals per game)

If teams are still tied, penalty kicks elimination (as governed by FIFA rules)

SEMI FINAL AND CHAMPIONSHIP GAMES – TIES

2-complete 5 minute periods will be played (no golden goal) If still tied then penalty kicks per FIFA.

MISCELLANEOUS

Standings will be located at the main tournament headquarters in the main tent near the Euclid Public Library. Rules are subject to modification until published in tournament program.

SAFETY

EYSO will stop all play at the first sound of thunder or the first sighting of lightening. An air horn will be the signal for stoppage. Play will be suspended until 30 minutes after the last thunder is heard or last lightening is seen. In the event of such a stoppage all fields should be evacuated immediately. We suggest that you return to your vehicle. We will use Twitter (@euclidmemorial) and Facebook (Euclid Youth Soccer) to communicate important updates throughout the tournament.

LOST AND FOUND

It would be appreciated if found items were returned to the main tent. Lost items can be claimed in the main tent.