



Indy Premier Soccer Club

2019 Halloween Classic Tournament Rules

Time Zone Note: All games are scheduled on Eastern Standard Time

1. Laws of the Game: The current edition of the FIFA Laws of the Game, Guide for Referees, USSF as amended by the United States Youth Soccer Association (USYSA) for youth shall apply. The following are rule exceptions which shall govern play per Indiana Soccer guidelines:

- The offside rule will apply to all ages except 8U
- No deliberate heading of the ball is allowed in the 8U-12U age groups. Any deliberate header will result in an indirect free kick to the opposing team.

2. Referees:

- A single referee will be used for all 8U 4v4 matches.
- A single referee will be used for all 9U-10U games, but there will be offside.
- A three-person referee system will be used for all 11U through 15U matches.
- The center referee will maintain game time for all games. Game time will always be at the discretion of the referee.

3. Eligibility Requirements: The tournament is open to registered teams affiliated with US Youth Soccer or US Club Soccer. Recreational & Rec Plus teams will not be accepted to this tournament.

A. Roster Sizes: Each registered team is allowed a maximum roster size, including guest players, as follows:

- Eight (8) players for 8U teams
- Twelve (12) players for 9U and 10U teams
- Sixteen (16) players for 11U and 12U teams
- Eighteen (18) players for 13U, 14U and 15U teams

B. Indiana Soccer Requirements: No 8U team can play at 9U. No 9U or 10U team can play at 11U. No 12U team can play at 13U. Individual players can play up a format, but not teams. * Contact our Tournament Director with any questions about these state requirements.



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C. 8U-10U Team Roster Requirements: All Indiana Soccer 8U/9U/10U teams should have an official tournament roster. Indiana Soccer teams must submit their lists to the state office in order to obtain a tournament roster. If a tournament roster is not available, pool play lists will be accepted.

D. Player Pass Requirements: Per Indiana Soccer requirements, teams must have all players possessing either USYSA player passes or all US Club player passes. For U12 and under games, Field Marshals will collect player passes and return them to the team official at the end of the game. For U13 and older games, the 4th official will collect player passes and return them to the team official at the end of the game.

Additionally, guest players must possess valid player passes from the same governing body (USYSA or US Club) as the team they are participating with in order to be a guest player on that team. For example, a USYSA team may not use a player with only a US Club player pass as a guest player, nor can a US Club team use a player with only a USYSA player pass as a guest player. All player passes must include a player photo and be laminated. All cards will be zip tied during check-in.

E. Guest Players: Unless approved by the tournament committee - In the 8U-14U age divisions, a team may bring up to three (3) guest players. 15U teams may include up to six (6) guest players.

The total number of players may not exceed the maximum roster size for the age group. All guest players are required to possess a valid player pass from their governing association, and players may register and play with only one team during the tournament. Players participating on more than one team will be disqualified from the tournament, along with the teams for which they played.

Any 14-year-old players participating in the 14U age group as a trapped player must provide documentation as proof of being in 8th grade. Current transcript or report card will be accepted. No 9th graders can participate in 14U games.

F. Non-Indiana Teams: Non-Indiana teams must abide by the eligibility requirements of this event. They should also check with their state association and present a proper permission to travel form at registration if required for out-of-state play.

G. Coach Identification Requirements: Coaches must adhere to the following identification requirements to be eligible to participate in the tournament.

- Team coaches **MUST** be on the tournament roster;
- Team coaches **MUST** have a governing body coaching card;
- Club coaching directors may coach a team, but **MUST** have their club coaching card



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4. Tournament Format: Each age group is divided into flights (Platinum, Gold, Silver, Bronze) based upon the number of teams selected and the team seeding process. The winner of a flight is the team that accumulates the most points, as determined in the scoring section (7), after the round robin schedules.

In group play, if there is a tie at the end of regulation time, there will be no overtime or shoot-outs, and the match will end in a tie. In a semi-final or championship game, if the score is tied at the end of regulation, the game will go straight to penalty kicks which shall take place according to FIFA guidelines. There will be NO overtime played.

Age Group	Game Length *	Finals Length	Players	Field Size * Aprox	Goal Size	Ball Size
8U	20 min/half	20 min/half	4 v 4	30 x 20	4 x 6	3
9U/10U	25 min/half	25 min/half	7 v 7	52 x 34	6 x 18	4
11U/12U	30 min/half	30 min/half	9 v 9	65 x 48	6 x 18	4
13U/14U	30 min/half	30 min/half	11 v 11	110 x 60	8 x 24	5
15U	35 min/half	35 min/half	11 v 11	110 x 60	8 x 24	5

No additional time will be added to matches except for when the referee deems appropriate due to lengthy stoppages for injury or if time wasting is suspected. Game times will always be at the referee's discretion and not open for challenge.

5. Awards: 8U/9U/10U age groups will receive a tournament medal. 11U through 15U age groups will receive champion and finalist awards.

6. Substitutions: Unlimited substitutions may be made with the consent of the referee as follows:

- Prior to our team's throw-in;
- Before a goal kick both teams may substitute;
- After an injury when the referee has stopped play, both teams may substitute one-for-one;
- After any goal;
- At halftime both teams may substitute;
- After a goal both teams may substitute;
- If both teams have a substitute ready, both teams may substitute.



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7. Scoring:

Points will be determined in the following manner:

- Win = 6 points
- Tie = 3 points
- Loss = 0 points
- 1 point for each goal scored (maximum of 3)
- 1 point for a shutout
- Maximum of 10 points per game

Forfeits result in a score of 3 - 0 (Maximum score of 10 pts.).

- 1 point for each goal scored (3 maximum)
- 1 point for shutout
- Maximum of 10 pts. per game

A game forfeit will award the non-forfeiting team a win at the time the forfeit occurs, whether prior to, during, or after the game, regardless of whether the forfeiting team has scored or is winning the match. Maximum points will be recorded and a score of 3-0 will be applied. If a team that receives a forfeit is tied on points with a team that did not receive a forfeit, the tournament committee will decide the fairest way to resolve the tie, if it is to go through to the finals.

Games not played for any reason (i.e. weather) result in a 1-1 tie.

8. Tiebreakers: In the case that two teams amass the same number of points during group or round robin play, the tie breakers are as follows:

- Head to Head
- Goal Differential (Goals For minus Goals Against)
- Fewest Goals Allowed
- Most Goal Scored (Maximum of 4 per game)
- Fewest Red and Yellow cards (Red = 2, Yellow = 1)
- Penalty Kicks

Multiple Team Tiebreakers:

In the case where more than two teams are tied for points during group or round robin play, the following tie breakers will be used until a team is eliminated. Once a team has been eliminated, the process starts from the beginning of the Multiple Team Tiebreakers until a single team has been advanced.

- Goal Differential (Goals For minus Goals Against)
- Fewest Goals Allowed
- Most Goal Scored (Maximum of 4 per game)
- Fewest Red and Yellow cards (Red = 2, Yellow = 1)
- Penalty Kicks



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Note: Penalty kicks will not occur without the acknowledgement and approval of both the Tournament Director and Tournament Referee Assignor. If penalty kicks must be used to determine a winner in the group stages or final round, the format shall take place according to FIFA guidelines and the following:

- Each team will select five (5) players to kick. Only players on the field at the end of the game may be selected.
- Teams will alternate kicks. The first team to kick will be determined by the referee's coin flip and the winner decides to go first or second.
- If the score remains tied after five (5) kicks per team, teams will enter the 'sudden death' stage of alternate kicks one at a time until a winner is determined.
- All eligible players (players on the field at the end of the game) must kick before any eligible player can repeat.
- Goalkeepers may be changed after any shot.

Upon conclusion of all matches, each team coach (or a designated team representative) must sign the game card. Game card scores are final. Coaches are encouraged to review game cards to ensure scores are accurate prior to signing the card. The Tournament Director and committee will have final determination of all scores. Once scores are reported to the scoring officials, they are uploaded to the tournament website and available for viewing.

9. Pre-Game Check-in & Forfeitures: Due to the short days in October, the game schedule leaves little slack time between games. For this reason, every team must check-in with the 4th official or field marshal 15 minutes before the scheduled start time. The minimum number of players to begin the game must be present at least 5 minutes before the scheduled start time, otherwise a forfeit will be declared. Once again, the forfeit time is 5 minutes prior to the scheduled start time. Also, failure to complete a game or leaving the field during a game shall result in a forfeit.

10. Uniforms: The home team will get first choice of uniform selection for all matches, including championship matches. If team jerseys or socks are of the same or similar color, the away team must change. Failure of the away team to change colors when instructed by the referee or 4th official will result in the away team forfeiting the match.

- All players are required to wear shin guards and they must be covered by the socks.
- No jackets or sweatshirts may be worn over game jerseys, and any jackets or sweatshirts worn under jerseys must have the hoods, zippers, and drawstrings tucked under the uniform.
- Players may wear warm-up pants but must be approved by the referee to ensure there are no hazards, such as tripping, by wearing the pants.

11. Inclement Weather: Every effort will be made to play all scheduled games. The tournament director reserves the right to determine when and if games are to be postponed or shortened. Any delays due to inclement weather will be subtracted from the game time.



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If a large delay occurs, the tournament committee may change the site of subsequent games.

- Games will be played unless lightning is sighted, thunder is heard, or the field conditions present a risk of player injury.
- Games will be considered completed if the first half has been completed in full.

12. Protests: No protests will be allowed in this tournament. The decisions of the Tournament Director are binding and final.

13. Conduct of Players, Coaches, Spectators and Administrators: All tournament participants are expected to uphold the standards of the game and exhibit the highest levels of sportsmanship. Any player ejected from a game will not be allowed to play in the subsequent game. The coach must retrieve the player pass at the administration tent. If a coach or spectator is asked to leave, this shall be noted and the 4th official or field marshal for the next scheduled game will be asked to ensure that neither is a participant. A team that fails to exhibit the highest level of sportsmanship will not be asked back in subsequent years.

14. Injuries and Medical Support: Professional medical staff will be available at all tournament sites to provide first aid and will be notified as required by the 4th official or field marshal.

- Any player who is found to be bleeding or to have blood on his/her uniform shall be asked to leave the field. The player may return only after demonstrating to the assistant referee that the bleeding has stopped and that all blood has been removed from the uniform.
- Any player receiving a blow to the head, or who is suspected of having a concussion, must be checked out by the medical staff and be cleared before being allowed back in the game. The medical staff will have absolute authority to decide if the player may go back into the game.

15. General: The tournament director will have the final authority in the interpretation of the tournament rules and the operation of the Halloween Classic. Please respect others and help us create the best soccer experience for everyone:

- NO PETS – Please leave your pets at home.
- NO NOISE MAKERS
- NO SMOKING at the fields.
- NO ALCOHOL at the tournament sites.
- FOUL AND/OR ABUSIVE LANGUAGE OR GESTURES will not be tolerated and will be dealt with immediately whether directed at a tournament official, referee, player, vendor, parent or other spectator.

16. Cancellation/Refund Policy: Any team that pulls out of the event on or before October 1st will receive a 75% refund. Any team that pulls out after October 1st will not receive a refund. If a minimum of ½ of one game is played, no refunds will be issued.



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Should the tournament need to be cancelled prior to the start of any tournament games, the tournament committee will determine the percentage of registration fees to be refunded.