



SEPTEMBER  
4 - 6 2010

BOYS & GIRLS  
U8 - U19

## LAS VEGAS LABOR DAY CLASSIC

ONLY STATE SANCTIONED TOURNAMENT ON LABOR DAY WEEKEND  
THAT WILL BE PLAYED ON BEAUTIFUL FIELDS AT THE KELLOGG/ZAHER COMPLEX

# TOURNAMENT RULES

**FIFA LAWS** of the game shall apply as modified by USYS and USYS-Nevada as described herein.

### **ELIGIBLE PLAYERS**

Tournament is open to all USSF sanctioned organizations such as USYS and US Club Soccer. Only those players appearing on the tournament approved team roster will be eligible to play. Players may only be rostered on one team participating in the tournament.

### **CREDENTIALS**

USYSA or US Club Soccer laminated player passes (properly validated by League and/or Registrar) will be required for all players. Any player who fails to provide a player pass before the game will be unable to play. There will be no exceptions to this rule. Player passes will be checked before each game by the field marshal.

### **TOURNAMENT CHECK-IN**

All Teams must check-in in accordance with instructions provided with acceptance. All players must be registered with USSF affiliated organization (*i.e. USYS, US Club, etc.*) and have their laminated player passes, medical release forms, and proof of birth (*i.e. birth certificates*) at the time of Tournament Check-In. There will be no player additions after Tournament Check-In.

### **GUEST PLAYERS**

Five guest/loan players will be permitted per team with properly completed guest/loan player forms.

### **INJURY TIME**

Referees will be instructed not to add time to a game except in the most extenuating of circumstances.



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### **SUBSTITUTIONS**

Unlimited substitution will be allowed only with the referees permission and only as follows:

- A. Prior to a throw-in by the team in possession.
- B. Prior to a goal kick by either team.
- C. After a goal is scored by either team.
- D. For injured player if play is stopped.
- E. At half time.
- F. A player receiving a caution (yellow card) **MAY** be substituted for at that time.

### **EJECTION**

USYSA-Nevada rules prohibit any player or team official ejected from a match, or suspended by the proper authority, to be within sight or hearing distance of the field of play during his/her suspension. A player or team official 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 or coach who has been ejected (sent off), shall not be replaced and will be suspended from the teams next scheduled match. A player or coach who has been ejected for **VIOLENT CONDUCT** shall not be allowed to participate in the next **TWO** scheduled games (subject to review by the Tournament Committee). Any player or team official who assaults a referee will be expelled from the tournament. **FIGHTING** will not be tolerated for any reason. Players sent off for fighting (striking or attempting to strike another player) will not be allowed to participate in any further tournament games. Players, team officials, or spectators who enter the field of play for any reason in the event of a fight will be ejected from the tournament. If the players cannot be identified, the entire team will be removed from the tournament. No refunds will be made to any team that is removed from the tournament.

### **HOME TEAM RESPONSIBILITIES**

Home team (first team listed on the schedule) will be required to change jerseys in the event of a color conflict. The home team will have the choice of side of field, and will supply the game ball. The game ball will be subject to referee approval. Coaches, players and spectators must remain on their teams side of the field. No two teams will occupy the same side of the field.



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### LENGTH OF GAMES

Listed as below or as determined by the referee (all games shall have a 5 minute half time).

AGE GROUP	PRELIMINARY GAMES	FINAL GAMES
U8-U10	Two 25 minute halves	Two 25 minute halves
U11	Two 30 minute halves	Two 30 minute halves
U12	Two 30 minute halves	Two 30 minute halves
U13	Two 30 minute halves	Two 30 minute halves
U14	Two 30 minute halves	Two 30 minute halves
U15	Two 30 minute halves	Two 30 minute halves
U16	Two 30 minute halves	Two 30 minute halves
U17	Two 30 minute halves	Two 30 minute halves
U18-U19	Two 30 minute halves	Two 30 minute halves

### GAME POINTS

- A. Points will be awarded for each game in accordance with the following schedule:
  - Three points for a WIN
  - One point for a TIE
  - Zero points for a LOSS
- B. For a forfeited game, the winner will be credited with a 1-0 win. A team abandoned by another team during a game will be awarded at least three points. The results of that game shall be based on the score at the time of the abandonment.
- C. Teams are allowed a maximum of 5 minutes from game time to forfeit time. NO points will be awarded if neither team shows up.

### TIE BREAKING WITHIN A BRACKET/DIVISION

In the event of a points tie, places will be determined as follows:

- A. Head to head
- B. Goal differential (Maximum of 4 goal differential per game)
- C. Most Goals Scored (maximum of 4 goals per game)
- D. Least goals allowed
- E. Most shut-outs with at least one (1) goal being scored in the match.
- F. FIFA Penalty Shootout



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### **TIE BREAKING IN CHAMPIONSHIP GAMES**

For advancing teams (to include quarter-finals and semi-finals), the tie breakers will be limited to FIFA penalty kicks. In semifinal brackets involving wild cards, (C vs. pts), a coin flip will be used to prevent a match of teams that have previously played.

Both Semifinal and Final games will go to penalty kicks as described by FIFA until a winner is determined. Only the eleven players on the field at the conclusion of the game may participate.

### **PRE-MATCH CHECK IN**

Teams must check in with the field marshal at the field marshal tent thirty (30) minutes prior to the time their match is scheduled to begin. Player cards with tournament sticker must be presented to the field marshal. Field marshal will check player equipment and cards before each game.

### **EQUIPMENT**

Shin guards must be worn by all players. Players not in compliance will be **CAUTIONED** (yellow carded) and sent off the field until the requirement is met. No jewelry may be worn during the competition. Players wearing hard orthopedic casts will not be allowed to play if it determined to be a risk to other players. The referee shall make the determination of the safety of the cast. Players shall wear approved cleats. Coaches are responsible for picking up players cards after each match.

### **AWARDS**

There will be awards given for 1st and 2nd place. Awards will be presented at the completion of the Championship Games. Awards will not be mailed to teams.

### **MISCELLANEOUS**

Protests will not be allowed. Game conduct is under the jurisdiction of the referee and the tournament will not overrule a referee's decision. All decisions and calls of the tournament referees are final. No protests will be allowed.

The Tournament Director or his designee is the final authority in all matters and reserves the right to alter the format to enhance fair play.



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### **INCLEMENT WEATHER**

In the event of inclement weather, the Tournament Committee reserves the right to modify all tournament rules in order to safely and fairly end the tournament successfully.

#### **Contingency Plan:**

**Plan A.** All games will be played as scheduled. Plan will not change before Friday.

**Plan B.** Shorten all first round games to (U10 through U14, 2 X 15) and (U15 through U17, 2 X 20).

**Plan C:** Plan B plus shorten all second round games.

**Plan D:** Plan C plus shorten all third round games.

**Plan E:** In the event the fields become totally unplayable due to inclement weather, it may be necessary to decide some games with kicks from the mark.

The Tournament Committee will do whatever is necessary to play all games, however, the safety of the players is paramount. Along with safety, damage to the fields will be considered in making the decision to cancel any games.

### **NO ALCOHOLIC BEVERAGES AT OR NEAR THE TOURNAMENT FIELDS**

**PLEASE PICK UP TRASH AT THE END OF YOUR GAMES**

**GOOD LUCK!**

**HAVE FUN!**

**THANK YOU!**