

# 2009 Atlanta Peach Classic TOURNAMENT RULES

## CHECK-IN OPTIONS

Wednesday, April 1<sup>st</sup> to May 14<sup>th</sup> - Fax check-in begins

See Fax instruction form for FAX cover letter and documents needed

Friday, May 15, between 2 and 10 pm, at the Microtel Inns and Suites, 195 Country Club Drive, Stockbridge, GA 30281(678) 782-6100.

The following documents shall be required for each team to be properly registered for the tournament:

- 1) State Association Certified Team Roster - 2 copies
- 2) Guest Players' Form – 2 copies
- 3) Tournament Roster and Release Form
- 4) Permission or Notification of Travel for out-of-state teams only
- 5) 2008/2009 Player Passes, with photo, signed, stamped, and laminated.
- 6) State Association issued Player Pass for each team member with photo ID
- 7) Coach Pass for each coach or manager that will be on sideline with team
- 8) Individual Medical Release for each player
- 9) Visitor Questionnaire Form

After being properly registered, each team representative will be given a team packet that includes their Tournament Roster and Release Form (stamped approved), which will be used for the pre-game procedure for each tournament game, a game schedule for that team's respective bracket, a copy of the tournament rules, and other miscellaneous documentation.

## TOURNAMENT GAMES COMMITTEE (TGC)

The Tournament Games Committee shall consist of a Director, Venue Coordinator, Referee Assignor, the Henry County Soccer Association (HCSA) DOC, and the President of HCSA (or his/her chosen representative). The TGC shall ensure that the tournament progresses as planned in a fair and proper manner. Some of the TGC's responsibilities are included in these rules.

## TOURNAMENT HEADQUARTERS

Henry County Soccer Complex - 143 Henry Parkway, McDonough, GA 30253. Tournament Director is Ricky Wolff. The phone number is 770-474-4439 or 404-906-6678 (cell). The Field Status Hotline is 770-954-0154.

## TOURNAMENT FORMAT AND SCOREKEEPING

Teams shall be grouped in brackets by age level and competitive parity as much as possible by the TGC. There shall be 3 to 10 teams in each bracket with challenge games in round robin format followed by semi-final (if necessary) and championship games. Refer to the modifications shown below to the Laws of the Game for **Law VII** in the event of a game that is tied at the end of regulation time. ***There will be no protests.***

Bracket winners for the challenge games, which are used to determine semi-finalists or finalists, shall be determined by the following point system:

ITEM	POINTS
FORFEIT	9
WIN	6
TIE	3
LOSS	0
EACH GOAL SCORED - Maximum of 3 per game	1
SHUTOUT	1

In group matches in which penalty kicks (PK's) replace the match being played, the score of the PK's will be entered as the match score. It is possible for matches replaced by PK's, for PK's to end in a tie after the initial 5 PK's.

In the event that two teams in a bracket have an equal number of points, the following **TIEBREAKER** rules apply if needed:

1. Head-to-Head Competition
2. Goal Differential up to 3 Goals per Game (i.e. a score of 5-2 would be equal to a 3-0 score)
3. Fewest Goals Allowed

#### 4. FIFA Penalty Kicks

### **FORFEITS**

Tournament teams must have a minimum of seven players to start a match and a minimum of seven players to finish the match. The match starting time is the forfeit time. If a team forfeits but still has enough points to advance they will be allowed to advance.

### **TEAM ELIGIBILITY**

This tournament is primarily for Select Program teams. Any team comprised of properly registered youth players as defined by the rules of the USYSA in an age group indicated on the tournament approval form shall be eligible to play in this tournament, provided such team is in good standing with its youth association.

It shall be the responsibility of each state association to certify the eligibility of its competing team by providing a certified copy of the roster. In addition, an out of state team will provide a "Permission to Travel" form or "Intent to Travel" form from its state association, if required by its state association.

Foreign teams must have written permission and verification from USSF/USYSA and their federation indicating authorization to participate in the tournament.

### **PLAYER ELIGIBILITY**

The Atlanta Peach Classic is open to boys and girls team in the U-9 through U-19 age groups. Players must be legally registered with their team in accordance with their state and national registration requirements including a current player pass complete with photo ID. A player may only play for one team in the tournament. Player and Coach Passes shall be presented during initial registration and available for each game.

Up to 5 guest players are allowed per team if they are necessary to fill out a team. If teams of different ages or classifications are combined into one bracket, guest players can be the same age or classification as other participating teams. Guest players must be USYSA registered players and must have a Player Pass.

### **TOURNAMENT AND MATCH SCHEDULES**

All tournament teams are guaranteed a minimum of three matches and a maximum of four matches (two matches on Saturday and one or two matches on Sunday).

### **TOURNAMENT REFEREES**

All Tournament Referees and assistant referees must be USSF certified.

### **LAWS OF THE GAME**

Games shall be played in accordance with the FIFA "Laws of the Game" except as modified below:

#### **Law I – The Field of Play:**

All field dimensions shall be in accordance with the Georgia Youth Soccer Association (GYSA) Rules & Regulations.

#### **Law II – The Ball:**

U12 & below – Size 4 (25-26" circumference)

U13 & above – Size 5 (26-27" circumference)

**Law III – Number of Players:** U10 (6-a-side) shall play with 6 players, with a minimum of 5 to start or continue a game. U10 (8-a-side) and U11 (8-a-side) shall play with 8 players, with a minimum of 6 to start or continue a game. U13 & above shall play with 11 players, with a minimum of 7 to start or continue a game. Unlimited substitution shall be allowed with permission by the referee at the following times:

- (a) prior to a throw-in by the substituting team (other team cannot substitute).
- (b) prior to a goal kick.
- (c) after a goal.
- (d) after an injury, when referee stops play.
- (e) at half time.
- (f) at the beginning of an overtime period.
- (g) after a caution.

**Law IV – Players’ Equipment:** Bars of leather or rubber may be worn across the soles of the shoes as long as they are at least 1/2 inch wide. Studs are permitted on the soles of the shoes, but they must be rounded, at least 1/2 inch in diameter, and not more than 3/4 inch long. Studs molded as part of the sole must be have at least 10 on a sole and have a minimum diameter of 3/8 inch.

- (A) All players of the same team shall wear the same color uniforms, including shirt and shorts or pants. If partially visible undergarments are worn, such as thermal shorts, they must be the same color as the dominant color of the overgarment. They will be individually numbered and legible, and the numbers must correspond to those shown on the referee report form. The goalkeeper's shirt does not have to have a number on it.
- (B) Players shall not play with a cast; nor with a cast that has been wrapped.
- (C) The referee shall determine if there is a conflict of team colors. In the event of a conflict of team colors, the home team shall be required to change to an alternate shirt. Playing without shirts shall not be allowed. The home team is the first team listed on the tournament game schedule.
- (D) Any screw-in cleat that is broken or damaged in any way so as to expose any internal structure or present surface deformations with sharp edges or projections that might endanger any player coming in contact with it is prohibited and must be removed and/or replaced before that player is allowed to play.
- (E) All players must wear shinguards.

**Law V – Referees:** No modifications. All tournament referees must be USSF certified.

**Law VI – Assistant Referees:** No modifications. All tournament assistant referees must be USSF certified.

**Law VII – Duration of the Game:**

DIVISION	TIME OF EACH PERIOD
Under 14 & below	30 minutes
Under 15 & above	35 minutes

Overtime periods will be used to decide winners of semi-final or championship games or they will be decided by FIFA Penalty Kicks if the game is still tied after the overtime period. Only players that were in the game at the end of the overtime period will be allowed to take penalty kicks. In challenge rounds, there will be no overtime periods and ties will stand. Overtime periods will be as follows:

GAME TYPE	OVERTIME PERIOD
Semi-Final	Two 5 minute halves
Championship	Two 10 minute halves

Both overtime halves will be played in their entirety  
Both overtime halves will be played to their entirety.

**Law VIII – The Start and Restart of Play:**

- (A) Teams shall be prepared to start each game at the scheduled time, provided an earlier game did not postpone the starting time of following games, referees are available, and weather permitting. A team not prepared to start play (i.e. at least minimum number of players available) shall forfeit the game.
- (B) Each team shall be represented at the field of play by a coach or assistant coach for the duration of the game. A team not so represented shall forfeit the game.
- (C) The TGC shall make the final decision, at the field of play as to whether or not to begin the game, based upon its judgment of the condition of the field of play, or any other factors it considers pertinent.

**Law IX – Ball In and Out of Play:** No modifications.

**Law X – Method of Scoring:** All forfeits shall result in a score of 3 to 0 against the team being penalized. In the event of a forfeit, the three (3) goals shall not be credited to any one member of the winning team, but to the team as a whole.

**Law XI:** No modifications.

**Law XII – Fouls and Misconduct:** A coach or player who is sent off shall not be allowed to participate for the remainder of the tournament. There is no penalty for yellow card accumulation by a coach or a player.

**Laws XIII through XVII:** No modifications.

### **CONTROL OF THE FIELD AND SURROUNDING AREA**

Players, managers, and coaches shall conduct themselves within the letter and spirit of the Laws of the Game. Field Marshals have the authority to remove anyone from the tournament for misconduct, in addition to any disciplinary action taken by referees and the TGC. The following specific rules shall apply:

- a) The TGC shall designate one sideline on each field to be for players, coaches, & managers of each competing team, each team occupying different halves of the sideline of the field. Personnel from each team shall remain near the sideline between the midfield line and the top of the Penalty area line on their half.
- b) Spectators shall occupy the opposite sideline and shall be controlled as necessary by the referee and Field Marshal.
- c) Goal line areas shall be maintained clear of spectators and players by the referee and Field Marshall as much as possible.
- d) Coaches or spectators who are sent off or ejected must leave the field and surrounding area for the duration of the current game and any subsequent tournament games.
- e) Coaches are responsible for the conduct of the spectators for his/her team.
- f) The TGC shall have the authority to make anyone leave the complex for unsportsmanlike behavior.

### **GENERAL PROHIBITIONS**

No smoking is allowed at the fields. No artificial noisemakers are allowed at the fields. No pets are allowed at the fields. No alcoholic beverages are allowed at the fields.

### **PRE-GAME PROCEDURES**

- a) Referees shall check in at the Referee Assignor's station to get a game assignment.
- b) The coach or manager of each team shall present their Approved State Roster with guest player form, if any and player passes to the Field Marshal 15 minutes prior to kick off. The Field Marshal shall ensure that any individual noted on the Approved State tournament roster form as being sent off during an earlier game will not participate in the upcoming game. The Field Marshal shall fill out the pre-game portion of the Game Scorecard and deliver it to the Center Referee.
- c) Referees will check players for proper equipment.
- d) Referees shall ensure that each game is started on schedule as much as possible. If the start of a game is delayed by either participating team, the duration of the match shall be shortened accordingly in order to finish the game on schedule.
- e) Refer to the modifications to the Laws of the Game **Law IV** if there is a conflict of uniform colors.

### **POST-GAME PROCEDURES**

In the spirit of sportsmanlike behavior, we request that both teams congratulate each other for a game well played.

- a) Coach or manager of each team shall ensure that their sideline area is clean and all trash has been disposed of properly.
- b) After filling out the post-game portion of the Game Scorecard, Center Referee shall deliver it to the Field Marshal and notify Field Marshal of any send-offs.
- c) Field Marshal shall make note of individuals who were sent off on the corresponding Approved Team Liability Release Form to ensure that those individuals will not be allowed to continue participating in the tournament.
- d) Coach or manager of each team shall confirm the score with the Center Referee and Field Marshal and will also sign the Game Scorecard. After Scorecard is signed, Approved Team Liability Release Form and player passes will be returned to each coach or manager.
- e) Field Marshal shall deliver Game Scorecard and any send offs to the Scorekeeper's station. Scores and send offs for games that are not played at the main complex can be called in. Scorekeeper will then post game scores and points on Bracket Scoreboards.
- f) Referees shall report to the Referee Assignor for assignment to the next game if applicable.

### **INCLEMENT WEATHER OR OTHER UNCONTROLLABLE CIRCUMSTANCES**

In the event unusual conditions necessitate re-scheduling, suspension, or cancellation of games, the Tournament Director shall have the authority to make any changes to best serve the interest of the tournament as a whole, realizing the need to determine champions in each bracket by a certain time period. The following rules for unusual conditions shall apply:

- a) If a game is suspended, the Center Referee shall make note of the score and time remaining for the game on the Game Scorecard.

- b) If a game is suspended after completing at least one half has been played and cannot be completed due to re-scheduling difficulties, it will be declared a complete game and the score will stand as is.
- c) If a game is suspended or postponed(usually by the Center Referee or Tournament Director), a coach or manager from each team shall be responsible for communicating with the Tournament Director in the event that the remainder of the game can be re-scheduled. If a coach or manager of one of the two teams fails to contact the Director the game will be scored a forfeit in favor of the other team. If both coaches or managers fail to contact the Director, the score will stand as it was when the game was suspended.
- d) If a game is suspended after play has begun and can be re-scheduled, it will be resumed with the time and score as if the game had been played without interruption.
- e) If penalty kicks are used to replace group games (non semi-finals/finals), 5 kicks will be taken and the shoot-out can end in a tie. For semi-finals/finals where penalty kicks replace a match being played, PK's will be carried out until a winner is decided.

#### **MISCELLANEOUS**

The Tournament Games Committee (TGC), Henry County Soccer Association, shall not be liable for expenses incurred by any team or club if the tournament is cancelled, postponed, or suspended in whole or in part due to reasons beyond the TGC's control, nor will refunds be issued. The TGC's interpretation of the rules will be final.