

Lakers Classic Soccer Tournament Rules and Regulations

(Version 11-17)



Laws of the Game

Games are played by tournament modified FIFA rules, including “Small Sided Soccer Modified Playing Rules” as established by the Wisconsin Youth Soccer Association. Interpretation of the rules shall be as determined by the Tournament Executive Director when necessary.

Deadline

Deadline to register shall be determined annually and may be extended as determined necessary by the Tournament Executive Director..

Fees and Payment

Fees must be paid in full within one week of registering to confirm and secure an application. Fees are set annually. The fees for 2016 are as follows: \$275 for U9 and U10, \$375 for U11 and U12, and \$450 for U13 to U18. Payment is mailed to Lakers Soccer Club, 529 Madison St., Lake Geneva, WI 53147. Checks are made payable to: Lakers Soccer Club.

Location

The tournament is held at the Badger High School Sports Complex, 200 E. South St. & 600N. Bloomfield Rd., Lake Geneva, Wisconsin. The Badger High School and Lake Geneva Middle School are directly across the street from one another so all games are at one general location.

Tournament Registration

Official State Rosters, Player I.D. Cards, and Medical Release Forms must be **submitted during registration at tournament headquarters at least one hour in advance of the first scheduled game**. Completed Guest Player Forms (Available from the Tournament Center) or appropriate submissions, as determined by tournament officials, are required for individuals not listed on the Official State Rosters. Teams cannot compete without the registration process. Failure to register in a timely manner could result in a game forfeiture (see "Failure to Show-Forfeits"). The Tournament Executive Director may establish additional registration hours in advance of the tournament.

Recreation league teams, who have entered the tournament and are playing in leagues or for State Districts that do not issue player passes, should contact tournament officials in advance of the tournament to ensure sufficient time for verification of District rules and procedures.

Field Marshals

Field Marshals will be stationed at all fields during the course of the tournament and will be identified by a yellow or orange safety vest. They will be responsible for checking player I.D. cards and equipment prior to a game, keeping the games schedule on time, reporting game scores to tournament headquarters, and completing score sheets. All Field Marshals will be equipped with walkie talkies to communicate with tournament headquarters should any problems arise during a game(e.g. medical emergencies, team and/or official no shows, rules and regulation consultation and other game related situations). Since time is of the essence, Field Marshals will communicate with game officials and team coaches and/or managers only. If time permits they will try to answer tournament related questions.

Game Officiating

U9-U10 games will have a center referee and possibly two lines people. U11 and up games will have a center referee and 2 lines people.

Rosters

The maximum team roster size is the maximum number of players per team, which is as follows: U9 – U10, 14 players; U11 – U12, 16 players; U13 – U18 18 players. Roster changes are discouraged. An individual may not be removed from a roster once the team has commenced its first game, whether or not that individual played in the game. If a team has not registered the maximum number of players as set forth above, it may add an otherwise eligible player(s) by going back through registration. (Since a player may not be removed from a roster or be on two teams simultaneously, a player may not be moved from one team to another.)

In rare circumstances and to promote opportunity for equal play, special exemptions may be considered and approved or denied by the Tournament Executive Director. (For example, an exemption would not include providing for extra substitutes and may incorporate conditions such as, but not limited to, a restriction from playoff games.).

For U13 to U18, the tournament reserves the right to allow for special circumstances for a roster up to 22 with individual, written game rosters of no more than 18 players. All players would need to be rostered before the first game and each change in game roster would need to go back through registration verification. As such, roster size not larger than 18 is encouraged and recommended.

A roster may include the following number of Guest Players: up to 3 Guest Players for U9 through U12 and up to 4 Guest Players for U13 through U18. Guest Players are inter-club arrangements and require proper registration

documentation as determined at the sole discretion of tournament officials. Club passes, designated as an intra-club player arrangement between two or more teams of the same club, are allowed, provided all such players are shown on official team rosters of the club, which are submitted at registration.

Players may only play for one team. If a team or teams is found to have a player on multiple rosters, each team is subject to a forfeit for each game during which the player was on each roster, whether or not the individual played in either or both games.

In rare circumstances and to promote opportunity for equal play, special exemptions may be considered and approved or denied by the Tournament Executive Director. (For example, a club may request in advance to allow an individual to play on a second team due to special circumstances, and the request may be considered and denied or approved by the tournament director which may incorporate conditions such as, but not limited to, a forfeit or restriction from playoff games.)

Duration of Games and Players on the Field

The game clock will not be stopped due to an injury to any player unless, at the discretion of the referee, medical personnel must remove the injured player from the field.

- U9 and U10 play 7v7, including the goal keeper, and U11 and U12 play 9v9, including the goal keeper, both with two 25-minute halves with a 5 minute half time.
- U13 and U14 play 11v11, including the goal keeper, and play two 25 minute halves with a 5 minute half time.
- U15 through U18 play 11v11, including the goal keeper, and play two 30-minute halves with a 5 minute half time.

Reporting for Games

Both teams must report to the Field Marshal at the scheduled field area 30 minutes prior to game time for player I.D. and equipment check.

Coin Toss & Home Team

There will be a coin toss before each game. The winner of the coin toss will have the choice of which goal they will defend. The loser gets the initial kickoff. The team listed first on the schedule is the Home Team. The team listed second is the Away Team.

Uniforms and Equipment

Each player must wear shin guards and a matching team uniform with a unique number on the back. Where uniform color is similar for competing teams, the designated home team will change colors. Shoes in compliance with FIFA standards are allowable. No metal spikes of any kind are allowed. Each team must supply one game ball. The referee will determine which ball to use. U9

through U12 will use a number 4 ball and the other divisions will use a number 5 ball.

Failure to Show - Forfeits

A minimum of seven players constitutes a team (5 for U9 and U10). A ten (10) minute grace period will be extended beyond the scheduled kickoff time before a forfeit will be declared. In the event of a forfeit, the winning team will be awarded 10 points.

As the intent of the tournament is to give teams and players an opportunity to play soccer, in the event of a forfeit, the tournament director reserves the right to allow the game to be played, but the results, scored as a forfeit, will not be changed.

Field Rules

Teams will occupy one side of the field (the side with the benches) and the spectators the other side of the field. Coaches must stay within ten (10) yards of their side of center. Coaches are responsible for the behavior of their players and spectators. Fans running onto the field during play will be ejected from the tournament grounds. A team may have up to two non-playing coaches or managers with the players. A third coach or manager may be added if all three show league approved and issued coach or manager cards.

Inclement Weather

During questionable weather conditions, teams should be prepared to play as scheduled.

In the event of severe weather (e.g. continuous heavy rain, lightning, excessive heat) or poor field conditions, the Tournament Executive Director shall have the authority to: (a) Relocate and/or reschedule any game; (b) Reduce, by up to 50%, the duration of any game; (c) Declare a game completed once 33% of the game has been played; or (d) Cancel a preliminary game that has no bearing in deciding a group winner.

Cancellation/Refund Policy

A total Tournament Cancellation prior to the start of the tournament will result in full refund to all teams. There will be no refunds for any cancellations once the tournament has started. Team cancellation will result in a forfeiture of all or half of the team tournament fee depending upon when notice is received by the tournament committee. All teams are guaranteed to be scheduled for at least three games, but the actual number of games played may be subject to inclement weather or forfeits. A refund in the event that a team does not get to play three games is not guaranteed, but the Tournament Executive Director may be asked to review the circumstances and provide for a partial refund, if in his sole determination one is warranted.

Protests

No protests will be allowed on any judgment call by the referee. All decisions by the referee are final. Protests will be allowed on player eligibility or other technical matters. Express your concerns regarding violations prior to the start of the game or at the time the incident occurs to the Field Marshall. A \$100.00 appeal / protest fee should accompany the appeal or protest. If the appeal or protest is upheld, the fee will be returned. If denied, the fee will be forfeited to the Lake Geneva Lakers Soccer Club.

Red Card Rule

This is a USYSA sanctioned tournament and the USYSA Red Card will be in effect (i.e., if a player receives a red card, he/she will be expelled from that game, plus his/her next game, if applicable). Use of a player in a game for which he/she was expelled will result in a forfeit and team disqualification from the tournament. Player cards of suspended players will be given to the Tournament Executive Director, or his designee, after the game in which the red card was issued. The coach of the suspended player must contact the Tournament Executive Director prior to the start of the game in which the player becomes eligible to play or at the end of the tournament for their player card.

Yellow Card Rule

If a player receives a yellow card, he/she is not required to leave the field. Two yellow cards within the same game constitute a red card. Coaches are subject to the same red and yellow card rules as the players.

Substitutions

Substitutions can be made only at the following times and must enter the field at the half line: (a) A throw-in, in favor of your team; (b) Prior to a goal kick by either team; (c) Following a goal by either team; (d) Following an injury time-out for either team, with the referee's permission; (e) At half time; or (f) On the opposing team's throw-in if the opposing team also has a player at the half-way line.

Scoring in Group Preliminary Games

Games in preliminary rounds will be scored as follows in order to determine group Winners for seeding into playoff and/or championship games:

- (a) 6 points for a win;
- (b) 3 points for a tie;
- (c) 1 point for a shut-out;
- (d) 1 point per goal scored (maximum 3 points); and
- (e) 0 points for a loss, but each goal scored is counted to a maximum of 3 points.

In case of a 0-0 tie in a preliminary game, 3 points will be awarded each team and the shutout bonus will not apply. In the case of a forfeit, the winning team will be awarded 10 points.

In the event that two teams in the same Group have the same number of points at the end of the preliminary round, the following tie breaking criteria will be applied to determine the Group Winner:

- (a) Head to head competition;
- (b) Most games won;
- (c) Fewest goals against;
- (d) Most goals for; and
- (e) Kicks from the mark (as defined for semi-final and championship games).

In the event of special circumstances not described above, the Tournament Executive Director, whose decision will be final, will determine a fair and appropriate methodology to end a tie.

Division Semi-Final and Championship Games - Scoring / Tie Breakers (Applies to U11 and above only)

Most goals scored determine the winner of these games. In case of a tie at the end of regulation time, five (5) kicks from the mark will be taken alternately by each team to decide the winner. FIFA rules will be observed. Only team members on the field at game's end can remain on the field and participate in the Kicks from the mark. All other players must remain on the sidelines during the Kicks from the mark. If still tied after (5) kicks from the mark, the teams will take further alternate sudden death kicks from the mark until a winner is decided.

Awards

Individual Awards will be presented to all first and second place teams, except U9 and U10 where all players receive Participation Awards in accordance with WYSA guidelines. Last year, trophies were given for U11 to U13 divisions and unique T-shirts were awarded to U14 through U18 teams. The maximum number of awards per team is equal to the maximum team roster size.

Casts and Medical Bracing Devices

This tournament follows the guidance and direction of the WYSA (Wisconsin Youth Soccer Association) relative to the ability to play with casts or medical bracing devices. At this time, the WYSA does not prohibit casts or medical bracing devices, nor do they provide a specific authorization to play with such items. As such, casts and medical bracing devices must be preliminarily authorized for play by the Tournament Executive Director who will inspect each and render his decision, which is final, except as noted below. It is expected that an effort will be made by players, coaches, and parents to pad, cushion, or protect the cast or medical bracing device. Any individual approved to play with a cast or medical bracing device, plays entirely at their own risk, and the Tournament and Tournament Officials accept no responsibility for the individual electing to play. The Center Referee for each game retains final authority over whether or not an

individual may play with a cast or medical bracing device, even if such cast or device received a preliminary authorization or approval from the Tournament Executive Director. Additionally, a Center Referee may, at their sole discretion, alter their initial determination and, prior to or at any point during a game, may ban an individual from playing or continuing to play. By attempting to play or playing with a cast or medical bracing device of any kind, the player, coach(es), parents, and club accept the risk involved that a player may be prohibited from playing in any or all games or portions thereof.

Interpretation of and Amendment or Modification to Rules and Regulations

The Lakers Soccer Club and Tournament Executive Director reserve the right to modify these rules and regulations without notice and at their sole discretion if they determine it is in the best interest of the tournament and/or the visiting teams and players participating in the tournament to make such amendment or modification. The Tournament Executive Director, whose decision shall be final, may render a decision on any such matter not addressed or not clearly addressed within these rules and regulations. The authority to interpret these rules and regulations rests solely with the Tournament Executive Director whose decision shall be final.

Coach Misconduct

The Lakers Classic Soccer Tournament has adopted the following portion of WYSA Rule #23 Coach Misconduct.

Coaches in the Lakers Classic Soccer Tournament are expected to exhibit the highest level of sporting behavior and are responsible for the attitudes and behavior of their assistant coaches, players, and spectators. In the event the referee, Tournament Executive Director, or Official Score Keeper determines the conduct of the coach is detrimental to the game, the referee or official may ask the coach to leave the immediate vicinity. Immediate vicinity shall be defined as sufficient distance from the playing field where the offending party cannot cause additional disruptions to the game. This is considered the "Out of Sight and Out of Sound principle."

Cheating, Rules Violations, and Unsportsmanlike Behavior

After a review of the details and circumstances, teams and/or individual players determined to be cheating or attempting to cheat (whether or not a violation of a specific rule), committing rule(s) violations, or exhibiting significant unsportsmanlike behavior are subject to forfeit or expulsion as determined, on a case-by-case basis, by the Tournament Executive Director.