#  **REVOLUTION FALL CLASSIC**

**SOCCER TOURNAMENT 2021**

**November 5-7**

**Laws of the game**

All games will be played in accordance with FIFA Laws of the Game observed by USSF/USYSA with the adjustments outlined below.

**Eligibility and Game Duration**

Tournament roster sizes are as follows:

**U-13 – U-16: maximum roster size is 22 players**

**U-11 – U-12: maximum roster size is 18 players**

**U-8 – U-10: maximum roster size is 14 players**

There will be a maximum of three (3) guest players allowed per team. Those guest players are included in the roster limit. A player may play on only one (1) team per age division(s). (For example: a player cannot play in gold u11 and silver u11. A player can also not play in a

u11 division and also in a u11/u12 mixed division.)

Players in the following divisions must be born between the dates shown and will play as shown below: \*Special circumstances such as “TRAPPED PLAYERS” or teams with older mixed ages **MUST BE** **APPROVED** by the tournament committee to ensure it is in the best interest of the age division playing.

**\*\*Combining of age groups will be done at the tournament committee’s discretion if there are not enough teams for an appropriate single age division. For example: u9/u10 or u11/u12. We will make every effort to keep each division age and skill level appropriate.**

**Age Group Year of Birth Ball Size Halftime Halves**

**U8 (7v7) 2014 4 5 minutes 2 x 25 minutes**

**U9 (7v7) 2013 4 5 minutes 2 x 25 minutes**

**U10 (7v7) 2012 4 5 minutes 2 x 25 minutes**

**U11 (9v9) 2011 4 5 minutes 2 x 30 minutes**

**U12 (9v9) 2010 4 5 minutes 2 x 30 minutes**

**U13 (11v11) 2009 5 5 minutes 2 x 35 minutes**

**U14 (11v11) 2008 5 5 minutes 2 x 35 minutes**

**U15 (11v11) 2007 5 5 minutes 2 x 35 minutes**

**U16 (11v11) 2006 5 5 minutes 2 x 35 minutes**

**U17 (11v11) 2005 5 5 minutes 2 x 35 minutes**

**U18 (11v11) 2004 5 5 minutes 2 x 35 minutes**

**U19 (11v11) 2003 5 5 minutes 2 x 35 minutes**

**Weather**

No games will be played if lightning is in the area. If any coach, field marshal or assistant referee sights lightning, they will immediately notify the referee who will suspend play or delay the start of the game. Such delay or suspension must remain for a minimum of thirty (30) minutes past the last sighting of lightning or longer at the direction of the field marshal or referee. In the event of other inclement weather, the Tournament Director/Committee will have the sole authority to shorten games by up to 50%, relocate game sites, reschedule games or cancel games. If a game is canceled prior to starting or during the first half due to weather, including

lightning, best effort will be made to reschedule. If a game is canceled during the first half of

play and is rescheduled, the game will be restarted with the same score and time remaining as

at the time play was suspended. Games will be considered completed if one half of the game as

elapsed. If a game is part of the selection of a group winner, the Tournament

Director/Committee will, in their sole discretion, determine the method and timing to

determine the winner. Neither the Tournament, nor anyone connected with the Tournament,

assumes any responsibility or liability if the Tournament is canceled in whole or in part for any

reason, weather related or not. In the event of inclement weather during the tournament, it is

the responsibility of each team manager/coach to contact the Tournament Director/Committee

with questions or concerns

**Cancellation Policy**

In the event of inclement weather forcing cancellation of the tournament or games after the

tournament has started, the following will occur:

If all games are played on Saturday, there will be no refunds.

If the Tournament is cancelled or shortened for weather or unforeseen circumstances beyond

our control, refunds will be calculated after Tournament expenses have been met.

**Registration**

Each team must submit the following by the given deadline of October 24th by downloading the documents into your team snap registration account. You may reach your account by copying this link into your browser. https://events.teamsnap.com/login

You may download saved files or download pictures of the documents if necessary.

If you hear nothing from us then we have received your documents. If we do not receive your documents then we will be contacting you.

1. OFFICIAL STATE ROSTER with jersey numbers of each player and guest players. Guest players may be handwritten on the bottom of the roster.

2. PLAYER CARDS for each player including guest players

3. TRAVEL PERMIT for teams from outside Kentucky.

Each player MUST have a laminated player card from the team’s state association, with picture for each rostered player and guest player. Bring player cards and a copy of the official state roster with guests players written at the bottom of the roster to each game.

The coach or team manager must have possession of the player cards, medical release forms and tournament-approved rosters with guests written at bottom at all games. Failure to do so can result in dismissal of players or the entire team from the tournament.

**Payment**

Payments are due by October 18th.

Payments can be made out to MCCSA and mailed to: Revolution Fall Classic

 Attention: Tim Stark

 784 Walston Rd.

 Almo, Ky. 42071

Payments can also be paid by Venmo to our MCCSA Treasurer. Please put Team Name, Age and Division in comments.

@MCCSA371 (Sally Barnes)

 4 digit code- 6966

If you do not get your payment mailed to us, please bring it to the tournament headquarters at least 45 min prior to you first game.

**Player’s Uniforms and Equipment**

Field players must wear numbers on the backs of their matching uniforms. Each field player must have a different number that coincides with the jersey number listed for that player on the roster. The goalkeeper will wear a shirt of a different color than the keeper’s teammates, the referee and opponents, and may have any number or no number. The HOME TEAM is listed FIRST on the schedule. The Home Team shall wear white (light colored) jerseys. The AWAY TEAM is listed second on the schedule. The Away Team shall wear dark (non-contrasting) colored jerseys. Sharp steel spikes are not allowed on shoes. All players’ equipment is subject to the referee’s approval. The home team must present a minimum of two (2) game balls to the referee prior to the start of the game for the referee’s approval.

**Forfeited Games**

A team will be allowed a ten (10) minute grace period from the scheduled kick-off time before

the game will be forfeited to the opponent. A team may begin play with a minimum of seven (7)

players at 11v11, six (6) at 9v9 and five (5) at 7v7. Late players must check in with the referee or

assistant referee prior to being allowed in the game. The opposing team will play at full

strength if they choose. In the event a team forfeits a game, the opponent will be awarded a 4-

0 win. Any team quitting the field of play before the conclusion of the game is subject to being

disqualified from the Tournament. Teams causing abandonment will be declared the loser by a

4-0 score regardless of score when they leave. When the situation causing abandonment is such

that Tournament officials cannot assign responsibility, both teams will forfeit with no goals

scored and a double loss declared.

**Start of Play**

Each field will have an assigned field marshal. Teams must check in with the field marshal or

center official at least 10-15 minutes prior to their scheduled kick off time. Field

marshals/referees will inspect and retain the stamped approved tournament rosters. Both

teams will be on the same side of the field and each team will be located no closer than 5 yards

away from the halfway line. Field marshals and referees will have the authority to determine

team location during the game. No team will be allowed more than three non-players (coaches,

trainers, managers) on the team’s side of the field during the game. Each team will have a

coach at the field for the duration of the game. A team not so represented will forfeit the game.

Spectators will be located on the opposite side of the field adjacent to their team. The game

clock will not be stopped because of an injury to any player except at the discretion of the

referee and if medical personnel remove the injured player from the field. Stoppage time may

be added if, in the opinion of the referee, a team is delaying the game in their benefit. Games

that start late due to this may and likely will be shortened as needed to ensure that the next

game on that field may begin on time.

**Conduct**

Coaches are responsible for the conduct of their spectators, team staff and players of their

team. Referees are authorized to take appropriate action to maintain proper control of games.

Abuse from players, coaches, and spectators will not be tolerated. If the referee terminates

play due to unruly behavior, the Tournament Director/Committee will determine if the game is

to be replayed, continued or forfeited by the offending team. Players ejected from the game

are automatically banned from their team's next tournament game. Coaches ejected from the

game are (at a minimum) automatically banned from that team’s next tournament game.

Violations that are deemed of a serious nature (fighting) might require further disciplinary

action such as banning from further tournament play. The player card of the ejected player will

be collected by the field marshal, attached to the game report and delivered to the Tournament

Headquarters. The decision of the Tournament Director/Committee on red card violations is

final.

**Substitutions During Play**

There is no limit to the number of substitutions during the game. Players may be substituted

with the consent of the referee at the following times:

Prior to a throw in by team in possession or both teams, if team in possession first

requests a substitution.

Prior to a goal kick by either team

After a goal by either team.

In the event of an injury, by either team.

**An ejected/red-carded player may not be substituted. The team of the ejected player must play short for the remainder of the game.**

**Utilizing the Build-out Line for U8, U9 and U10 Games (7v7)**

U.S. Soccer’s Player Development Initiatives Small-Sided Youth Games 7v7 Build-Out Line

The Build-Out Line promotes playing the ball out from the defensive third in a less pressured setting. When the goalkeeper has control (with his/her hands) of the ball during play, the opposing team MUST move behind the Build-Out Line until the ball is released (put in play) by the goalkeeper. Once the opposing team is behind the Build-Out Line, the goalkeeper can pass, throw, or roll the ball into play (punts or 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.

Also, the opposing team MUST move behind the Build-Out Line for a goal kick restart and may only cross the Build-Out Line once the ball is in play. (In play means the ball has been kicked and clearly moves.) Newly mandated rules state that the ball no longer has to leave the penalty box before being live.

The goalkeeper may choose to play the ball from his or her hands before the opponents have retreated behind the Build-Out Line. In this case, the “six second rule” is not applied, as the goalkeeper has willingly decided to quickly release the ball into play. If a goalkeeper has the ball in his/her hands, and is clearly waiting for the opposing team to retreat behind the Build-Out Line, the six second period should be started ONLY once the opposing team has retreated behind the Build-Out Line. This allows for the goalkeeper’s team to have the time and space to play out of the back without immediate pressure.

OFFSIDES will begin at the build out line.

**Scoring and Tie Breakers**

**Scoring Method:** The standings of teams within brackets are based upon the number of points earned in qualifying games. Teams earn points as follows:

**Three points (3) for a win (including forfeits)**

**One point (1) for tie**

**No points (0) for a loss**

**\*Forfeits are considered a 4-0 victory for non-forfeiting team.**

**Tiebreakers:** In the event that teams are tied on the basis of points earned, the team’s

placement will be determined in accordance with the following sequential criteria:

a) Winner of head to head competition (these criteria not used if more than two (2)

teams are tied.)

b) Winner of most games.

c) Goal differential (goals scored minus goals against) with a maximum of four goals per game.

d) Fewest goals allowed

e) Kicks from the penalty mark per FIFA Laws of the Game

Note:

If more than two (2) teams are tied, the sequence will be followed until a team is

eliminated/advanced. The remaining teams will then restart the sequence at Point “b” above until the tie is broken.

If FIFA kicks from the mark have to be taken, there will be a draw by the Tournament

Committee. The first team drawn will receive the bye; the next team drawn will be home team

against the remaining team in the first contest of kicks. The winner of the first contest will then

compete against the bye team in kicks from the mark to determine the round robin winner. The

bye team will be the home team. This is only if there are more than two (2) teams tied after

going through the Tiebreakers.

**Overtime**

**For semi-final and final games:**

**If tied after regulation, you will have “1” 5 minute golden goal overtime period. If no one**

**scores then it is FIFA Kicks from the Penalty Mark.**

**Game Reports**

The referee or a field marshal will handle game reports. Each coach/manager will verify the

game results before signing the report. Coaches must sign the reports! Reports will periodically be delivered to the official scorer or tournament director by the field marshal or referee. Scores will be posted at the tournament headquarters near the pavilion.

**Awards**

Awards will be given to each player on the first and second place team in each division.

**Protests**

Protests will not be allowed. Decisions of the Tournament Director/Committee and/or referee

will be final.

**Tournament Director/Committee**

The Tournament Director/Committee will make every effort to ensure this Tournament is an

enjoyable experience for the players, coaches and fans. Any fan, coach or player who distracts

from the competition by abusive, derogatory, vulgar or profane language or actions will be

ordered to leave the game site for the remainder of the game. Refusing an order to leave by a

referee, field marshal or tournament official will result in the termination of the game and

forfeiture by the team in which the offender is affiliated. Neither the Tournament

Director/Committee, nor anyone connected with the tournament, assumes any responsibility

or liability if the tournament is canceled in whole or in part for any reason. The Tournament

Director's/Committee's interpretation of application information, procedures, rules, results and

all matters pertaining to the Tournament are final.

**Subject to Change**

The above rules - **in whole or in part** - may be changed up until the time of the first game of when the tournament begins and subject to the tournament committees approval. (Nov 5th, 2021)

\*\*Only if needed will we begin play on Friday night for teams that live close to Murray. Otherwise all games will be played on Saturday and Sunday.