



**NORTH SHORE UNITED FALL SOCCER CLASSIC
GENERAL INFORMATION AND RULES OF PLAY**

1. FIFA RULES APPLY TO ALL GAMES, except as may be modified below.

2. ROSTERS AND ELIGIBILITY:

- a. For 13U and older, only 18 players can play in each individual game; a maximum of 14 players for 8U, 9U, and 10U; a maximum of 16 players for 11U and 12U.
- b. Players must be on the roster of only one (1) team, regardless of division or age unless otherwise approved by the Tournament Director. There may be up to 4 club passes used per roster. Club pass players are players currently registered in your club.
 - a. 8U exception- players may play for multiple teams within their single club.
- c. All teams must provide medical authorization for each player before being allowed to participate.
 - a. **Using the TeamSnap Tournament App, each parent contact will receive an invitation via email to input emergency contact information and to “e-sign” the medical waiver. No player is allowed to compete until this is completed.**
- d. Teams from outside Wisconsin must present an approved “Application to Travel” form from their home state’s USYSA affiliate.
- e. Up to 4 guest players per team allowed per roster. These are players that are from outside of the respective participating club.

3. PROTESTS: No protests will be allowed. In all cases, the ruling of the referee is final.

4. SUBSTITUTIONS:

- Substitutions will be in accordance with USYSA rules, with WYSA adaptations and revisions. Therefore, substitutions are NOT allowed on any corner kick, or on the opposing team's throw-in unless the opposing team also has a player waiting to enter the game.

5. NUMBER OF PLAYERS PLAYING: 8U is 4v4 and no Goalkeeper; 9U/10U is 6v6 plus Goalkeeper; 11U/12U is 8v8 plus Goalkeeper; 13U and older is 11v11.

6. FAILURE TO COMPLETE A GAME: Any team quitting the field of play before the conclusion of any game is automatically disqualified from the tournament.

7. DURATION OF GAMES:

*Officials reserve the right to shorten halftime if tournament schedule is behind.

a. 8U: 4x 10minutes with 2minutes break between quarters.

*Single format games, not side-by-side. No scores reported.

b. 9U-10U: 2x 25minutes with 5minute halftime.

*No scores reported.

c. 11U and 12U: 2x 30minutes with 5minute halftime.

d. 13U and older: 2x 35minutes with 5minute halftime.

e. We do our best to be proactive for inclement weather on the radar. If games need to be shortened for any reason, the time will be deducted from the current game. If one half has been played (half according to your age or to the game official if halves have been shortened) and your game time slot expires, the current score stands as final. Games will be shortened, not postponed. If there is extreme heat, we will make a water break in each half mandatory and the game clock will continue to run.

In the event a game is interrupted by inclement weather, the game will resume as soon as it is safe. If the scheduled game time expires and there has not been an equivalent of one half played, the game is posted as a 0-0 tie. If a team does not show up, they forfeit and the game will be posted as a 4-0 win for the team who did show up.

If the field is unplayable, the game is canceled and result is posted as a 0-0 tie. An unplayable field must be determined by the Tournament Director in cooperation with the referee.

8. SCORING:

Games in preliminary rounds including any games played outside your division will be scored with 3 points for a win, 1 point for a tie and 0 points for a loss. Max goal differential is 4 goals.

9. DIVISION SIZE AND PLAYOFF GAMES:

Guaranteed three games in the weekend.

- a. Flight of 4 Teams: Teams play all other teams in the group and a champion is determined by points. If there is a second group, seed #1 of each bracket play in a championship game.**
- b. Flight of 5 Teams: Teams play all other teams in their group during group play. There is no playoff round. Champions are determined by points.
- c. Flight of 6 Teams: Each team will play the other two teams in their bracket and one crossover during group play. Group winners advance to a Championship game.
- d. Flight of 8 Teams: Group winners advance to the Championship Game.
- e. Flight of 9 Teams: 3 brackets of 3 teams where each team plays 2 games within respective bracket. After 2 games, each team is seeded 1-9 by total number of points. #1 seed advances to Championship game. #2 plays #3 and the winner advances to play #1 seed in Championship game. Consolation games are #4 vs 5, #6 vs #7 and #8 vs #9.

10. TIE BREAKERS FOR ADVANCEMENT:

1. Head-to-Head competition (in case of a three-way tie this tie breaker does not apply).
2. Goal differential. The total number of goals scored by a team in all games, minus the total number of goals scored by the team's opponent in all games.
3. Fewest goals allowed.
4. Most goals scored.
5. Toss of a coin (supervised by Tournament Director or selected Tournament Staff).

11. TIE BREAKER IN PLAYOFF OR CHAMPIONSHIP GAMES:

In the event of a tie in a championship game, a 5-minute overtime will be played.
In the event of no winner, a second 5-minute overtime will be played.

If no score after the second 5-minute overtime, Kicks from the Penalty Mark will determine the winner. Only the players on the field of play at the conclusion of the second 5-minute overtime are eligible to participate in the Kicks from the Penalty Mark.

Further, if a team has been reduced in numbers either through disciplinary action or injury, the opposing team must reduce its numbers to equate prior to kicks being taken. Tie breakers may be played on different fields to avoid scheduling conflicts.

12. FORFEITS:

- a. A minimum of 7 players constitutes a team for 13U and older. A minimum of 4 players for 8U, a minimum of 5 players for 9U/10U and a minimum of 6 players for 10U-12U.
- b. If a team has fewer than the required players, it will be granted a 5minute grace period before forfeiting.
- c. In the event of a forfeit, the winning team will be awarded 3 points for the win. The victory will be recorded as a 4-0 score.
- d. No team having a forfeit loss may advance as a group winner or wild card.

13. PLAYER EQUIPMENT:

*All player equipment is subject to the official's approval.

- a. All players 11U and older must report to the Field Marshall at your assigned field at least 30minutes before kick-off.
- b. 9U-10U players will be checked by the referee 10minutes before kick-off.
- c. All players must wear numbers on the backs of their jersey, except as may be otherwise permitted by the Tournament Director. Each player shall have a different number than his/her teammates.
- d. In the event of jersey color conflicts in preliminary rounds, the team listed first on the schedule shall change to an alternate color.
- e. In the event of jersey color conflicts in play-off and championship games, the loser of a coin toss shall change to an alternate color.
- f. No jewelry shall be worn by any player during the game.
- g. Per WYSA official rules, hard casts are to be worn at the referee's discretion. Soft

casts or braces are allowed if they are completely padded and cleared by the official.

14. BEHAVIOR:

*All yellow and red cards issued during the tournament will be reported to the Tournament Director.

- a. Any player receiving a red card or a coach who was ejected from the sideline is not eligible for the next scheduled tournament game.
- b. Any team or club receiving a disproportionate number of yellow and/red cards will be banned from the tournament for the following year.
- c. Coaches will be held responsible for the behavior of supporter's sideline.
- d. In accordance with WYSA, all red cards will be reported to WYSA who will determine if further action is necessary.
- e. There is a zero-tolerance policy for unruly behavior and comments directed at the referee crew.

15. FIELD RULES:

One side of any field shall be occupied by competing teams, coaches and/or team managers. There are no other persons allowed in the team bench area unless authorized by the officials.

16. AWARDS:

First and second place awards will be given to all 11U and older brackets. Participation gifts for academy ages 8-10.

17. NO SMOKING, NO ALCOHOLIC BEVERAGES AND NO PETS.

*These are North Shore United Soccer Club rules and will be applied and adhered to at all field locations. Rotary does have a leashed pet policy; however, over the tournament we do NOT allow pets. This is for safety and sanitary reasons for the tournament event.

18. CANCELLATION AND RESCHEDULING:

In the event the tournament is cancelled by NSU for any reasons other than weather related, refunds will be given to accepted teams.

In the event the tournament is cancelled in part or whole due to weather at the discretion of NSU, a portion of the entry fee may be refunded. Refunds, if any are to be made, will be completed within a month of the scheduled date of the tournament. The Tournament Director reserves the

right to modify any division or game schedule.

The Tournament Director has the authority in the event of inclement weather or unforeseen game delays to adjust up to half of the duration of any game or to cancel a preliminary game that has no bearing in deciding the group winner.

19. TURF RULES:

No spectators allowed the turf field. Only players, coaches and referees allowed on the turf. No foldable team benches or chairs or the like allowed on the turf. No gum on the turf.

20. THE DECISIONS OF THE TOURNAMENT DIRECTOR REGARDING THE INTERPRETATION OF ALL RULES AND DIVISION PLAY IS FINAL.