

Summit Summer Classic

Tournament Rules

TEAM AND PLAYER ELIGIBILITY RULES

USYSA and USSF eligibility requirements will be strictly adhered to. We accept teams registered through US Club or a US Youth Soccer (USYSA) home association, such as NTSSA, STYSA, OSA, etc.

If you are playing under a US Club roster, your guest players must also be registered through US Club Soccer and you must submit a signed US Club Soccer Player Loan Form for guest players.

If you are playing under a USYSA roster, your guest players must also be registered through a USYSA member home association.

Again, a team and its guest players must be registered through the SAME national organization.

Participating players may only play on one team during the tournament, regardless of different ages, groups or divisions. NO EXCEPTIONS

**Even if SMC accidentally approves a player on multiple rosters, penalties and forfeits will still be enforced if caught playing with a multi-roster player. It is the team's responsibility to make sure players are on only one roster.

Players and teams are allowed to "Play-up", which means participate in an older age group, but may NOT play in a younger age group where they exceed the age eligibility. **If even as few as one player is too old for a specific age group, the entire team is too old for the same group.**

Girls may play on boys teams in boys divisions. If there is at least one boy on a team, the team is classified as a boys team and may NOT play in a girls division.

Signed, official team rosters and guest player releases must be submitted to SMC via ONLINE CHECK-IN by 5:00 pm on the Friday one week prior to the tournament.

CHECK-IN PROCEDURES

Check-in procedures will be completed online prior to the tournament weekend. There will NOT be team check-ins at the event.

A roster certified by your state association must be submitted before the tournament begins and to complete online check-in. After check-in, teams may not alter their rosters or make additions/subtractions at any time.

Managers/Coaches need to provide a copy of an approved stamped roster to the referee prior to each game. Only the approved stamped roster can be accepted. Electronic copies will not be accepted on site.

Referee is not to collect player passes but they may be checked prior to each match. Referee will keep the approved stamped roster and turn it in with a game card.

EQUIPMENT/UNIFORMS

Each team must have unique numbered jerseys. No two players may have the same jersey number. Alternate jerseys or numbered T-Shirts must be available with a unique and permanent number for each player. (If you choose to tape a number onto a jersey/shirt and the tape peels during the game, the player will be removed by the referee.

Pennies (mesh vests) may be used over the jersey to resolve color conflicts, but the numbers must be visible through the pennies.

Goalkeepers are not required to have a number on their jersey but should be identified by number on the GotSoccer roster and SMC game report. Violators will be removed from the field by the referee and not allowed back on the field of play until player equipment is corrected.

The Home Team is the team listed first (left or top) on schedule. **The Home Team will wear white or light-colored jerseys. AWAY TEAMS ARE NOT TO WEAR WHITE OR LIGHT COLORED JERSEYS.** The tournament director has final say on any decisions regarding jersey color conflict.

No jewelry, earrings, or necklaces may be worn during play.

COACHES

There must be at least one registered coach of the same affiliation as the team present at each game. Coaches may not enter the field of play once the game begins unless summoned by the referee. No coaching will be permitted within 18 yards of the goal line or behind the goal line. Coaches, players and spectators are not permitted to stand behind the goal line at any period while the match is in progress. All other spectators must remain at least two (2) yards from the touchlines and ten (10) yards away from the area behind goal lines. Teams use the side of the field with team benches and spectators shall use the opposite side of the field.

Coaches shall conduct themselves in a manner becoming of their respective organizations. **Negative comments and complaints about the referees will not be tolerated. This will be strictly enforced. Profanity will not be accepted and can result in dismissal and or forfeit. Coaches who violate this rule will be carded.** Coaches shall be responsible for the words and actions of their players, parents, and spectators. Verbal abuse of the opponents or referees by players, coaches or spectators will not be tolerated. Violations may result in forfeiture of the game and/or expulsion from the tournament. Coaches shall encourage clean competition and good sportsmanship and participate in positive coaching. Coaches shall abide by and uphold the Rules and Regulations of their respective organizations and FIFA's Laws of the Game.

TOURNAMENT AGE GROUPS

The tournament will be by age groups, i.e. 9U, 10U, 11U, 12U, 13U and 14U (boys and girls using the following format:

<i>Age Group</i>	<i>Game Format</i>	<i>Minimum Players to Start Game</i>	<i>Maximum Players on Roster</i>
U9-U10	7v7	5	12
U11-U12	9v9	7	16
U13-U14	11v11	7	18
U15-U19	11v11	7	22

*If the minimum number of players is not met, the offending team will forfeit the game by a score of 3-0.

****HEADING IS ALLOWED FOR U11 AND OLDER**

GAME LENGTH

<i>Division</i>	<i>Field Dimensions</i>	<i>Goals</i>	<i>Game Length</i>	<i>Roster Max</i>	<i>Guest Players Max</i>	<i>Ball Size</i>	<i>Overtime in playoffs</i>
U9-U10 (7v7)	60 x 40 (yards)	6.5 x 18 (feet)	2 x 25 = 50	12	5	4	Directly to PKs
U11-U12 (9v9)	80 x 50 (yards)	6.5 x 18 (feet)	2 x 30 = 60	16	5	4	Directly to PKs
U13-U14 (11v11)	120 x 75 (yards)	8 x 24 (feet)	2 x 35 = 70	18	5	5	Directly to PKs
U15-U19 (11v11)	120 x 75 (yards)	8 x 24 (feet)	2 x 35 = 70	22	5	5	Directly to PKs

*Field Dimensions and Goals may vary depending on the complex.

**Pool Play games may end in a tie. Overtime only applies to Semi-Finals and Finals. If the Semi-Final or Final game is tied after regulation, the game will go directly to PKs.

7v7 BUILD OUT RULES (NO HEADING AT THIS AGE)

*The build out line promotes playing the ball out of the back in a less pressured setting

- a. 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.
- b. 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).
- c. After the ball is put into play by the goalkeeper, the opposing team can cross the build out line and play resumes as normal.
- d. The opposing team must also move behind the build out line during a goal kick until the ball is put into play.
- e. 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.
- f. 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.
- g. The build out line will also be used to denote where offside offenses can be called. Tournament Rules Matches will be played in accordance with FIFA Laws of the Game, except as modified.
- h. Players cannot be penalized for an offside offense between the halfway line and the build out line.

- i. Players can be penalized for an offside offense between the build out line and goal line.
- j. To support the intent of the development rule, coaches and referees should be mindful of any intentional delay 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.
- k. 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.

SUBSTITUTIONS

Substitutions: There will be free substitutions, with the referee's consent at the following times:

- a. A player receiving a yellow card (the player carded only)
- b. Prior to a throw-in for the team in possession (the opposing team may substitute when the team in possession subs)
- c. Prior to a goal kick
- d. After a goal by either team
- e. After an injury by either team when the referee stops play
- f. At the referee's discretion

DIVISION STRUCTURE

3 teams – Each team will play the other two teams in the group. On Sunday, #2 will play #3 in the Semi-Finals. The winner of the Semi-Final will play #1 in the Final.

4 teams – Each team will play the other three teams in the group. #1 will play #2 in the Final.

5 teams – On Saturday, each team will play two group games (opponents determined at random). On Sunday, #4 will play #5 in the Consolation. #2 will play #3 in the Semi-Finals. The winner of the Semi-Final will play #1 in the Final.

6 teams – Two groups of three. Each team will play the other two teams in their group and one team from the other group (opponent in other group determined at random). Bracket A #1 will play Bracket B#1 in the Final

7 teams – Each Team in Bracket A (4 teams) will play each other for their 3 group games. The point leader of Bracket A, after 3 games, will play in the final. Each team in Bracket B (3 teams) will play each other for their first 2 group games. Bracket B will then be seeded, based on points, after the first two group games. For Bracket B third games, the Bracket B pointer leader will go to the final and play against the Bracket A point leader. B2 will play A2 and B3 will play A3 in consolation games.

*A1, A2 and A3 will play four games. A2 and A3 will play their fourth game as consolation so B2 and B3 can play their three games.

**7 team brackets are subject to change

8 teams – Two groups of four. Each team will play the other three teams in their group. Bracket A#1 will play Bracket B#1 in the Final.

SCORING SYSTEM FOR PRELIMINARY (POOL) GAMES WILL BE AS FOLLOWS:

- a. 6 points for a win
- b. 3 points for a tie
- c. 0 points for a loss
- d. 1 point per goal scored in the game with a maximum of 3 per game (points awarded even with a loss)
- e. 1 point for a shutout
- f. A forfeit game will be scored as a 3-0 win in calculating preliminary (pool) game points for tiebreaker determination.

TIEBREAKER SYSTEM

If two or more teams are tied in points after their preliminary (pool) games are completed, the following tiebreaker procedures will be used to determine the team advancing:

- a. Head to Head (disregard if more than 2 teams are tied)
- b. Goal differential (max of 5)
- c. Most goals scored (max of 5)
- d. Least goals allowed (no max)
- e. Most number of shutouts
- f. PKs
- g. Coin Toss (if PKs are not able to be completed)

GENERAL

- a. Game time is forfeit time, unless specifically directed by the SMC tournament staff.
- b. No protests will be allowed.
- c. All referee decisions are final. You may not protest "Judgment Calls"
- d. The Tournament Director, or their tournament staff, is empowered to make all decisions regarding the competition during the tournament. The Tournament Director's decision is final in all matters. No appeals will be allowed.
- e. In the event the referee or linesman are missing from the field, report immediately to SMC tournament staff. In the event the linesman is not available, each team may be required to provide a "club linesman"
- f. All scores shall be turned in to the SMC tournament staff by REFEREES in each match.
- g. Nets and Flags: Provided by the Tournament

AWARDS

In the 9U to 19U divisions, medals will be awarded to 1st AND 2nd Place teams. Team trophies will be awarded to champions in each division U9-U19. Additional awards may be made at the discretion of the Tournament Committee.

REFEREES

All referees will be USSF certified. A one man system will be used for all U9-U10 small-sided matches. A three-man referee system will be used for all U11 through U19 matches.

REFEREE ABUSE

Referee abuse will not be tolerated during the tournament. Referee abuse by a player, coach, or fan will be reported to their home state association. The player, coach, or fan will be removed from the field at the discretion of Tournament Staff.

SEND-OFFS AND DISQUALIFICATIONS

- a. Any send-offs should be reported to the SMC Tournament Staff immediately following the game.
- b. Any player or coach sent off (other than on account of receiving two cautions in the same game) shall automatically sit out the next played tournament game with their team (unless the send-off occurred in the last game of the tournament for that player or coach, in which case such player or coach would be required to sit out their next scheduled game played.)
- c. If the send-off was for fighting (or if it is the player's second tournament send-off) the player, coach, or spectator will be suspended from the remainder of the tournament.
- d. The Tournament Director has the right to increase or decrease the suspension at their discretion based on the circumstances of the incident.
- e. Any player sent off must immediately report to the tournament headquarters with a manager or parent. Any coaches or spectators sent off must report immediately to the tournament headquarters.
- f. Inappropriate behavior, serious foul play, and violent conduct will not be tolerated. Coaches are responsible for the conduct of his/her players and spectators, on and off the field, and must promote sportsmanship – win or lose.
- g. SMC tournament staff may remove a player, coach, and/or spectator from a game or the tournament for unacceptable conduct and/or actions that endanger the safety of others. SMC tournament staff may also remove an entire team for accumulating an unacceptable number of yellow and red cards.

PARENTAL CONDUCT

Parents who engage in unruly behavior on the sidelines will result in coaches being disciplined for failing to control their parents' behavior.

If a coach receives a red card due to poor parental behavior, parents of the players on that team may be asked to not attend the following game.

TEAM ALTERCATIONS

If any fights between teams cause a game to end early or occur after a game, the Tournament Director reserves the right to remove any involved teams from playoffs, finals, or the tournament itself.

WEATHER POLICY

Teams will be expected to play according to the schedule of games regardless of weather. Only the Tournament Director(s) may reschedule games or alter the competitive format because of inclement weather or other just cause.

It is possible that weather conditions may lead to stoppages in play. Games will not be stopped due to rain unless it is a severe downpour and/or there is standing water on the fields. In the event of lightning

in the area, we will notify teams and spectators to vacate the fields. Games will be stopped for 30 minutes from the last lightning strike.

The following procedures for weather delays may be used:

- Relocate and/or reschedule match
- Change division structure
- If a delay occurs while the game is in progress and the game cannot be restarted before the start of the next scheduled game, then the score of that game will be considered final. This is regardless of the length of time that the game has been played.
- Games shall be considered complete if one half has been completed and play is stopped by the Field Representative or Referee, Commissioner of Referees, or the Tournament Director(s).
- When necessitated by playing conditions or just cause, the game format may be altered to include shortening of games, penalty kicks, or coin tosses. In the event that conditions prevent a game from being played at all, the game will be listed as a 1-1 tie.

In the event of inclement weather, tournament staff will update coaches and team managers via email, text, and the tournament homepage. Under no circumstances whatsoever will the Tournament Committee, sponsors, or SMC be responsible for expenses (including tournament entry fee) incurred by any team. This includes a situation where the tournament or any game(s) are canceled in whole or part.

REFUND POLICY

All teams not accepted by the tournament will be refunded in full within ten (10) days of the notification of rejection, or notification to the teams accepted, whichever comes first. (Posting on websites can be considered notification of teams accepted.)

In case of rain – HARD RAIN, NOT A SPRINKLE – we will update via emails and texts to managers through GotSport and via our tournament website. If inclement weather forces the cancellation of all or part of the tournament, teams will have the option to receive a credit or cash refund of a percentage of their entry fee. This credit is to be used in future SMC soccer tournaments (within one year), and will be given in the following increments:

- a. No games played = 75% credit or 50% cash refund
- b. One game played = 50% credit or 25% cash refund
- c. Two games played = 25% credit

SMC Tournament Refund Policy - [CLICK HERE](#)

Entry Withdrawal – A team withdrawing an entry on or before the entry deadline for a tournament will receive a full cash refund of the Entry Fee, provided that the withdrawal must be made by email to steve@smcsoccer.com

Late Withdrawal – Any withdrawal after the entry deadline for a tournament will be considered to be a Late Withdrawal. If a fully paid entry is not found to replace the withdrawing team, no amount of the Entry Fee will be refunded or credited. SMC assumes no duty or responsibility to find a replacement entry for a Late Withdrawal.

FORFEIT POLICY

Teams participating in a tournament expect their opponent to be as diligent and conscientious as their own team in being on-time and prepared to participate in ALL scheduled games. To minimize the occurrence of forfeited games, SMC has adopted these Game Forfeiture Rules.

When a team forfeits a game in a tournament, the following rules apply:

- a. The forfeiting team receives a loss for the scheduled game, 0-3.
- b. The forfeiting team is still expected to play any and all subsequently scheduled games.
- c. The team forfeits any team or individual awards given for participation in the forfeited game.
- d. A game ended prematurely by a game official or SMC tournament staff due to the misconduct of a player, coach, or spectator shall be deemed a forfeit by that team for purposes of this policy.
- e. When a team forfeits a game, the team will be required to pay a Forfeit Penalty for each forfeited game. The amount of the Forfeit Penalty is \$25 in the 7U-10U age groups and \$50 in all other age groups. Payment of the Forfeit Penalty is due prior to the team's entry in any subsequent SMC soccer tournaments.
- f. SMC tournament staff reserves the right to make a team ineligible for the playoff rounds for intentionally forfeiting a preliminary (pool game).
- g. Teams who forfeit a game(s) will be reported to their governing home association and are subject to any forfeit penalties, if any.

The forfeit policies may be modified or waived by the Tournament Director in the event of extenuating circumstances. Factors considered will include advance communications from the teams as to their unavailability to play the scheduled game, the timing of such communications, the circumstances causing the forfeiture and such other considerations deemed relevant by the Tournament Director. The Tournament Director's decision as to the application of the forfeit policies shall be binding upon all parties.

The Tournament Director and/or Tournament Coordinators will decide upon any situation or subject not covered by the aforementioned rules and regulations. All decisions by the Tournament Director are final and are not subject to appeal. To contact the Tournament Director, please visit Tournament Headquarters and they will locate the Director for you.