



## **TOURNAMENT RULES 2009**

### **CHECK IN/STARTING TIME/FORFEITURE**

**Teams must be checked in at the mandatory check in Friday night, August 7, 2009 prior to the tournament.**

**Teams must be at fields 30 minutes before the scheduled start of each game for pre-game card, player pass and equipment check. Teams must go to the field marshal tent nearest their field. The referee has the responsibility for starting the game on time. Any team failing to be on the field with at least seven players, or leaving the field during the game (not leaving seven players) shall forfeit the game. The team not forfeiting will be the winner and awarded eight points.**

**Players wearing orthopedic casts, air-splints or metal splints shall not be eligible to participate. Players can wear no jewelry.**

**The Suntan Classic Director reserves the right to amend brackets in the event that a team pulls out of the Suntan at the last minute or is a no-show. The Suntan Classic Director will ensure the remaining teams are provided with the best possible competition for the good of the game.**

**All games results are final and no PROTEST will be allowed.**

**NO DOGS, ALCOHOL or TOBACCO AT ANY OF OUR FIELD LOCATIONS - period. Tents and Easy Ups must be secured. Any questions regarding an individual's behavior during the course of our tournament should be reported to the field marshals.**

### **CREDENTIALS**

**Laminated USYSA players passes will be required (US Club or CYSA-N). Teams are allowed 5 guest players for this tournament.**

**Please remember to get your player cards back from the Field Marshal site at the end of each game.**

### **CONDUCT**

**All coaches have total responsibility for the conduct of their players, substitutes and spectators AT ALL TIMES. Good Sportsmanship is expected and encouraged from all persons on or off the field. Coaches are held at the highest accountability for their behavior as well as that of their players and spectators.**

### **SUSPENDED GAMES**

**If, in the opinion of the game officials, a game must be terminated for misconduct of players, bench or spectators and/or unsportsmanlike conduct; the offending teams(s) could be suspended from further play and forfeits that game and all remaining games. The score at termination stands. All previous points earned remain as played. Additionally, US Club and/or FIFA association will be contacted as appropriate.**

### **YELLOW AND RED CARDS**

**A player receiving two yellow cards in a single game is considered the same as receiving a RED CARD. A player given two yellow or one red card in a game shall be expelled from that game, shall not be replaced in that game and shall not be permitted to play in the next game, as a minimum. A player or a coach receiving a red card or two yellow cards in one game shall not be allowed to participate in the next game - as a minimum. The tournament committee reserves the right to modify penalties assessed on a player or coach for violent play or more serious conduct violations. For purposes of this tournament, a coach can be carded for his/her actions or those of spectators or friends of the team. A team will lose 1 point for each red card per game.**

**Passes will be held at tournament headquarters or at the field marshal tent until suspension is served.**

### **GAMES**

**The home team is listed first, and will change jersey colors if necessary to avoid conflicts.**

**Bench area for each team will be established on the same side of the field during games. Spectators will occupy the opposite side.**

**Coaching will be allowed from one's own bench area only.**

**The home team will provide two game balls. If the ball is not acceptable to the Referee, he may request another ball from either team.**

### **GAME LENGTHS**

**Game times may be shortened for heat or quarter water breaks may be utilized by the referee due to hot weather (please bear with us if our August weather goes over the 100¼+ degree mark).**

**The Tournament Director holds the right to shortened game times if there is a back log in the schedule. All Games in U12 shall be 25 min. halves U13 - U18, 30 min. halves. Open division finals shall be 35 minute halves.**

**In case of ties in the Consolation games and Semi-Finals then FIFA penalty kicks will determine the winner. In case of ties in Finals then teams shall play two five-minute “golden goal” overtime periods. In the event the game remains tied at the end of the two overtime periods, then FIFA penalty kicks will determine the winner.**

**Referees have been instructed not to add time for injury or otherwise except under very critical circumstances.**

#### **TEN TEAM DIVISION**

**Ten team divisions will be divided into three team flights. Teams in flight B & C will play two preliminary games within their flight. The winner of each advance to the semi-final bracket. The winner to play in the Championship Final and the loser to play in the Consolation Final.**

**Flight A will play three preliminary games within their flight. The team with the most points after the three games will advance as finalists to the Championship Final and the second place team within the flight will advance to the Consolation final on Sunday.**

#### **NINE TEAM DIVISION**

##### **Saturday**

**Nine team divisions will be divided into three team flights. Each team will play two preliminary games within their flight on Saturday. Winner of each flight will advance to the Semi-Final Bracket on Sunday. Second place team with the most points will advance to the Semi-final Bracket as the Wild Card. If the wildcard team comes from the same group, the Tournament Committee will adjust the seating so teams from the same group will not meet.**

##### **Sunday**

**Semi-Final Games: Winner will play in the Championship Final. Losers will play in the Consolation Final.**

**2nd V 2nd Game: Winner of the game with the remaining flights two second place teams (non-wild card teams) will receive a fourth game against the third place team in flight C.**

#### **EIGHT TEAM DIVISION**

**Eight team division will be divided into two, four team flights. Each flight will play three preliminary games within the flight. The team within each flight with the most points after the three games will advance as the finalist to the Championship Final on Sunday. The second place teams within each flight will advance to the Consolation Final on Sunday.**

#### **SEVEN TEAM DIVISION**

**Seven team division will be divided into two groups. Group A will have four teams. Group B will have three teams. Each group will play preliminary games against the other teams in their group. The team within each group with the most points after the preliminary games within their group advance as the finalist to the Championship Final on Sunday. The second place teams within each flight will advance to the Consolation Final on Sunday. Third place teams in each group will play in a fifth/sixth place game.**

#### **SIX TEAM DIVISION**

**Saturday - Six team divisions will be divided into two team groups. Each team will play two preliminary games within their group on Saturday.**  
**Sunday - Semi-Final Game: First in Flight A will play 2nd in Flight B, First in Flight B will play 2nd in flight A. Third in Group A will play a third game vs. Third in Group B. Semi-Final winners advance to Championship Finals.**

#### **FIVE/FOUR TEAM DIVISION**

**Five and Four team division will play each team within the division. The team with the most points will be the winner and the team with the 2nd most will be the second place winners.**

#### **SCORING/DETERMINATION OF FLIGHT/PLACE WINNERS**

**Point System: Teams will be awarded points on the following basis.**

**Six (6) points for each win**

**Three (3) points for each tie**

**Zero (0) points for each loss**

**One (1) point for each goal scored (maximum 3 per game)**

**One (1) point for each shutout.**

**Minus One (-1) point for each red card per game, (players & coaches)**

**No points will be awarded if neither team shows for a game. Official standings will be kept at the tournament headquarters.**

**Team winning by forfeit will be awarded eight (8) points. Forfeiting team will receive zero (0) points.**

**Tie Breaker Rules: If a tie exists in a group after preliminary game play, the following tiebreakers will be used, in the order presented, to determine which teams advance:**

- 1. Head to Head**
- 2. Goal differential (goals scored minus goals allowed to a maximum differential of 4 in each game)**
- 3. Most goals scored, up to a maximum of 4 per game**
- 4. Fewest goals allowed**
- 5. Red cards (team with the least number of red cards advances)**
- 6. If a tie still exists, we will flip a coin and winner will advance**

#### **AWARDS**

**Every participant will receive a tournament pin. A team trophy will be presented to the champion, as well as individual medals. Second place teams will receive individual medals.**