

THE BAY CLASSIC

TOURNAMENT RULES

(Updated 5/30/2023)

The rules of this tournament shall be in accordance with US Youth Soccer and FYSA except as modified and approved herein.

PLAYER AND TEAM ELIGIBILITY

The Bay Classic is a competitive tournament open to all teams as indicated on the Application to Host approval form, comprised of properly registered youth players (as defined by the rules of the affiliated organization) from all Federation Organizations (USYSA, US Club, Super-Y, etc.) in all age groups listed in the Tournament Rules, provided such teams are in good standing with its youth association. It shall be the responsibility of each State Association or Federation Affiliate to certify the eligibility of its competing teams to provide such teams with a certified copy of the roster. Permission to travel and proof of insurance is required by the granting authority. The Tournament Committee reserves the right to consolidate or eliminate age groups where insufficient numbers of teams apply to that age group. Multiple divisions within an age group are not guaranteed. Placement of teams within age groups with multiple divisions is final.

AGE DIVISION ELIGIBILITY: the player's playing age is determined by the following USYSA guidelines for 2023/2024. **Ages U13 and up must identify 18 players to the referee prior to the start of the game.**

Age Division	Birth Year Range	Maximum Roster	Guest Player Limit*
Under 15 Boys & Girls Division	2007	22	5
Under 14 Boys & Girls Division	2008	22	5
Under 13 Boys & Girls Division	2009	22	5
Under 12 Boys & Girls Division	2010	16	5
Under 11 Boys & Girls Division	2011	16	5
Under 10 Boys & Girls Division	2012	12	5
Under 9 Boys & Girls Division	2013	12	5

*Teams may only have guest players from the same Federation Organization and all players must be legally registered through their respective Federation Organization. (i.e.: USYSA teams can only have players with USYSA passes; US Club teams may only have players with US Club passes, etc.)

Players may play and be rostered to only one (1) team during the Tournament. No switching of teams will be allowed, and players will be considered tournament-bound to the first team the player participates with. If a player illegally participates with more than one (1) team in

the Tournament, games for any team(s) that the player participates with other than the first team that played will be recorded as a 4-0 forfeit in the opponent's favor.

All teams must have a current, valid player and coach passes from their authorizing Federation Organization, for everyone who will be participating in the event. Passes must have a verified team code and player's date of birth, have a current photo attached, and be laminated.

CONCUSSIONS

Pursuant to Florida Statutes (FS 943.0438) Florida in 2012 enacted a very stringent Head Injury and Concussion Law. If the referee or assistant referee believes that, in his or her opinion, a player has suffered a head injury or possible concussion, the match must be stopped IMMEDIATELY. The injured player, if able to leave the field on their own, must be escorted to their coach and the coach must be told that the player cannot return for the duration of the match. If a trainer is brought onto the field because the player is incapacitated, the referee must still notify the coach that the player cannot return to the game. It is the responsibility of the coach and the player's parent(s) or legal guardian(s) to seek medical attention. The player may not resume participation until he or she has been cleared by a medical doctor. The referee crew must ensure, that UNDER NO CIRCUMSTANCES or due to the appeal from any coaching staff that the player is allowed to return to the game.

HEADING GUIDELINES

Deliberate heading is not allowed in age groups U12 and younger. If a U12 or younger player deliberately heads the ball in a game, an indirect free kick should be awarded to the opposing team from the spot of the offense. If the deliberate header of a U12 younger player occurs within the goal area, the indirect free kick should be taken on the goal line parallel to the goal line at the nearest point to where the infraction occurred.

GAME SCHEDULE

Teams will be seeded. Field and time assignments will be based on availability. Teams will play no more than two (2) games on any one day and will not play back-to-back matches.

PRE-GAME PROCEDURE

Each team's coach/manager will upload the approved roster along with the valid player and coaches passes for each player, approved guest player documents and travel authorization as required. Medical release will not be checked – it is mandatory that all teams must have the medical releases for each player on hand at each game.

The coach or manager of each team will give the player and coaches passes to the check-in person (Tournament Official, Referee or Assistant Referee). The check-in person will verify the identity of each player and confirm that all players are on the game report. All passes will be held by the check-in person during the game. A player who arrives late at the playing field after the pre-game procedure may enter the game once the game's official(s) verify the player is eligible and with the permission of the center referee.

Any team NOT using the validated roster may forfeit games if different from the approved roster.

Each coach must have a valid coach's pass. If a coach is ejected, an assistant may manage the team. If the assistant is also ejected, or if there is no assistant, the game will be forfeited. In no case will the team be allowed to participate without a properly registered coach or assistant coach.

Only in the pre-game procedure may a player be challenged by an opposing manager/coach. Challenged player(s) will be noted by the Referee on the game report and will be allowed to participate in the game (if said player has been certified as eligible by the Tournament Committee). A late arriving player may be challenged at the time he/she is allowed to participate by the Referee.

LAWS OF THE GAME

All matches must be played in accordance with the FIFA Laws of the Game, except as specifically modified as follows in the tournament rules.

LAW 1: Field of Play

U13 – U19 No change per FIFA "Laws of the Game"

U11 & U12 (9v9) must play in accordance with the US Youth Soccer Official under 12 & 11 Field Size Recommendations. U9 & U10 (7v7) must play in accordance with US Youth Soccer Official under 10 Field Size Recommendations.

The Technical Area/Box, Laws of the Game, FIFA Rules:

The technical area relates to matches played in game fields within a designated seated area for team officials, substitutes and substituted players as outlined below:

The technical area shall only extend 1m (1 yd) on either side of the designated seated area and up to a distance of 1m (1yd) from the touchline.

- Markings shall be used to define the area, temporary or Permanent.
- The number of persons permitted to occupy the technical area is defined by the competition rules.
- The occupants of the technical area are identified before the start of the match in accordance with the competition rules and must behave in a responsible manner. Must remain within its confines except in special circumstances, e.g., a physiotherapist/doctor entering the field of play, with the referee's permission, to assess an injured player.
Only one person at a time is authorized to convey tactical instructions from the technical area.

LAW 2: The Ball

The home team will supply the game ball and will retrieve it from the field at the completion of the game. U13 and older Size #5, U12 and younger Size #4

LAW 3: Number of Players

U13 and Older Maximum Eleven – Minimum Seven (7) per side per FIFA
U11 and U12 Maximum Nine (9) – Minimum Six (6) per side

U9 and U10 Maximum Seven (7) – Minimum Five (5) per side
U13 and Older Game Roster shall have a maximum of 18 players. Players not on the game roster are allowed to sit on the bench in the team's opposite uniform or street clothes.
**All other U12 Rules of Competition including no heading will apply.

**** 5 Guest Players will be permitted per team.**

Substitution Time

Substitutions shall be unlimited, except as noted below. Substitutions may be made only upon proper notification of the referee through the linesmen, with the referee's permission, at the following times:

- Prior to a throw in by your team;
- Prior to a goal kick by either team;
- After a goal by either team;
- After an injury, by either team, (one for one) when referee stops play;
- At the beginning of the second half or overtime periods:

The substitute shall not enter the field of play until the player he/she is replacing has left, and then, only after receiving a signal from the referee.

LAW 4: Players' Equipment

Player equipment must conform to FIFA rules. Shin guards must be worn under socks by all the players, be approved material and offer a reasonable degree of protection.

Orthopedic Policy 402.2:

Orthopedic casts can be worn at any sanctioned FYSA tournament with written approval from a doctor and written permission from a tournament official, final judgment as to its safety is at the discretion of the referee.

Soft braces can be worn with written approval from a doctor, and judgment as to safety is at the discretion of the referee.

Jewelry Policy 402.3:

It is the policy of FYSA that no player be allowed to wear ANY jewelry while participating in any FYSA-sanctioned match. The only exception that may be allowed is a medical alert bracelet or necklace when taped to the body. The referee shall make the decision as to the safety of the player and the referee's decision is final. (The taping of any earring shall not be permitted under any circumstances.) If the referee notices a player wearing jewelry while the match is underway at the next stoppage of play, the referee will instruct the player to remove the item. If the referee deems the jewelry to be dangerous to any player, the referee must stop the match to correct the situation.

Teams will wear uniforms of matching design and color with a minimum of six-inch numbers affixed to the back of the uniform shirt. No two players may have identical uniform numbers while participating in any match.

A. In the event of similar team colors, the designated **away team** will be required to change to a color accepted by the referee.

B. The uniform of the goalkeeper must be distinctly different in color from the basic colors of both competing teams and the referee.

LAW 5: The Referee

The center referee for all matches must be certified by the Federation. Referees are required to submit a completed official USSF or a tournament-specific game report to the Site Director containing any information relating to any game incidents involving players/coach, spectator misconduct, or injuries.

In the event, the assigned referees fail to appear and the assignor and/or Site Director fails to provide a replacement, the senior assigned assistant referee shall assume the duties and shall find an alternate assistant. The game will be played as scheduled and will be deemed official.

LAW 6: The Assistant Referee

Two (2) assistant referees will be used in matches U11 and above. In the event, the assigned assistant(s) fail to appear; the referee must find suitable replacements. The game will be played as scheduled and be deemed official.

LAW 7: The Duration of the Match

The duration of the games will be:

Age Group	Regulation	Overtime – Semis & Finals
U17 & U19	2 x 35 = 70	2 x 5 = 10, then PKs
U13-U16	2 x 35 = 70	2 x 5 = 10, then PKs
U9-U12	2 x 25 = 50	No overtime = PKs

LAW VIII THROUGH LAW X -As per FIFA Laws of the Game.

LAW XI – Offside

U11-U19: No change per FIFA “Laws of the Game”.

U9-U10: Build-out line will be utilized for calling offside. A player is in an offside position, if any of their body parts, except the hands and arms, are in the opponents' build-out line, and closer to the opponents' goal line than both the ball and the second-last opponent (the last opponent is usually, but not necessarily, the goalkeeper). The ball is live after the first touch from the keeper.

Law XII: Fouls and Misconduct

No changes per FIFA “Laws of the Game” with the following exceptions:

- U11/U12 (9v9) matches an indirect free kick is awarded to the opposing team at the center spot on the halfway line if a goalkeeper punts or drop-kicks the ball in the air from his/her penalty area into the opponent’s penalty area.
- U9/U10 (7v7) matches an indirect free kick is awarded to the opposing team at the center spot of the halfway line if a goalkeeper punts or drop-kicks the ball. The goalkeeper may pass, throw or roll the ball to a teammate located within the build-out line.
- U9/U10 (7v7) field will have a build-out line 14 yards from the end line. All opposing players must move behind the build-out line once the ball is in possession of the Goalkeeper or there is to be

a goal kick.

Law XII – LAW XVII

No change per FIFA “Laws of the Game”

POST GAME PROCEDURES

As a mutual courtesy, both teams will meet at the center circle and congratulate each other for a game well played. The manager/coach of both teams will ensure their respective sideline areas are clean and that all trash is in containers.

At the end of each game, a team representative must sign/initial the game report prior to collecting the player cards, with the exception of any players or coaches sent off, from the referee or field marshal. The ultimate responsibility of collecting the passes from the referee lies with the coach/manager of the teams participating.

A completed game report will be submitted to the tournament director complete with scores and a supplemental report for send offs, injuries or special circumstances that need explanation.

CONTROL OF SIDELINE CONDUCT

Players, reserve players, managers, coaches, and fans are expected to conduct themselves within the letter and spirit of “The Laws of the Game.” The Site Director has the authority and the responsibility to remove any person(s) from the tournament for abuse of conduct, in addition to any specific disciplinary action brought about by any other authority. In addition to good manners, the following rules will apply:

The Site Director will designate one sideline to be for the sole use of the players listed on the game roster and a maximum total of three (3) managers/coaches/trainers from each team, with one team occupying one side of the midfield and one team, the other. While the game is in progress the manager/coach/trainer and the reserve players must remain on their respective benches and may not roam the sidelines. The Tournament Director will designate the opposite sideline for the spectators. No one will be allowed behind the end line.

The manager/coach will be responsible for the behavior of their fans and the referee will have the authority to warn and ultimately send off, any manager/coach whose fans behave in an abusive or disruptive manner.

ARTIFICIAL NOISE-MAKING DEVICES AND CHANTING BY SUPPORTERS ARE PROHIBITED.

CONDUCT AND DISCIPLINE

It shall be solely the team's responsibility to determine the status of its players. Any suspension from a tournament, local league, etc. is the responsibility of the team to notify the Tournament Director of this suspension at the time of the player's check-in.

Per FYSA Rule 504.1 - Red Card suspension or send off suspensions can only be served with the team with which the suspension was earned in games played by their team. Players **may not** serve suspensions as “guest players.”

The Bay Classic will have a Discipline Committee of no less than three (3) members. The Discipline Committee will review and rule on all reports of unacceptable conduct by players, managers, coaches, referees, spectators, etc.

All players and managers/coaches shall be subject to Discipline and Sanctions.

A player, manager, or coach ejected will have an automatic minimum one (1) game suspension regardless of the cause of the ejection.

The referee(s) are in the jurisdiction of the match while in the vicinity of the game. Players and bench personnel may be issued a Red Card either before or after a game.

A coach who is ejected must leave the field area immediately (out of sight and sound). Failure to comply will result in suspension from the entire event and jeopardize inclusion into future events at Oldsmar Soccer Club.

Suspended Coaches may be located on the spectator side of the field but may not coach or communicate with the team in any manner; suspended players may sit with the team but may not be in uniform.

Depending on the severity of the unacceptable conduct, the Discipline Committee may recommend the suspension of up to the duration of the tournament with further disciplinary action by the appropriate National and State Association, Federation, or any other USSF-affiliated organization. The Discipline Committee recommendations will be available to the affected parties no later than before their next scheduled game.

At the conclusion of the Bay Classic, it is the responsibility of the team's coach or manager to pick up the passes from the tournament office (even if the suspension has not been completed). A complete report will be sent to the FYSA for Review & Discipline Committee for forwarding to the appropriate State and National Association within 72 hours of tournament completion.

DETERMINATION OF GROUP WINNERS

In group play, there will be no overtime games. Standings in a group will be determined by:
Game Points: 3 points for a Win, 1 point for a Tie, 0 points for a shut-out, 0 points for a Loss. If two teams are tied at the conclusion of group play:

Starts with tiebreaker number 1 and proceeds through each level, as needed to determine a winner.

1. Head-to-head result
2. Net goal differential (Calculated on a per-game basis – goals scored minus goals allowed, +/-4)
3. Most goals scored, maximum of four (4) goals per game.
4. Least goals allowed no maximum.
5. Penalty kicks in accordance with FIFA "Taking of Kicks from the Penalty Mark."

The tournament reserves the right to adjust pairings of the first elimination round so teams will not play teams already played.

If more than two (2) teams are tied at the conclusion of group play and are involved in a tie, tiebreaker number 2 will be used first to rank the teams. If teams are still tied, tiebreaker number 3 will be used to rank the teams, and so on until a tie is broken.

Wild Card System: If a division uses a wild card to determine the 4th team to qualify for the semifinals, the team pairings will be as follows:

- a) Winner A vs. Winner C, and Winner B vs. Wild Card
- b) EXCEPTION: If the wild card team is from Group B, the team pairings will be as follows:
- c) Winner A vs. Winner B and Winner C vs. Wild Card
- d) To determine wild card teams selected from groups of different sizes, comparisons will be made using averages. That is, dividing game points, net goal differentials, and least goals allowed by the number of games played within each group.

MERCY RULE

In no case shall a team that forfeits a game be declared a division winner or wild card team. The team with the next best record will advance.

Games that have a goal differential of 8 goals will be ended. If the goal differential reaches 8 goals in the first half, the Second half will be started and then ended.

FORFEITS

A team is allowed a fifteen (15) minute grace period from the scheduled time before awarding the game to the opposing team. A minimum of eligible players (7 for 11v11, 5 for 9v9, and 4 for 7v7) must be present, dressed, and ready to play within the grace period, to constitute a "team". The game will be scored as 4-0. In the event that the scheduled time is revised from the printed schedule, coaches/managers will be notified by phone or in person by a Tournament Official of the new game time.

PROTEST AND DISPUTES

There will be **NO PROTESTS**. Decisions by referees may not be appealed. All disputes will be resolved immediately by the Site Director. These decisions will be final.

EXTERNAL CONDITIONS, WEATHER, ETC.

In the event unusual conditions necessitate the rescheduling, curtailment, or cancellation of games, the Tournament Committee shall have the absolute authority to make changes in order to best serve the completion of the tournament.

In case of inclement weather or field conditions, games may:

- Be shortened – The Tournament Director may reduce the length of matches due to weather conditions or approaching weather conditions before the start of the match; all such matches will be considered official.
- Be shortened – The Tournament Director may reduce the length of halves due to

weather conditions before the restart of a match once delayed due to weather; all such matches will be considered official.

- Be canceled – The Tournament Committee has the right to cancel any match that has no bearing on the scoring and progression of tournament play.
- Go to “Taking of Kicks from the Penalty Mark.” (Time and location determined by the Tournament Director)

If the Tournament Director rules that during the preliminary round “Taking of Kicks from the Penalty Mark” will be done due to inclement weather or field conditions, the following will apply:

- Each team will take a maximum of five (5) penalty kicks.
- At the end of the five (5) kicks the game will be scored as a 1-0 win for the team that has scored more penalty kicks, or as a 0-0 tie if both teams are tied in penalty kicks at the end of the five (5) kicks.
- In the overall standings, 3 points will be given for the win, 1 point for a tie, and 0 points for a loss.
- The result can be used as a tiebreaker for advancement.
- If regular games have been played in the bracket and the Tournament Director has determined the other games go to penalty kicks due to inclement weather or field conditions, the regular game score will revert back to a 1-0 win or a 0-0 tie.

Only referees or site managers can suspend a match already started due to weather conditions. The duration of any suspension will be determined by the Tournament Director. In case of extreme weather (heat/humidity), a break will be given at the midpoint of each half of regulation time and at the end of each overtime period (if played) for player hydration. This break will be given at a normal stoppage of play, and it is mandatory for any FYSA-sanctioned match during which the air temperature is or is expected to reach eighty-five (85) degrees.

TERMINATED GAMES

Pool play matches - In the event a referee terminates a match (different from temporarily suspending), before half time, it will be up to the Tournament Committee whether to record the score at the time of the termination or finish the game at a rescheduled time and location.

In the event a referee terminates or abandons a match (different from temporarily suspending) after half time the score will be recorded, as it was when the game was stopped and declared official.

Final matches – In the event, a referee terminates or abandons a final match (different from temporarily suspending) after halftime while the teams are tied, co-champions will be declared. Both teams shall receive Championship Trophies. If one team is ahead after halftime, that team will be declared the champion. If a final can't be played due to weather/field conditions, the game will not be rescheduled. The champion and finalist will be determined from the group play results and the final game will be scored 1 goal to the champion and 0 goals to the finalist.

Games terminated, or abandoned for other than inclement weather, i.e., violent or uncontrollable situations will not be replayed.

The decision as to the score of such games and whether teams advance will be made by the Tournament Discipline Committee after receiving reports from the game officials. The decision of the Committee will be final and is binding on all parties. Further disciplinary actions may be taken.

The Tournament Discipline Committee will make the final decision on all disputes regarding the suspension, termination and resumption of play in the best interest of the tournament and all participants.

CHAMPIONSHIP & FINALIST CEREMONY

Following the completion of the championship game, the two (2) teams shall present themselves at the awards tent where:

- Each Runner-up, Finalist player will receive an individual award and coach will receive a team award.
- Each Winner, Champion player will receive an individual award and coach will receive a team award.
- U8 teams will play festival format and awards will be given to all players.

GENERAL

The Bay Classic, the Tournament Committee, Oldsmar Soccer Club, FYSA, and/or the host affiliate will not be responsible for any expense incurred by any team due to the cancellation in part or whole of this tournament due to inclement weather.

The Tournament Committee's interpretation of the foregoing rules and regulations shall be final and reserves the right to decide on all tournament matters. In the event that there are not enough teams in a specific age bracket, the Tournament Director shall notify the participants as soon as possible and the participants given the option to play up or to receive a full refund. The Tournament Committee has the responsibility to uphold any previous suspension imposed by US Youth Soccer and/or affiliates; the Bay Classic is not responsible for the behavior of players, coaches, and spectators off the field, or damages resulting from such behavior. Coaches and players committing breaches of the law may be ejected from the tournament at the discretion of the tournament committee.

REFUND POLICY

Tournament entry fee returns/refunds are as follows:

- Within five (5) days after notification that the team is not accepted by their application.
- Within five (5) days upon cancellation of the tournament.
- Within ten (10) days of withdrawal request of the application by a team prior to acceptance of that application by the tournament.

FYSA Rule 902.10 Any team that will not be permitted to play in the contracted age group shall have the option to withdraw and receive a full refund of all entry fees. All tournaments shall notify any participant not less than 15 days prior to the beginning of the tournament if any age group advertised will not be offered.

- Interpretation of the foregoing rules by the Tournament Committee, Oldsmar Soccer Club, and FYSA shall be final.
- The Tournament Committee reserves the right to rule on All Tournament matters.
- The Tournament Committee agrees to have a copy of the Tournament Rules at all game sites.
- Once a team is accepted there will be no refunds issued for withdrawal.