

# **La Jolla Labor Day Classic**

## **Rules and Regulations**

### **TOURNAMENT RULES OF PLAY:**

**All 7 v 7 and 9 v9 games will be played using the US Soccer mandated rules for the 2022/2023 season.**

#### **7 V 7 games:**

Deliberate heading is not allowed in 7v7 games. If a player deliberately heads the ball in a game, an indirect free kick should be awarded to the opposing team from the spot of the offense. If the deliberate header occurs within the goal area, the indirect free kick should be taken on the goal area line parallel to the goal line at the nearest point to where the infringement occurred

#### **Build out line:**

When the goalkeeper has the ball in his or her hands during play from the opponent, the opposing team must move behind the build out line until the ball is put into play.

Once the opposing team is behind the build out line, the goalkeeper can pass, throw or roll the ball into play (punts and drop kicks are not allowed).

After the ball is put into play by the goalkeeper, the opposing team can cross the build out line and play resumes as normal.

The opposing team must also move behind the build out line during a goal kick until the ball is put into play.

If a goalkeeper punts or drop kicks the ball, an indirect free kick should be awarded to the opposing team from the spot of the offense. If the punt or drop kick occurs within the goal area, the indirect free kick should be taken on the goal area line parallel to the goal line at the nearest point to where the infringement occurred.

The build out line will also be used to denote where offside offenses can be called.

Players cannot be penalized for an offside offense between the halfway line and the build out line. Players can be penalized for an offside offense between the build out line and goal line.

To support the intent of the development rule, coaches and referees should be mindful of any intentional delays being caused by opponents not retreating in a timely manner or encroaching over the build out line prior to the ball being put into play. Coaches are responsible for addressing these types of issues with their players. Referees can manage the situation with misconduct if deemed appropriate. Referees should be flexible when enforcing the 6 second rule and counting the time of possession should only begin when all opponents have moved behind the build out line.

Punting nor drop kicking the ball by the GK is allowed. Goals may not be scored directly from kick-off. Substitutions are unlimited and can occur at any stoppage.

### **9 v 9 games:**

**Deliberate heading is NOT allowed in 9v9 games for the U11(2012) birth year games. Heading is allowed for the 2011 (U12) age group!**

If a player deliberately heads the ball in a game, an indirect free kick should be awarded to the opposing team from the spot of the offense. If the deliberate header occurs within the goal area, the indirect free kick should be taken on the goal area line parallel to the goal line at the nearest point to where the infringement occurred.

There is no build out line on 9 v 9 games.

Substitutions are unlimited and can occur at any stoppage.

#### CREDENTIALS:

Current Club Registrar signed laminated US Club, or USYSA player ID cards will be required for all players, coaches and administrators. All teams must provide a team tournament roster (available on site).

#### MEDICAL RELEASE:

All players must have original signed medical release forms. (Player Registration Form, original)

#### GAME DAY CHECK IN:

At least 45 minutes prior to the start of each scheduled game, a team representative must present to the Field Marshall the team's player cards and pick up the game card. Thereafter each team must present to the Referee the team player cards so that the team may be checked into play and the game started at its scheduled time. Failure of a team to report within ten (10) minutes of a scheduled kick off may be considered a forfeited game. A game is "complete" upon completion of one half of play regardless of the circumstances of termination during the second half with final results based on the score at the time the game is called. Preliminary games can end in a tie.

Quarter-Final and Semi-Final and Final games tied after regulation will go directly to FIFA Penalty Kicks will immediately following the game.

Duration of Games & Overtimes, By Halves, and Ball Size are as follows:

Division	Preliminary/Semi Final	Field Dimensions in Yards (MAX) /# of Players	Ball Size
U19	30/30 Minutes	112 X 75 (11 V 11)	5
U18	30/30 Minutes	112 X 75 (11 V 11)	5
U17	30/30 Minutes	112 X 75 (11 V 11)	5
U16	30/30 Minutes	112 X 75 (11 V 11)	5
U15	30/30 Minutes	112 X 75 (11 V 11)	5
U14	30/30 Minutes	112 X 75 (11 V 11)	5
U13	30/30 Minutes	112 X 75 (11 V 11)	5
U12	25/25 Minutes	75 X 50 (9 V 9)	4
U11	25/25 Minutes	75 X 50 (9 V 9)	4
U10	25/25 Minutes	65 X 40 (7 V 7)	4
U9	25/25 Minutes	65 X 40 (7 V 7)	4

**HALF TIME:**

Half Time will be five minutes.

### PLAYERS' EQUIPMENT:

It will be at the Referee's discretion to determine the safety and suitability of player equipment. Hard casts will be a game time decision and at the will at the referee's discretion. Shin guards are mandatory for all players.

### SUBSTITUTIONS:

Free substitution will be allowed in all age groups at a dead ball per FIFA at the referee's discretion.

### COACHING:

All Coaches have total responsibility for the conduct of their players, substitutes, friends and spectators at all times. Coaching from the sidelines (giving direction to one's own team on points of strategy and position) is permitted, provided: No mechanical devices are used; The tone of the voice is instructive and not derogatory; Each coach or substitute remains within 10 yards on either side of the halfway line. No coach, substitute, or spectator shall make derogatory remarks or gestures to the referees, other coaches, players, substitutes, or spectators; No coach, substitute, or spectator shall use profanity or incites, in any manner, disruptive behavior.

### CAUTIONS AND EJECTIONS:

A player or coach receiving two cautions (yellow cards) in a single game is considered to have been given an Ejection (red card) for the purposes of awarding points for the Tournament competition. A player who has been ejected (sent off), will not be replaced. A player or coach who has been ejected will not return for that game and will not be allowed to participate in the next scheduled game. A player or coach who is ejected for violent conduct or serious foul play will not be allowed to participate in the next two (2) or more scheduled games, depending on the foul. Any player or coach who assaults a referee will be expelled from the Tournament. For the purpose of this Tournament a coach can be carded and removed from the remainder of the tournament. A team will be disqualified from the Tournament if any player or coach fails to comply with the provisions of this section.

## SUSPENDED AND TERMINATED GAMES:

If in the opinion of tournament officials a game must be suspended (for reason); the game may be resumed, but is subject to being ended not less than five (5) minutes prior to the scheduled start of the next game. If in the opinion of tournament officials, a game must be terminated for misconduct of players, bench coaches, or spectators, the offending team could be suspended from further play and forfeits that game and all remaining games. All previous points earned remain as played. Additionally, the home league and State Association will be contacted as appropriate.

If a game is terminated due to problems associated with the fields, including lighting for a night game, or due to the serious injury of a player (see the next section entitled "INJURY") the resumption of play for that game will be at the discretion of the tournament officials. Tournament officials may at their option conclude the game, require completion of the game or utilize penalty kicks to determine the winner of the game depending upon the circumstance and taking into account the potential effect of the game results on the standings of the teams.

## INJURY:

Delays of the game will only be allowed for an injury requiring professional medical attention and the inability to remove the injured player from the field until and while the medical attention is being provided to the player. The delay will result in appropriate time being added to the full game time, based on the judgment of the referee. Otherwise, each game will be played with a running clock and no suspension of the clock time. However, all preliminary games will be terminated not less than five (5) minutes prior to the scheduled start of the next game. The failure to complete any game due to a serious injury requiring suspension of the game play shall be controlled by the preceding section, "SUSPENDED AND TERMINATED GAMES."

## DETERMINING WINNERS:

Teams will be awarded points on the following basis:

- 3 – Three points for each Win
- 1 – One point for each Tie
- 0 – Zero points for each Loss

In the event of a tie in points at the end of bracket play, the teams to advance will be determined as follows:

The winner of head-to-head competition

Goals against

Goals scored

Goal differential

Number of Shutouts

FIFA penalty kicks

In the event of a 3 way tie - (Head to Head will only apply if all three teams have played one another!)  
Contact Tournament Director for tie breaker rules and procedures.

FOUR TEAM BRACKET - 1st and 2nd Place Advance to Final

FIVE TEAM BRACKET - 1st is winner, 2nd is finalist. There is not a formal final!

SIX TEAM BRACKET - Two teams with the highest points ACROSS ALL SIX TEAMS will advance to the final.

## HOME TEAM:

The Home Team will be the team which appears first on the game schedule. The home team will supply the game ball. The game ball will be subject to Referee approval. The Home Team will be required to switch to alternate jerseys to accommodate a color conflict as declared by the referee. If the Home Team cannot supply alternate jerseys, the Home Team may forfeit the game. The Home Team will select the side from which they will play prior to game.

## FORFEITS AND BYES:

All teams who forfeit will have the game(s) scored a 0-1 loss. The winner will be awarded three (3) tournament points. Teams failing to report ready to play within five minutes (5) of the scheduled kick off time may be subject to forfeit. Home Teams unable to supply alternate jerseys or teams failing to check in at the Mandatory Registration or for taking actions which cause a game to be terminated will forfeit. Byes will be scored and tournament points awarded the same as a forfeit.

## PROTESTS:

NO PROTESTS WILL BE ALLOWED. The decision of the Referee, Field Marshal and the Tournament Director shall be final. All games will be considered final.

Individuals may not represent a team if not registered as an administrator/coach with the involved team(s). Communication between Field Marshals and tournament staff will be with properly registered Team Administrators and Coaches only.

## DISPUTES:

Game conduct is under the jurisdiction of the referee and the tournament will not overrule a referee's decision.

### INCLEMENT WEATHER, ACT OF NATURE or other circumstances:

In the event of inclement weather, or act of nature or other circumstances once the games have begun, winners will be decided based on points earned up to that point.

In case of cancellation due to inclement weather, the "Tournament Committee" retains the right to keep up to one-half ½ of the team fee to cover expenses. There will be no make-up games due to inclement weather outside of the scheduled rain date, or other causes to delay or postpone a tournament. If the tournament is rescheduled to the rain date and a team decides not to play for any reason there will be no refund.

Tournament Directors maintain the rules that are subject to change without notice.

### **Refund Policy:**

1. Cancellation of all matches = 100% refund less \$175.00 administrative fee,
2. One match played = 60% refund after \$175.00 administrative fee,
3. Two matches played = 40% refund after \$175.00 administrative fee,
4. Three matches played = 0% refund. A match is defined as 50% (half time) completed