2019 Elkhorn Soccer Club Summer Classic
Tournament Rules

Team Check-In (online only)
Coaches will check-in online with a PDF file that contains the items listed below. Email to marketing@elkhornsoccer.org by Wednesday, August 7th.

The following items will be required at team check-in:
- Copy of your team roster certified by the Nebraska State Soccer Association or your state association
- Copy of valid player passes
- Guest player certification form (if applicable) from your state association
- Appropriate travel permit (if applicable) from your state association
- Medical release forms for each player participating. A copy of a medical release form that can be used is located on the Nebraska State Soccer Association website, www.nebraskastatesoccer.org.

Team Rostering
All team coaches and players must be affiliated with the US Youth Soccer Association and appropriate state association and have a valid, signed and laminated player pass with a current picture affixed to the pass. Player and coach passes will be checked prior to each match.

Each team will be allowed five (5) guest players. Guest players must have proper documentation provided by their state association. A team will forfeit any game in which an ineligible player has participated. Players may only play for one team during the duration of the tournament.

Because the ESC Summer Classic Soccer Tournament falls in early August, team rosters from either the Spring 2019 or Fall 2019 seasons will be accepted. Player passes must match the roster submitted. If a Spring 2019 roster is used, all players must be registered to play in the Fall 2019 season. Teams will play in the age group (birth year) appropriate for the Fall 2019 season.

Laws of the Game
FIFA Laws of the Game will govern play, except where amended by US Youth Soccer rules of play, Nebraska State Soccer and/or the ESC Summer Classic Soccer Tournament rules. These rules may be modified before the beginning of tournament play. Final rules will be published on the Elkhorn Soccer Club website before the start of the tournament.

Penalty Kicks
Pool play games ending in a tie will stand. Final games tied at the end of regulation will proceed directly to kicks from the penalty mark, in accordance with the FIFA Laws of the Game.
Equipment
Player equipment must conform to the Laws of the Game as amended for youth players. All equipment is subject to referee approval. All referee decisions are final.

Each player shall wear an official uniform. The goalkeeper is not required to have a number on his/her jersey. Each outfield player must have a number.

All teams must have an alternate jersey or colored vests available. In the event of a color conflict, the home team must switch to the alternate jersey. Home teams are listed first on the game schedules.

The home team is responsible for providing an appropriate game ball, subject to referee approval.

Elkhorn Soccer Club will provide nets and flags.

Game Format

<table>
<thead>
<tr>
<th>Age Group (Birth Year)</th>
<th>Duration</th>
<th>Format</th>
<th>Ball Size</th>
<th>Offside</th>
<th>Roster Size</th>
<th>Min Players</th>
</tr>
</thead>
<tbody>
<tr>
<td>10 (2010)</td>
<td>25 min halves</td>
<td>7 VS 7</td>
<td>4</td>
<td>At build-out line</td>
<td>14</td>
<td>5</td>
</tr>
<tr>
<td>11-12 (2008 – 2009)</td>
<td>25 min halves</td>
<td>9 VS 9</td>
<td>4</td>
<td>Yes</td>
<td>20</td>
<td>7</td>
</tr>
<tr>
<td>13-14 (2006 – 2007)</td>
<td>35 min halves</td>
<td>11 VS 11</td>
<td>5</td>
<td>Yes</td>
<td>24</td>
<td>8</td>
</tr>
</tbody>
</table>

If both teams have at least the minimum number of players at the scheduled game time, the game will start. If a team is not ready to play 5 minutes after the scheduled game time, the game will be forfeited. The halftime interval will be 5 minutes for all games.

The Tournament Director reserves the right to allow the rescheduling of any game that has been forfeited if circumstances warrant that consideration.

Substitutions
With the referee's permission, unlimited substitutions following US Youth Soccer guidelines:

- 10U – 12U at any stoppage of play, except a penalty kick.
- 13U – 16U according to the following:
  - Prior to your throw-in or if both teams are waiting to substitute both teams will be allowed to substitute at the same time
  - Prior to a goal kick by either team
  - Prior to a kick-off by either team
  - During stoppage of play for injury
A cautioned player may be substituted prior to restart of play (not mandatory)

**Flights**

4-Team Flights:
Each team will play each of the other teams in the bracket (three games). The top two teams, determined by pool play points and tie-breakers, will play in the championship game. The other two teams will play for 3rd & 4th place.

5-Team Flights:
Each team will play each of the other teams in the bracket (four games). The top team will be considered champions of their flight.

6-Team Flights (two three-team brackets):
Will play a 4-game round robin with points determining the winner of the flight.

The tournament director reserves the right to modify the method of determining the winning team in each Flight. Any changes will be communicated to the coaches before the tournament begins.

**Tournament Scoring**
Bracket winners will be based on the following point system:

<table>
<thead>
<tr>
<th>Outcome</th>
<th>Points</th>
</tr>
</thead>
<tbody>
<tr>
<td>Win</td>
<td>3 points</td>
</tr>
<tr>
<td>Tie</td>
<td>1 point</td>
</tr>
<tr>
<td>Loss</td>
<td>0 points</td>
</tr>
<tr>
<td>Shutout</td>
<td>1 points</td>
</tr>
<tr>
<td>Ejection</td>
<td>1 point deducted for each</td>
</tr>
</tbody>
</table>

Maximum 4 points per game

A team that forfeits a game will give up 4 (four) points to the declared winner of the game and shall not advance to the final match. The match will be scored as a 4-0 win for the declared winner.

**Tiebreakers**
In the case of a tie in points in a bracket at the end of pool play, the following tie-breaking system will be used to determine the winner:

1. The results of head to head competition between the tied teams (not used if more than 2 teams tied)
2. The winner of the most games
3. Goal differential (goals scored - goals against, maximum of 4 per game)
4. Fewest goals allowed
5. Most Shutouts
6. Kicks from the penalty mark (FIFA rules)
7. Coin toss (if kicks from the penalty mark cannot be scheduled)

Mercy Rule
In the event a game is not competitive, an eight-goal rule is in effect. If a team is ahead by eight goals or more at half time or at anytime during the second half, the referee, at the request of the losing team's coach, may stop the game.

Referees
All matches will use the 3-referee system, only registered USSF referees will be used in this tournament.

Cautions and Ejections
All cautions (yellow cards) and ejections (red cards) will be reported to the Tournament Director following the game.

Any player or coach ejected from a game shall be ineligible to participate in their next game. At the discretion of the Tournament Director, the suspension may be increased and could result in ineligibility for more than one game. Ejected players and coaches must report to the tournament headquarters immediately after the game in which the card was given to determine their status for subsequent games.

Player passes from ejected players will be held at the tournament headquarters until all penalties have been served. Should a player be ejected in the final game, the player pass will be mailed to their state association.

Any team receiving a second ejection for any reason at any time during the tournament will be ejected from the tournament immediately after the red card is issued. The match involved and all subsequent matches involving that team will be forfeited.

Bench and Sideline Behavior
Coaches are responsible for the words and actions of their players and spectators. Verbal or physical abuse of the opponents, referees or teammates by players, coaches or spectators will not be tolerated. Violations may result in forfeiture of the game and/or expulsion from the tournament.

Protests
Any protest must be presented in writing to the Tournament Director(s) or his/her representative within one (1) hour of the completion of the game in protest. All protests must be accompanied with a $100.00 bond which shall be returned if the protest is upheld. Referee judgments shall not be a basis for protests.

Awards
Individual awards will be presented to the 1st place team in each Flight.
Refunds
Should all or a portion of the ESC Summer Classic Soccer Tournament be canceled due to inclement weather or just cause resulting in the tournament not providing the play of four games (does not include forfeitures), refunds shall be issued as follows:

<table>
<thead>
<tr>
<th>Games Played</th>
<th>0</th>
<th>1</th>
<th>2</th>
</tr>
</thead>
<tbody>
<tr>
<td>10U</td>
<td>$200</td>
<td>$75</td>
<td>$40</td>
</tr>
<tr>
<td>11U-12U</td>
<td>$225</td>
<td>$100</td>
<td>$50</td>
</tr>
<tr>
<td>13U-19U</td>
<td>$250</td>
<td>$125</td>
<td>$60</td>
</tr>
</tbody>
</table>

Games shall be considered played when completed in regulation time, shortened time or penalty kicks.

The Elkhorn Soccer Club will not be responsible for any other expenses incurred by any team or individual.

No refunds will be issued for applications withdrawn after team has been accepted.