

# Rules for 2019 Alliance Cincinnati May Classic Tournament

Tournament Headquarters  
Alliance Cincinnati May Classic Tournament  
7240 State Route 28  
Pleasant Plain, OH 45162

Tournament Director: Joan Hopkins  
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## **Registration and Team Eligibility**

### 1. Check-In:

Registration will only be accepted electronically through getsoccer.com, no later than 8:00pm on Monday May 13, 2019. There will be no in-person registration.

### 2. Requirements:

Coaches must bring travel permits (if outside OSYSA), signed emergency medical authorization forms, signed tournament release of liability form, player passes and two copies of approved roster lists, and a copy of the completed concussion protocol.

Coaches should bring player/coach passes and medical release forms to every game.

For teams from within the United States:

1. The Players must present picture identification cards issued by the team's Federation Organization Member (USYS, AYSO, other)
2. Teams must provide proof of approval of the team's participation from the team's Federation Organization Member.
3. Teams from outside the State Association where the tournament is located must provide proof of permission to travel.
4. Teams must be in good standing with their Federation Organization.
5. All out of town teams must stay at a tournament approved hotel.

## **Player Age and Eligibility**

### **Boys and Girls teams in separate divisions**

U-19 birth year 2000  
U-18 birth year 2001  
U-17 birth year 2002  
U-16 birth year 2003  
U-15 birth year 2004  
U-14 birth year 2005  
U-13 birth year 2006  
U-12 birth year 2007  
U-11 birth year 2008  
U-10 birth year 2009  
U-9 birth year 2010  
U-8 birth year 2011

Age	Format	Time/Half	Time/Half	Roster Size	Guest Players
U-8	5 v 5	25 min prelim	25 min final	10	4
U-09	7 v 7	25 min prelim	25 min final	14	4
U-10	7 v 7	25 min prelim	25 min final	14	4
U-11	9 v 9	30 min prelim	30 min final	16	4
U-12	9 v 9	30 min prelim	30 min final	16	4
U-13	11 v 11	35 min prelim	35 min final	18	5
U-14	11 v 11	35 min prelim	35 min final	18	5
U-15	11 v 11	40 min prelim	40 min final	18	5
U-16	11 v 11	40 min prelim	40 min final	18	5
U-17	11 v 11	45 min prelim	45 min final	18	5
U18/19	11 v 11	45 min prelim	45 min final	18	5

Top division is the GOLD division. Second division is the SILVER division. Team rosters will be limited to 18 players for U-13 to U19 age groups. Team rosters will be limited to 16 players for U-11 and U-12 age groups and 14 players for U-8, U-9 and U-10 age groups. The Roster submitted on-line will be the official Roster for the Tournament and may not be altered after check-in. **A player may only play for one team.**

Four to five (4-5) guest players will be allowed per team for all age groups. Guest player rosters should be validated by your state association/country federation (if required by your association). Prior to the start of each game the Field

Marshal shall check that each player and coach has a current Federation pass (if required by your association).

### **Player Credentials and Uniforms**

1. Player picture identification cards are to be present and available at all matches.
2. Identification cards must be checked by the field marshal prior to each match.
3. Each player must wear a different number on their jersey.

### **Teams**

The first team listed in the game schedule published on our website will be the home team. A maximum of 3 coaches are permitted on the coaches' side of the field. All coaches will remain within 20 yards of the centerline on their half of the field, on the side opposite of both team's spectators. Field marshals will communicate which side is the coaches' side if questions arise. Spectators are not permitted behind the goals.

All teams are required to bring two (2) jerseys of different colors. If the referee determines there is a conflict in jersey colors, the home team (listed first on the game schedule) is required to change to their alternate jersey.

### **Laws of the Game**

All matches must be played in accordance with FIFA Laws of the Game in effect on January 1st of the year that the tournament is held, except as specifically modified for youth play by USSF, US Youth Soccer, and OSYSA with certain amendments as follows:

#### **Substitutions:**

Substitutes must be at the midfield line. Unlimited substitutions for all age groups will be allowed with the consent of the referee in the following situations:

- a. Before a throw-in in your favor, the team in possession of the ball for a throw-in may substitute. If the team in possession of the ball for a throw-in substitutes players, the opposing team may substitute any number of players at the same time.
- b. Before a goal-kick;
- c. After a score by either team;
- d. At half time;
- e. After an injury, by either team, when the referee stops play;
- f. After a caution, one for one by both teams, if the cautioned player is substituted.

**Start of the game:** There will be no captains. Visiting team will have the kick off the first half, and your team will take the field on the side in front of your team bench.

#### **Match Lengths:**

Preliminary Games will consist of two halves of equal length. See the chart above for game lengths for both preliminary and final games for all divisions. No overtime periods will be played in preliminary games.

Final games will consist of two halves of equal length. Overtime periods consisting of two 5-minute periods will be played in their entirety for finals when regular time ends with a tie score.

The Director reserves the right to adjust game length for conditions beyond his/her control. See Weather/Reschedule section below.

The game clock will not be stopped because of injury to any player, except if deemed necessary by the referee. Due to the time allowed for the completion of all games, the clock should run continuously. This will not apply for final matches. Final matches will allow for stoppage time.

**Build out Line:** We will be using the build out line for our 7 v 7 games, and our 5 v 5 games. Please see the Build out line information sheet on our website.

#### **Heading:**

All players who are registered on or participate with any U-11s or younger team are prohibited from **deliberately** striking a soccer ball with any portion of their head, (a.k.a. heading), during any game. If a player in a U11 (10 yrs. old) or younger age group match deliberately heads the ball in a game with any portion of their head, an indirect free kick (IFK) is to be awarded to the opposing team from the spot of the infraction. If within the goal area, the IFK should be taken on the goal area line parallel to the goal line at the point nearest to where the infraction occurred.

#### **Referees:**

It is the intent of the Alliance Cincinnati Dog Days of Summer Tournament to provide a three person referee system for all tournament matches at U9 and above; however, if deemed necessary, matches may be conducted with club linesmen. All U8 games will be played with only one referee.

#### **Coaches:**

A coach may coach more than one team during the tournament.

#### **Red Cards:**

Red cards will be administered in accordance with FIFA laws of the game.

A player or coach sent off for a second caution will not be allowed to play for the remainder of that game and their next game.

Un-served Red cards and game report will be forwarded to the appropriate State or National organizations.

#### **Game Balls:**

The home team will supply the game ball for all preliminary matches. Balls used must be FIFA Approved. The game ball size for U-8 through U-12 is Size 4 and the game ball size for U-13 and above is Size 5.

#### **Player Equipment:**

1. Shin guards are mandatory and must be covered by a sock.
2. Shirt/jerseys will be tucked into players' shorts at all times.
3. Hard casts, soft casts or braces will only be allowed upon approval of the game referee.

#### **Tournament and Match Schedules:**

1. Tournament Format: For all age groups the Tournament format calls for 3 preliminary round games with Final Matches in each division. A wild card team will not be assigned to play the winner of its own group in a quarter final or semi-final match. Example; if the wild card team comes from the A group the wild card won't be scheduled to play the A group winner. In a bracket of 5, teams will play a round robin to determine the champion and finalist.
2. Match Schedules: Each team will play a minimum of 3 games. A maximum of 2 matches will be played on any one day.
3. Procedures for Determining a Winner: Coaches and game referee will sign the game card certifying the final score which will then be delivered to the HQ tent at each site. Site scorekeeper will be responsible for updating the scoreboard and website at [www.alliancecincinnati.com/dog-days-of-summer](http://www.alliancecincinnati.com/dog-days-of-summer). Posted scores will reflect a maximum goal difference of 4.

#### **Forfeits**

A team may forfeit a match for any of the following reasons: failure to complete a match, leaving the field during play, failure of individual players and their parents to comply with all tournament rules (Example, not leaving the field when lightning is present, failure to comply with the directions of tournament officials). The team winning by forfeit will be awarded the average number of goals they score in their other games, rounded down to the nearest integer, (with a minimum score of 1-0). The opponent's score will be zero. This score will be the official score in case goal differential is necessary. The Tournament officials reserve the right to decide all matters concerning a forfeit. In no case will a team, which has forfeited a game, be declared a group winner or wild card. If a team arrives more than 10 minutes late for a match the Tournament Committee, at their discretion, may declare the game to be a forfeit depending upon the situation. A team failing to field the proper number of players at the scheduled time, or at any time during the match, may forfeit the game at the discretion of the Tournament Director.

#### **Standings and Tiebreakers**

No overtime periods will be played for Preliminary games. Each team will be awarded three points for a win, one point for a tie, and no points for a loss. In the event of ties in the group standing, the following procedure will determine the group winner:

1. Team with the most wins (if tied go to step 2).
2. Winner of the game played between the tied teams. (If three or more teams are tied for the group lead, Step 2 is by-passed, go to Step 3)
3. Highest number of total NET goals (goal differential). Maximum goal differential per game is four (4). (i.e. For a score of 4-1, goal differential is 3 for the winner and -3 for the loser. For a score of 8-2, goal differential is 4 and -4).
4. Fewer total goals allowed (gross).
5. Most goals scored (up to a 4 differential per game)
6. Penalty kicks (FIFA laws of the game). If both teams advance, the Tournament Director will decide the opponents at the next level of play.

The selection of a wild card team, if required, shall be determined by:

1. Non-group winner with the most total points.
2. Winner of the game, if applicable, played between the tied teams.
3. Goal Differential (See #3 above)
4. Fewer total goals allowed (gross).
5. Coin toss

#### **Wild Card Games**

All wild-card games will be played between either two different division winners or 1 division winner and 1 wild-card entrant. IN NO INSTANCE WILL ANY WILD-CARD TEAM PLAY THE DIVISION WINNER FROM ITS OWN DIVISION DURING THE WILD CARD GAME. The division winning team that the wild-card team plays during the wild-card game will be the division winner with the most standings points. If two division winning teams have the same number of standing points, the tournament director will select which division winner plays the wild-card team in the wild-card game

#### **Penalty Kick Elimination**

When Semi-Final and Final matches are still tied after overtime (see overtime times in the "Match Lengths" above) the FIFA laws of the game for Kicks from the Penalty Mark apply. Only players on the field at the end of the second overtime period are eligible for penalty kicks. Coin flip will determine who will go first (visiting team calls). There will be five penalty kickers per team. The most goals scored after five kicks for each team wins the game. If the score remains tied, teams will alternate shooters until there is an unmatched goal between the teams. After all eligible players on the field of play have taken kicks; teams will start with their first kickers again. Please note that in accordance with the Laws of the Game the teams can change the order of the kicks in succeeding rounds.

### **Match and Score Reporting**

The Field Marshal is responsible for reporting match results to tournament headquarters. Scores will be posted as quickly as possible. Coaches should report any discrepancies to Headquarters prior to their next game. Wild cards will be determined at the site as indicated on that division's schedule.

### **Conduct and Discipline**

All participants in the Alliance Cincinnati Dog Days of Summer Tournament will be expected to maintain high standards of conduct during their stay in the Milford/Miami Township area. These standards are expected of players, referees, family members, and other guests. All participants are expected to comply with park rules, tournament rules and the directions of tournament volunteers. Failure to comply may result in remedial action ranging from a warning, a reduction in points in the standings, expulsion from the tournament or banning that team and/or all teams in its club from future participation in the tournament.

There shall be no dissent between players and/or coaches and the referee. Questioning a referee is considered dissent. All coaches are responsible for the actions of his or her spectators, specifically verbal abuse of referees. Such abuse will not be tolerated! Violation may result in forfeiture of the game and/or expulsion from further play.

Any player or coach ejected from a game will be ineligible to participate in the next scheduled game (a minimum of one game suspension depending upon the severity of the offense). The player/coach pass is to be turned in to the referee headquarters immediately following the initial suspension game. If dismissed in the last game, card will be returned to the appropriate state association. Coach and player suspensions may be served on the spectator side of the field.

All coaches will remain within 20 yards of the centerline on their half of the field, on the side opposite of both team's spectators.

Spectators may be ejected from the park for improper conduct, at the discretion of the tournament officials. Artificial noisemakers are not permitted.

Alcoholic beverages are prohibited. Additionally, to protect the lungs of our young athletes, smoking/vaping or the use of any other tobacco products is prohibited within 20 yards of any playing venue.

PETS are allowed at Miami Meadows Park, but all dogs should remain on leashes unless inside the designated dog park.

Persons ejected due to any of the above situations must leave the site immediately.

Report of Disciplinary action taken against any team will be reported to that team's provincial or:

- A. For United States teams, the procedure for notifying the Federation Organization Member of that team of disciplinary action taken or required will be followed.
- B. For CONCACAF teams, the tournament committee will notify the US Soccer Federation guidelines of disciplinary action taken, and that the Federation will transmit national association.

### **Awards**

All U-9 through U-18 Champions and Finalists will receive individual awards. Awards will be presented in the middle of the parking / vendor area at Olympic Park.

### **Inclement Weather Procedures**

The Tournament Committee and/or Director reserve the right to delay the start of a game, reduce the length of the game, or terminate a game. All teams must abide by the tournament weather/field conditions policy. Head coaches only may come to the Tournament HQ only after the weather delay for further information. The safety of all participants is paramount.

If a match is suspended due to weather, field conditions, or other situations beyond the Tournament Director's control, all participants must leave the field and seek shelter. In the event of lightning delay, all tournament participants are to return to their cars. Players and coaches remaining on the fields during a lightning delay, or returning to the fields prior to the "all clear" being sound are subject to disqualification. Teams' coach should report to tournament headquarters for their respective site once the weather condition has passed. Play will be suspended and restarted using the following procedure: A) SUSPEND play – one long blast of the air horn or siren, B) RESUME play – three (3) short blasts of the air horn or siren.

### **Cancellations**

If the Tournament is cancelled for any reason, there will be no refunds.

### **Waiver**

By entering this tournament, every participant agrees to accept the jurisdiction of the Tournament Committee or its members, Alliance Cincinnati's Board of Directors and employees, the United States Soccer Federation, and United States Youth Soccer Association. No official, coach, club, league, referee, player or their representative may invoke the aid of the Courts of any political or governmental entity without first exhausting all available remedies within the appropriate affiliated soccer organizations as set forth in these rules, the Constitution and Bylaws of Alliance Cincinnati, the Constitution and Bylaws of the United States Soccer Federation, the Constitution and Bylaws of the United States Youth Soccer Association, and the Constitution and Bylaws of the Ohio South Youth Soccer Association. For violation of this rule, the offending party shall be subject for all expenses incurred by these associations and/or their officers, as appropriate, in defending each court action, including, but not limited to, court costs, attorney(s) fees and reasonable compensation for all time and expenses.

**DISSENT**

IN ACCORDANCE WITH FIFA POLICY, there shall be no dissent between players, coaches or fans and the referee. Questioning a referee's call is considered dissent. All coaches are urged to solicit the support of their fans in monitoring and enforcing this policy. Coaches will be held responsible for the behavior of their fans. Any player or coach ejected from a game will be ineligible to participate in the next scheduled game. For very serious offenses the player or coach may be declared ineligible for more than one game.

**PROTESTS**

- A. Protests: There will be no protests. All officiating decisions are final.
- B. Exceptions: The Tournament Director reserves the right to modify any rule/regulations at any time with or without notice.

**General**

The Tournament Director's interpretation of the foregoing rules/regulations shall be final.