

2007 Wyomissing Area S. C. “Quarry Classic Tournament” Rules

- 1. Age and Eligibility** – Participation in the Wyomissing Area Soccer Club “Quarry Classic Tournament” is open to accepted teams composed of eighteen (18), fourteen (14) for ages U-9 and U-10, or fewer players meeting the age limit of the specified division. Players must have been born during, or subsequent to, the divisional year. Players are permitted to play on only one team within their bracket! Each team must be affiliated with the USYSA/USSF and must present a valid roster. **The valid roster must be present at the field for the duration of the tournament.**

Age groups for the teams are as follows and the guidelines for age cut-off will follow USYSA policy.

Under 9 Boys and Girls
Under 10 Boys and Girls
Under 11 Boys and Girls
Under 12 Boys and Girls
Under 13 Boys and Girls
Under 14 Boys and Girls
Under 15/16/17 Boys

- 2. Laws of the Games** – All games shall be played in accordance with FIFA Laws, except as specifically modified by these rules.
- 3. Duration of Games**

Year	Ball	Minutes (All games)
Under 15/16/17	5	60
Under 14	5	60
Under 13	5	60
Under 12	4	60
Under 11	4	60
Under 10	4	50
Under 9	4	50

All games will be played with a running clock. The referee may stop the clock for serious injuries. All decisions of this nature are made by the referee on the field and are final.

4. Field and Game Equipment

- Players must wear numbers on the back of their uniforms and these numbers shall coincide with those listed on the team’s official tournament roster.
- Players are required to wear shin guards in accordance with FIFA Laws of the Game.
- The designated Home Team shall change to alternate uniform color if a conflict exists. Home teams are determined at the coin toss to be held at the Field Marshall’s tent 10 minutes prior to the scheduled start of each game.
- Each team will be asked to provide on linesperson for each game with the exception of the Championship Game for U-11 – U-14 Boys and Girls, and all U15/16/17 Boys Games, which will have a 3-Man Referee System.
- Check-in time is 60 minutes prior to the scheduled start of each team’s first game. For all other games, teams must be at the field 10 minutes prior to the scheduled start time.
- Patch Exchanges are encouraged.

5. Protests

There will be NO Protests!!!!!!!!!!!!!!!!!!!!!!

6. Substitutions

- A. Unlimited substitutions may be made, with the referee's permission
 - 1. After a goal has been scored
 - 2. At the beginning of the second half
 - 3. At a goal kick by either team
 - 4. At a throw-in by the team in possession only
- B. Limited substitutions may be made, with the referee's permission
 - 1. In case of stoppage of play for an injury (one-for-one basis for the injured player(s))
 - 2. To replace a cautioned player
- C. No substitutions on corner kicks will be permitted

7. Game and Score Reporting

- A. The Field Marshall will ensure that the game and the report forms are properly completed, a signature obtained, and the scores recorded at the end of the game.
- B. The Field Marshall will ensure that the scores of each game are reported to the Tournament Headquarters in a timely manner.

8. Conduct

- A. Players, coaches and spectators are expected to conduct themselves within the spirit and the letter of the LAW. Displays of temper or dissent are cause for ejection from the game and surrounding field area.
- B. Players, coaches and team officials ejected from a game by the referee shall be ineligible for the next scheduled game. Players and coaches receiving yellow and/or red cards will, in addition, have the matter referred to their respective state youth soccer association.
- C. Teams will be assembled on the player side of the field only. **NO** spectators will be permitted on the players' side of the field or behind the goal area.
- D. Alcoholic beverages are strictly prohibited anywhere on school, borough or club property.

9. Determining Division Winners

- A. Each team will be awarded three (3) points for each win, one (1) point for a tie, and zero (0) points for a loss. The winning team will be awarded bonus points for a goal differential to a maximum of (3) points. Bonus points will be used as a tie-break if necessary to determine division champions.
- B. Certain teams will play in a 4 or 5-team round-robin format and others will play in 6 or 7-team pool play with a Finals Round. Only in Final Round games will overtime be played. All other games, which are tied at the end of regulation, will remain a tie.

- C. At the end of the preliminary round (round-robin play), the division winner shall be the team with the most win/tie points in their division. In the event of a tie within the division, the following criteria will determine the winner:
 - 1. Head to head competition (in the event of a tie among more than two teams, this criterion will be omitted)
 - 2. Most wins
 - 3. Most bonus points
 - 4. Least goals allowed
 - 5. FIFA penalty kicks
- D. In the event of a tie among three (3) or more teams, the elimination procedure begins with Step C. #2 above.
- E. The Tournament Director, acting within the parameters of these rules, will determine the teams to advance into final rounds.

10. Finals

- A. Winners in each division where crossovers are dictated will advance to the championship game.
- B. Overtime will be played in case of a tie at the end of regulation time in the Championship game only. The winner will be determined as follows:
 - 1. Maximum of two (2) ten (10) minute “sudden-victory”, overtime periods will be played. The teams will exchange ends of the field after ten (10) minutes and a two-minute interval.
 - 2. Should the game remain tied after overtime play, FIFA penalty kicks will be taken to determine the winner.
 - 3. Only players on the field of play at the end of the overtime period are eligible to participate in penalty kicks.

11. Failure to Show and Forfeits

- A. There will be no grace period. Any team not ready to play at their scheduled starting time will forfeit that game. A minimum of seven (7) players constitutes a team and the game may be played. If less than seven (7) players are present at the scheduled start, that team will forfeit.
- B. If a team is the cause for termination of a game, that team will be considered to have forfeited the game. A score of 1 – 0 will be recorded and three (3) points will be awarded for the win.

12. Inclement Weather

- A. In case of inclement weather, the Tournament Committee will have the authority and discretion to change games as follows:
 - 1. Relocate or reschedule any game(s).
 - 2. Change the duration of any game(s).
 - 3. Cancel any preliminary game(s).
 - 4. Preliminary games terminated after one-half of play because of the weather shall be considered final.

5. Refund Policy – In the event of unforeseen circumstances that would result in the cancellation of the tournament, WASC will refund a portion of the application fee. The fee returned would be less the necessary fixed costs of running the tournament
6. In the event that schedules need to be changed, notice will be sent via email to your designated coach or team manager.

13. General

- A. Under no circumstances whatsoever will the Tournament Committee, Wyomissing Area Soccer Club, or EPYSA be responsible for any expenses (including the Tournament entry fee) incurred by any team. This includes a situation where the Tournament or any game(s) is cancelled in whole or in part.
- B. The Tournament Committee's interpretation of the rules shall be **FINAL!**
- C. The Tournament Committee reserves the right to decide on all matters pertaining to this tournament.

14. Fair Play 5/7 Rule

- A. Once a team gains a (5) goal lead over an opponent, they must remove a player from the field of play.
- B. That Removed Player cannot return to the game unless the opposing team should tie the score.
- C. If a team would increase their lead to (7) goals (playing a man down) an additional player shall be removed from the field of play. That second player removed can be returned if the goal differential should return to a (5) goal lead.