



2019 Fall Classic Rules



Check-in – ALL Teams

Rosters must be submitted by November 13, 2019. The team representative must pick-up your Fall Classic package and check-in with the team's passcards on **Friday, November 15, 2019** at the **NMSSA/ASL Soccer office from 5.30 PM – 7.00 PM.**

Address:

NMSSA office

1820 San Pedro Ste 6
Albuquerque, NM 87110

In order to check your team in, we need ALL player passcards and your roster. If you don't do that, we don't send referees over to do your game, as they are going to bring the roster with them.

We will NOT check teams in at the tournament on Saturday and Sunday. Individuals who were not able to be checked in by their team representative will be checked in at the tournament director's convenience, between coordination of fields, referees, etc, which may or may not be by your game time... so get there early, and be patient.

Roster

You must complete the roster form included in this package and send it back by 11/13/2019. The Roster is used for team check in and for check in by the referees prior to each game. Referees will keep the rosters and bring them to each game. If we do not receive a roster by 11/14/2018, your team will be removed from the schedule.

Players

You are entitled to 21 players with unlimited guest players.

All players, including guest players, must have a current and valid USASA player passcard prior to each game. A player who does not have a passcard may not play in a game. Teams must have a minimum of seven (7) players at game time. Game time will not be held up until additional players arrive. If you have seven (7) players at game time, the game starts.

Every player must have shinguards; socks must cover shinguards. Appliances such as knee braces must be worn in such a way that they do not pose a threat of injury to other players. Casts will be allowed at the discretion of the referee. Jewelry must be removed prior to play.



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Uniforms

All players, with the exception of the goalkeeper, must wear a jersey of the **same color**. All numbers must be **permanently affixed** to the jersey, taped on numbers will not be accepted. The jerseys do not have to be of the same style. No two players of one team may wear the same number.

In the event jersey colors clash, the home team, as identified in the bracket detail, must change jerseys. If you don't have alternate jerseys you need to come to the tournament staff to pick-up pinnies. If you don't pick them up by game time, your team forfeits the game.

Game time and format

Game time is forfeit time. If your team is not dressed, checked in, and ready to play at game time, you forfeit. If you forfeit a game, your team is fined \$50. If you wish not to play consolation games, you are required to advise the tournament staff immediately after the game you lost and the opposing team to avoid a \$50 fine.

All games will be played with free substitution rules. Substitutes shall only be made with the permission of the referee and must be made at the center of the field. No substitutions shall be allowed during the taking of kicks from penalty mark in tiebreakers.

Tie games in qualifying round games shall stand with no extra time played.

All games, will play two (2) thirty-five (35) minute halves.

All semi-final and first place games will be played to a winner. Tie games will play two (2) five (5) minute extra time periods. **(No golden goal)**. If still tied at the conclusion of both of the five (5) minute extra time periods, the winner shall be determined based on FIFA Kicks From the Penalty Mark method. All third place and fifth place games that are tied at the end of regulation time will proceed immediately to FIFA Kicks from the Penalty mark.

Standings for qualifying round play shall be based on teams being awarded nine (9) points for a victory, three (3) points for a tie, and zero (0) points for a loss. An additional bonus point shall be awarded a team who holds their opponents to zero goals in a game (including scoreless tie games). Forfeits shall be entered as a 3-0 score. At the end of qualifying round play, a winner and runner-up shall be determined in each bracket in the following order:

- A. Greatest Points Total; if tied, then
- B. Head to head Result; if tied, then
- C. Greatest Goal difference (goals scored less goals allowed); if tied, then
- D. Least Goals Allowed.
- E. Least Cards (Yellow cards +1, Red cards +3)**

If the tie being broken is determine the order of teams who have already assured themselves of a place in semifinal competition, the tie will be broken with a coin toss. If the tie being broken is



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to determine whether a team will advance to the semifinal round, the tie will be broken by the tied teams employing the FIFA Kicks from the Penalty Mark method.

Three way or more ties will be broken first. The remaining teams will restart tie breaking procedures from item A.

Should the Semi-Final Games or the Championship Final games not be played due to weather conditions that do not permit continuance of competition, these games may be declared canceled by the Tournament Director after consultation with representative team coaches. Should cancellation occur, the "highest" remaining "seeded" team in the respective division will automatically be declared the "Champion" and the "2nd highest seed" remaining as the "Runner-up".

COED DIVISION RULES

- You may have no more than (5) men on the field. The goalie can be either sex.
- Every goal that is scored is recorded as one (1) point for that one goal regardless who scores it.
- The game will be played in accordance to the Rules of Soccer, slide tackling **is** allowed in Coed games. However, dangerous play of any kind will be addressed by the referee.
- During the Semi-Finals or Final Championship games only, should these end up in a tie and a "shootout" is required, the players must alternate between sex when doing these penalty kicks.

Ejections, cautions, etc.

Ejections, fighting and referee assault will draw fines and suspensions as follows:

Referee assault (includes spitting) - \$ 100 fine and a minimum one-year suspension

Referee abuse - \$50 fine and remainder of tournament

Fighting ejection - \$ 50 fine and remainder of tournament

Ejection - \$ 10 fine and one game suspension

If a player is sent off from the final Fall Classic game in which that player's team participates, that player shall be suspended from the next scheduled league or NMSSA game in which that player is eligible to participate. The tournament director will keep the player passcard and will release it to the team's state or league registrar after the tournament.

Teams are responsible for the behavior of their coaches, fans and spectators. The Referee OR the Fall Classic tournament director can suspend a game due to behavior on the field or off the field. If games are suspended due to the behavior of coaches, players or spectators, games will be forfeit by the offending team and further sanctions may be imposed by Fall Classic tournament director or NMSSA. Sanctions can extend into the league playing season and future NMSSA sponsored tournaments.



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Appeals

Protests may be filed with the tournament staff. Protests must be submitted in writing and accompanied by a \$ 100 protest fee. Protests will be decided by the tournament staff. If a protest is upheld, the protest fee will be returned to the protesting team. If the protest is denied, the \$ 100 protest fee will be retained by NMSSA. Protests will not be accepted regarding judgment calls of the referee. Protests regarding red cards must be submitted no later than three days after the end of the tournament.

All situations not specifically dealt with in these rules will be resolved by the tournament staff. **The tournament is run by people who give up their opportunity to participate in the tournament in order to insure that you and your team do get to participate. The purpose of the tournament is to provide a clean and safe competition and to provide people an enjoyable experience.** People, spectators, and teams who seek to provide an experience other than a safe and clean competition will be asked to leave. Suggestions for improvement are welcome. Complaints can most easily be dealt with by you helping to run the tournament next year.

To the extent an injustice is done, the tournament staff will seek a fair resolution to avoid such injustice. Players who are sent off from a game have not, by definition, suffered an injustice.

We provide numerous opportunities for you to make a relatively small sphere land in an 8 by 24 foot opening multiple times. If, in seventy (70) minutes, you cannot do that numerous times, it tends to dilute our appreciation of your complaining and whining about the referees. In the spirit of fairness, we also ask the referees to not complain about the players.