

## 2019 Empire Spring Classic Rules

### Check In/Registration:

- 1 hour before your 1st game on Saturday. Check in will also be available online and instructions will be emailed
- Each team must provide a certified roster / player passes/picture books, and must have medical releases in their possession for the duration of the tournament. A certified roster must be stamped by your governing body ensuring accuracy of all data. Jersey #'s & pass/book #'s must be on the roster.
- Teams from outside of USYS Region 1 must also provide "Permission to Travel" if required
- Teams from outside the United States must have permission from its Provincial or National Association approving participation in the Empire Cup Spring Classic

**IMPORTANT:** All players must have a player pass, medical release form and signed liability waiver form. All teams must have a certified roster. The foregoing items are considered the "Team's Credentials" which will be verified by the Tournament Committee at the time of Check In/Registration. The Team Credentials must be carried by the team at all matches and are subject to verification by the referee or Tournament Director at any time.

**Games & Game Length** – All games will be played at Batavia Sport Park. All teams will play Sat & Sun.

U8 thru U10 - 20 min. halves, U11-12-25 min halves, U13 thru U19 ~ 30 min. halves \*Note: Injuries, semi-final overtimes, weather may impact schedule. Please arrive at the field at the scheduled time unless notified otherwise. All teams U8 - U10 participating in the Festival will receive participation medals and will receive them after their last game or the coach may pick them up prior at HQ. No standings or scores will be posted under the new NYSWYSA guidelines.

All teams will play 7 v 7 Format (Including goalie). All U11 & U12 teams play 9 v 9 (including goalie) on a modified field All U13 – U19 games will be played 11 v 11 per the NYSWYSA guidelines Roster Size U9/10 - Max 14 players U11-U19 – A maximum of 18 players per Roster can be registered. Players may only compete/roster with one (1) team for the duration of the tournament.

**Guest Players:** A maximum of 3 guest players per team are allowed (included in the maximum 18 player roster).

**Equipment:** All players are required to wear shin guards and may be checked at the start of each game by the referee. No metal tipped cleats are allowed at any age bracket. Hard casts must be wrapped in soft protective material and approved by the ref prior to the start of the match. Soft casts are only allowed with the permission of the referee. There is no jewelry allowed for girls or boys (this also means no taping of earrings is allowed). The referee has final discretion regarding all equipment issues.

### Rules of the Game:

- FIFA Laws of the Game will be followed except as noted in these rules.
- All referee's decisions are final and can not be protested.
- Any protest must be submitted to the tournament committee in writing, signed by a coach with a \$50.00 fee. The fee will be refunded if the protest is upheld. • The rules committee has final authority for all protests. All decisions are final and may not be protested or appealed.

**Substitutions** - Substitutions shall be unlimited. Substitutions may be made only upon proper notification to the referee/asst referee at the following times:

1. Prior to a throw-in by your own team
2. Prior to a goal kick by either team
3. After a goal by either team
4. After an injury by either team when the referee stops play (1/1)
5. At the beginning of the second half or overtime periods

Schedules & Matches:

- Once "Final" schedules are posted & published, schedules are FINAL and will only be changed due to unavoidable circumstances (i.e. team drops out) or due to an error on the part of the tournament.
- Each team is guaranteed a minimum of 3 games
- Home team is as designated on the schedule
- Home team is required to furnish the game ball
- Home team is required to change jersey if there is a color conflict. This is the decision of the referee.
- A team AND its spectators shall occupy the same side of the field when possible. Home team has choice of side. When not possible, a team AND its spectators shall occupy ½ the field. Coaches are to remain on their own team half.
- Players & Coach(es) passes MUST be present & available to the referees at each match.
- Each player must have a unique uniform # that matches the certified roster submitted at registration (exceptions will be made if the referee and opposing team are notified before the match is started)
- No overtime will be played during the preliminary part of the tournament
- Each team will be guaranteed a minimum of 3 matches.

Brackets of 5 teams will have 4 matches and winner will be based on points. Brackets / Age Levels of anything other than 5 teams will have a championship game. Each team shall play at least one, but not more than 2 games on Sat and Sun.

- Each team coach must sign the scorecard. It is the coaches' responsibility to ensure they are signing a correct card. Field Marshals shall be responsible for getting the signed scorecard to the official scoring tent.
- Forfeit: Any team unable field 7 players at game's kickoff will forfeit the match with a score of 3-0 and 3 points being awarded to the opposing team. (Any team that does forfeit a game is still eligible for any awards or playoffs). Team Standings will be determined by points: 3 points for a win 1 point for shut out (excludes for 0 v 0) 1 point for a tie 0 points for a loss -1 point for ejection of anyone associated with your team

**Tie Breaking methods are as follows:**

1. Results of head to head games
2. Most wins
3. Goals scored vs. goals against (3 goal maximum/game)
4. Least goals against (3 goal maximum/game)
5. Shut Outs
6. Penalty kicks taken alternately
7. Sudden death penalty kicks When more than two teams are tied, the tie-breaker system will be used starting with #2 until the tie is broken.

**Tie breaking methods for Semi-finals & Finals:**

1. 5 penalty kicks taken alternately , if no winner, then #2
2. Sudden death penalty kicks Inclement

**Weather:**

Coaches and players must appear on the field, ready to play, regardless of weather conditions, unless advised by the Tournament Committee. Only the rules committee may cancel or postpone a game, delay it, or reduce its length. If the game should be terminated in process due to weather conditions after completion of one half of play, the game will be considered official and the score final. Every attempt will be made to continue the remainder of the game if ½ of the game was not played prior to stoppage. If the weather conditions make it impossible to continue the match, the Tournament Director has the right to call the game complete

where the game originally ended. Furthermore, the Director may reduce the length of subsequent games on the schedule by up to 50% and/or change field locations if deemed necessary to complete the entire schedule by the end of the day due to the impact of extended inclement weather. In the event of tournament cancellation meaning no matches are played by any team, teams will be entitled to a refund of their entry fee, less tournament expenses on a pro rata basis to be determined solely by the tournament committee. Otherwise, no refunds will be given in the event weather conditions or other conditions cause a team to play less than three matches.

#### Team and Spectator Conduct:

- All Coaches are responsible for their “players and spectators” behavior. If a Referee asks a Coach for assistance in controlling his/her spectators, he/she must assist by doing so or risk forfeiture of the game. Referees have authority to suspend play and/or ask any coach, spectator, or player to leave the playing field and its sidelines due to unsportsmanlike behavior in the opinion of the referee.
- Our Zero Tolerance Policy is in effect.
- Any player receiving a red card will be held out of the remainder of the game along with the following game, including any Championship Game. If any such penalty cannot be fully served during the Tournament or Festival, it must be completed during the next regularly scheduled league or tournament game (not to include any Snickers State Cup or Presidents Cup Games). Any players receiving red card in final or championship game pass will be retained per RDYSL rules and will affect league game.
- Any Player or Coach receiving a Red card/ejection for fighting, violent, or threatening behavior will be suspended for the remainder of the Tournament. It is the final decision of the Referee if a player or Coach was ejected for Fighting. Once the decision is made, there is no appeal – This is for the safety of everyone at our Tournament.
- Any player receiving 2 yellow cards in a match will receive the same penalty as a red card and must sit the remainder of the current match along with the following game.
- Any player receiving 3 yellow cards during the tournament will receive the same penalty as a red card
- Player passes must be surrendered to the referee for all red-card eligible infractions.
- Any coach ejected from a game must serve a 1-game suspension and surrender his/her pass to the referee and will not be permitted to attend the teams next match
- Spectators may be banned from game sidelines should behavior, in the opinion of the referee or GYSL tournament committee; be deemed necessary for the overall safety of participants
- Report of Disciplinary Action: For United States teams: The team governing body will be notified of all sanctions against players/coaches during the course of the tournament.  
For CONCACAF teams: the tournament committee will notify the US Soccer Federation of disciplinary action taken, and that the Federation will transmit the disciplinary action taken or required to that team’s provincial or national association.
- Additional player, coaches and spectator responsibilities – There is no smoking, consumption of alcoholic beverages, or pets allowed on property.