



Jacobs Classic TOURNAMENT RULES

TOURNAMENT CHECK-IN - Check In Online - Got Sport

GAME CHECK IN:

Teams must arrive thirty (30) minutes prior to their game.

Once a player is released from the Tournament to play another event, they may not continue to play in the Tournament.

LOAN PLAYERS: Loan players are defined as players not registered in the same club as the participating team. Loan players must be registered with the same Association as the participating team.

Rosters are allowed five (5) loan players with proper documentation with the approval of the Tournament Committee.

U15+ - 7 loan players with proper documentation.

ROSTER SIZE:

U7/U8- 4v4 8 player max. roster- maximum players dressed for match 8

U9/U10- 7v7 14 max roster- maximum players dressed for match - 12

U11/U12 -9v9 16 max. roster- maximum players dressed for match - 16

U13-U19 -11x11 22 max roster -maximum players dressed for match - 18

LAWS OF THE GAME: All games shall be played in accordance with 2023/2024 **FIFA** LOTG except as specifically modified by these rules. The Referee's decision will be the final with no protest accepted from the referee's interpretation of the rules of the game.

OFFICIALS: The Referee's decision will be final with no protests accepted stemming from the Referee's interpretation of the LOTG.

HOME TEAM: Home Team will be the team first named in the game schedule. In the event of uniform conflict, the home team must change jerseys. The Home Team will supply the game ball unless supplied by the Tournament. The Visitor Team will kick-off in the 1st half. Home team will use North or East side of the field, Visitors will use South or West side of the field.

EQUIPMENT:

All players are required to wear shin guards under socks and approved soccer



cleats (no toe cleat). All players must wear numbered (minimum 6" on back of jersey) uniforms with no duplicated numbers on a team. Player's uniform numbers must coincide with the team roster.
NO jewelry may be worn in competition or metal hair accessories.

PLAYING TIMES:

Teams are guaranteed 3 game minimum.

PRELIM/SEMI FINALS CHAMPIONSHIP GAMES

U15-U19 - 35 minute half
U13-U14 - 30 minute half
U11 -U12 - 25 minute half
U9-U10 - 20 minute half
U7-U8 - 4- 10 minute quarters

HALF-TIME: Half-time breaks will be **EXACTLY** 5 minutes long.

OVERTIME: There will be no overtime in games that end in a tie. If there is a tie in a Championship or Semi-Final or Third Place Match, a champion will be determined by taking penalty kicks according to the 2023/2024 FIFA LOTG.

A running clock will be used. During preliminary matches, time will not be extended except for serious injury.

Age Group Ball Size

U7- U8 size 3
U9-/U12 size 4
U13 - U19 size 5

U7/U8 GAMES U7/ U8 games will be played 4v4 with no goalkeeper. There will only be one (1) referee and no assistant referees. There is no offside in these games (unless it is a very blatant offense) and the opposing team has to be past the build out line when a team restarts with a goal kick. Goalies may not punt the ball.
No intentional heading of the ball is allowed. Referees will restart play with an IDFK on a heading violation. All other rules conform to the LOTG.

U9/U10 GAMES:U9/U10 games will be played 7v7, including a goalkeeper will have one (1) referee and no assistant referees. Teams must have a minimum of 5 players to start and play the game. The opposing team has to be past the build out line when any keeper delivery occurs and on a goal kick restart. No intentional heading of the ball is allowed. Referees will restart play with an IDFK on a heading violation. All other rules conform to the LOTG, including offside. Goalies may not punt the ball.



U11/U12 GAMES: U11/U12 games will be played 9v9, including a goalkeeper, playing on age appropriate fields. (1) referee and 2 assistant referees.. Teams must have a minimum of six (6) players to start and play the game. No intentional heading of the ball is allowed on U11 games, but players on U12 games may head the ball. All other rules conform to the LOTG, including offside

U13+ - 11v11 - 1 referee and 2 assistant referees. Conform to LOTG.

SUBSTITUTIONS: Substitutions are allowed with the Referee's approval at the following times: your throw-in, any goal kick, after a goal, on an injury and to substitute for a yellow-carded player.

FORFEITURES: Teams failing to report ready to play within 10 minutes of the scheduled kickoff time will forfeit the game (3-0). If both teams fail to report on time, both teams will be assessed losses. Any team forfeiting a game will be referred to their State Association.

RED CARDS: Players and/or coaches receiving a red card will be ejected from the game and will not participate in the next scheduled game, as a minimum. The player/coach pass will be held at Tournament Headquarters until the player/coach is eligible to play/coach again. In addition, Home Leagues and State Associations may be advised of the offense. **One point will be deducted for each red card.**

POINTS:

WIN - Six (6) Points

TIE - Three (3) Points

LOSS - Zero (0) Points

GOALS - One (1) Point per goal max. Three (3) tiebreaker four (4)

SHUT-OUT win - One (1) Point

Maximum points per game is ten (10)

The team with the most points is the winner of the bracket. **One point will be deducted for each red card.**

GENERAL:

1. All coaches have **total responsibility for the conduct** of their players, bench, friends and spectators at all times. If parents/spectators display misconduct, they may be asked to leave the field.
- 2.. **No jewelry allowed including taping of earrings.**
3. Orthopedic /hard cast - are permitted. The cast must be padded with a closed cell slow recovery foam padding, no less than 1/2 inch thick. Any questions consult with Referee Coordinator at the site.



4. No heading in age groups Under-11 and below is allowed. If, during the course of a match, an intentional header is performed, play will be stopped and will resume with an IDFK for the opposing team.

5. Both teams are responsible for cleaning the sidelines. A bag will be provided by the Field Marshal.

6.. **No alcoholic beverages are allowed.**

7. In ALL GAMES under the jurisdiction of US Club Soccer, both players and coaches will be on one side of the field and all the parents/spectators on the other side..

Spectators should be seated between the coaching box (an area approximately 10 yards to each side of the center line) and the goal box and at least 2 yards from the side touch line **NO ONE MAY SIT BEHIND A GOAL.**

TIE BREAKERS: In flights where the teams advancing to playoffs are determined by points, a tie will be broken in the following order:

1. **Head to Head**, winner advancing. If teams played to a draw or teams did not play or a 3-way tie then go to the next breaker.

2. **Goals Against** with the team giving up the fewest goals advancing. (limit of 5 per game).

3. **Goals For.** - (limit of 5 per game)

4 **Most Wins**

5. **Most Shutouts.** The team with the most shutout victories will advance.

5. **Goal Differential.** Goal Differential is goals scored less goals allowed. Each game has a maximum of 3. A 6-1 victory is not different than a 4-1 victory in calculating goal differential. In either case the winning team will get a +3 differential (as well as 3 goals towards the goals scored tie breaker).

IF TEAMS ARE STILL TIED: If there are 3 teams tied where there will be a coin toss among the 3 teams with 3 coins, the toss will be repeated until there is an odd coin (i.e. 2 heads and 1 tail). The team with the odd coin will receive a bye and the first spot shootout will be between the teams with the matching coin. The winner then advancing to play the team with the bye. The loser dropping to last among the tied teams. When outcome (i.e. where both teams would advance to a semi-final because they tied for first and the second play teams of the group advance to the semi-finals) there will be a coin toss to determine the placement. When there are 2 teams tied and only 1 can advance there will be a Kicks from the Mark shootout.

COIN TOSS FOR TIE BREAKERS: The coin toss will be done at the Tournament Headquarters if at Kino or at field Marshal tent if off-site. Teams will be notified but **DO NOT** have to be present. They can be on the phone if they desire.

When there are 2 teams involved, the lower number team will be heads and the higher number will be tails. So if teams 120 and 123 are tied, 120 will be heads and 123 will be tails. The Field Marshal, Head Referee or designated Tournament Official will flip the coin in the absence of the teams. A Tournament Official will oversee the coin toss. If



there are 3 teams involved, tournament officials will represent teams that are not present. The placements will be shown in the standings and schedule.

GAMES UNABLE TO BE PLAYED BECAUSE OF WEATHER: High card draw, best 3 out of 5. (Score and points will reflect anywhere from 3/0 (ten points win), to 3/2 (9 points to 2 points)

February 1, 2024