

2024 PVSC SPRING CLASSIC RULES

CHECK-IN PROCEDURES: Check In information is sent to teams through email.

AGE AND ELIGIBILITY:

Participation in the tournament is open to accepted boys and girls teams for U-10 through U-19 which meet the age limit of the specified division. Players must have been born during the divisional year, as defined by US Soccer guidelines or the subsequent year (No player may 'play up' more than one age group).

Each team accepted must be registered with either US Club Soccer or with a state association affiliated with USSF and must present either a current/valid US Club Soccer roster or a current/valid state USYSA roster. Each team is required to generate an Event/PVSC Spring Classic Tournament roster.

Guest Players: Guest players must have a current/valid player registration card issued by the same national association that issued the cards for the rest of the team. Guest players may be recreational players provided they obtain certification comparable to a player registration card and obtain this certification from the same state official that grants player registration cards. Adding guest players after the roster freeze date will not be allowed.

No player may compete in the tournament in two age groups, on two separate teams or be on two rosters on the freeze date.

FORMAT OF PLAY:

U10: 7v7

U11 to U12: 9v9

U13 to U19: 11v11

LAWS OF THE GAME: All games shall be played in accordance with FIFA Laws, except as specifically modified by these rules.

HEADING RULES: U12 & UNDER AGE GROUPS: There is no heading for U12 and below. PVSC Spring Classic will enforce the following regarding heading in these age groups: When a player deliberately heads the ball in a game, an indirect free kick (IFK) should be awarded to the opposing team from the spot of the offense. If the deliberate header occurs within the goal area, the indirect free kick should be taken on the goal area line parallel to the goal line at the point nearest to where the infringement occurred. If a player does not deliberately head the ball, then play should continue. In addition, Persistent Infringement (PI) or Denying an

Obvious Goal Scoring Opportunity (DOGSO) calls or cards shall be made or issued in relation to this heading infraction.

IDAHO YOUTH SOCCER MODIFICATIONS FOR FIELD OF PLAY AND OFFSIDE FOR U10 AND UNDER DIVISION:

U10 will use build-out lines on the fields. During a goal kick or when the keeper has the ball in their hands during play, the opposing team must move behind the build-out line until the ball is put into play. The keeper can pass, throw, or roll the ball into play (punts and kicks are not allowed).

After the ball is put into play by the goalkeeper, the opposing team can cross the build out line and play resumes as normal.

If a goalkeeper punts or drop kicks the ball, an indirect free kick should be awarded to the opposing team from the spot of the offense. If the punt or drop kick occurs within the goal area, the indirect free kick should be taken on the goal area line parallel to the goal line at the nearest point to where the infringement occurred.

The build out line will also be used to denote where offside offenses can be called. Players cannot be penalized for an offside offense between the halfway spot and the build out line. Players can be penalized for an offside offense between the build out line and goal line.

Ideally, the goalkeeper will wait to put the ball into play once all opponents are past the build out line, however, the goalkeeper can put the ball into play sooner but they do so accepting the positioning of the opponents and the consequences of how play resumes.

To support the intent of the development rule, coaches and referees should be mindful of any intentional delays being caused by opponents not retreating in a timely manner or encroaching over the build out line prior to the ball being put into play. Referees can manage the situation with misconduct if deemed appropriate. Referees should be flexible when enforcing the 6 second rule and counting the time of possession should only begin when all opponents have moved behind the build out line.

ROSTER SIZE:

The roster of each 7v7 team shall have a maximum of 14 players.

The roster of each 9v9 team shall have a maximum of 16 players.

The roster of each 11v11 team shall have a maximum of 22 players with only 18 players in uniform and participating per game.

No player may play for more than one team in this tournament.

No team may have more than 5 guest players.

A team playing an ineligible player shall forfeit the tournament.

No changes will be allowed to the roster once the freeze date has past.

GROUP ALLOCATIONS: the number of entrants determines group allocations.

DURATION OF GAMES: The duration of all tournament games shall be in accordance with the following:

- U-10: two 25-minute halves, 5-minute half time, no extra time period*
- U-11: two 25-minute halves, 5-minute half time, no extra time period*
- U-12: two 25-minute halves, 5-minute half time, no extra time period*
- U-13: two 30-minute halves, 5-minute half time, no extra time period*
- U-14: two 30-minute halves, 5-minute half time, no extra time period*
- U-15: two 35-minute halves, 5-minute half time, no extra time period*
- U-16: two 35-minute halves, 5-minute half time, no extra time period*
- U-17: two 35-minute halves, 5-minute half time, no extra time period*
- U-18-19: two 35-minute halves, 5-minute half time, no extra time period*

Group Round and Consolation Games: All group games will be the length listed above with a 5-minute half time. Group round and consolation games may end in a tie.

Semi-final games: All semi-final games will be the length listed above with a 5-minute half time. Semi-final games ending in a tie after regulation time will go immediately to FIFA kicks from the mark to determine the winner.

Championship games: All championship games will be the length listed above with a 5-minute half time. Games ending in a tie after regulation time will have two 5-minute overtime periods for U14 and down, two 10-minute overtime periods for U15 and up. If still tied, FIFA kicks from the mark will be used to determine the winner.

*Extra time will be played in Championship games only.

GROUP STANDINGS: Group (bracket/pool play): If teams are tied at the end of regulation, the game will be recorded as a tie.

Points will be determined as follows:

- 6 points for a win in regulation time
- 0 points for a loss in regulation time
- 3 points for a tie
- 1 point for a shutout (including 0-0 matches)
- 1 point for each goal scored, not to exceed 3 goals per game

In the event of a tie, group winners and runner-ups will be determined with the following tiebreakers in order:

1. Head to head competition between the teams that are tied. This will only apply when all teams that are tied have played one another in the preliminary (group) round.

2. Goal Differential (goals scored by a team minus goals allowed by a team) not to exceed a differential of 4 goals in any one match.
3. Team with the fewest goals allowed.
4. Team with the most goals scored (not to exceed 4 goals in any one match).
5. If a three-way tie exists after evaluating steps 1-4 a three-way coin flip will be conducted 30 minutes prior to the scheduled start of the appropriate semi-final or final game. All three teams in the tie will simultaneously flip coins. The two teams with matching results will go on to #6.
6. Kicks taken from the penalty spot per FIFA will be taken 20 minutes prior to the scheduled start time of the appropriate semi-final or final game.

FORFEITURE: If a team does not show by the scheduled time with the minimum number of players, the game is a forfeit. A game that is a forfeit will be scored 2-0 and the winning team will receive points for a win in regulation time. Tournament registration fees will not be refunded due to forfeiture.

PLAYER EJECTIONS: Should a player be ejected from a game, they will not be allowed to play the next scheduled game. The player pass will be confiscated by the referee and turned into the field marshal or tournament headquarters. The coach or representative of that team may pick up the player pass after the one game suspension has been served. Any team (player, coach or parent) that is guilty of assault on a Referee will be removed from further tournament play.

TEAM OFFICIAL/Parent EJECTIONS: *Effective immediately IYSA will enforce a ZERO TOLERANCE policy regarding any inappropriate behavior towards referees.* Any coach, parent, or spectator at the field, who berates a referee, will risk a no spectator suspension going forward. Visit IYSA for more information and the full details of the Zero Tolerance Policy.

Should a Team Official be ejected from a game, they must immediately leave the vicinity of the field and they will not be allowed to participate in the next scheduled game. The official's pass will be confiscated by the referee and turned into the field marshal or tournament headquarters. The offending team official may pick up that pass after the one game suspension has been served. Any team (player, coach or parent) that is guilty of assault on a Referee will be removed from tournament play.

MINIMUM NUMBER OF PLAYERS: The minimum number of players to start a game is as follows:

11 v 11	7 players
8v8	5 players
9 v 9	6 players

A team with fewer than the required number of players during a game will forfeit and the score will be registered as per the "FORFEITURE" section of these rules. Teams are required to start play if 7 players are present.

SUBSTITUTIONS: Unlimited and as follows:

- 1) Prior to a throw-in by the team in possession. If the team in possession substitutes both teams may substitute.
- 2) Prior to a goal kick by either team.
- 3) After a goal is scored by either team.
- 4) If play is stopped for an injury, the injured player can be substituted.
- 5) After a yellow card is given, the player receiving the yellow card may be substituted by the request of their coach.

GAME BALL: The home team will present 2 game balls to the referee before the game.

BALL SIZE: Size 4 balls will be used for U10-U12 games. A size 5 ball will be used for U13-U18 games.

RULES OF CONDUCT: Coaches have the responsibility for the conduct of players, bench personnel and spectators at all times. If in the opinion of the officials, a game should be terminated for the misconduct of players, bench personnel or spectators, the offending team will be required to forfeit that game and may be removed from the tournament.

INCLEMENT WEATHER: In the event of inclement weather or poor field conditions, the Tournament Director or official representative(s) will have the authority to:

1. Relocate or reschedule any game(s).
2. Change the duration of any game(s).
3. Cancel any group play game(s). Any group round game that is canceled before starting [as opposed to being postponed] due to weather or other external conditions, will be recorded as a 0-0 tie. Canceled games will not be rescheduled.
4. Determine the results of group play games terminated by game or tournament officials as follow:
 - If the game had at least reached half time then the score stands as is.
 - If the game had not reached half time but one team was 3 or more goals ahead, then the score stands as is.
 - If the game had not reached half and there was less than a 3 goal difference, then a penalty shootout will determine the winner and a 1-0 score will be recorded. Should either time, lighting, poor field conditions or inclement weather prevent the shootout from taking

place, then the game will be declared a tie and a 0-0 score will be recorded.

5. Cancel any semi-final or Championship game. Canceled semi-final games will have a winner determined by a coin toss. Dual winners will be awarded for championship matches.
6. Determine the results of semi-final or final games terminated by game or tournament officials as follow:
 - If the game had at least reached half time then the score stands as is unless it is a tie at the time the game the terminated.
 - If the game had not reached half time but one team was 3 or more goals ahead then the score stands as is.
 - If the game had not reached half and there was less than a 3 goal difference or if the game had reached half time and was a tie at the time the game was terminated then a penalty shootout will determine the winner and a 1-0 score will be recorded. Should either time, lighting, poor field conditions or inclement weather prevent the shootout from taking place, then semi-final games will have a winner determined by a coin toss. Dual winners will be awarded for championship matches.
7. Tournament officials may determine the method for advancement in any situation not addressed above.
8. There will be no refunds or reimbursements of tournament application fees for rescheduled, shortened or canceled games due to inclement weather or poor field conditions.

Lightning: In the case of lightning, the 30-30 Rule will be in effect. If the tournament officials detect or see lightning the games will be stopped for a minimum period of 30 minutes. Should there be lightning during the 30-minute stoppage then the 30-minute count will start again, per USSF Policy. If the stoppage goes beyond 45 minutes, then the game will be terminated and will not be restarted. The result will be determined as outlined in the Inclement Weather section of the tournament rules.

PROTEST: Decisions by the field officials, referees and Tournament Director are final. No protests will be accepted.

TOURNAMENT HEADQUARTERS: Tournament Headquarters will be at the Portneuf Wellness Complex. Official scores will be posted and updated at pvscunited.com

FIELD LOCATIONS: Bannock County Fairgrounds Soccer Complex and Portneuf Wellness Complex

JERSEY COLOR CONFLICT: If there is a conflict in the jersey colors, it is the responsibility of the HOME TEAM (the team listed first on the schedule) to change to an alternate color.

ALCOHOLIC BEVERAGES AND SMOKING: Use of alcoholic beverages and smoking are prohibited on all fields.

CLIMBING:

Climbing on goals, fences or any equipment on the tournament grounds is strictly prohibited.

PETS: Pets are NOT ALLOWED at the soccer complex at any time during the tournament. Please make sure your families know this. We will be enforcing this strongly! Only certified service dogs with their vests are allowed.

BICYCLES: Bicycles create a hazard for players and spectators and therefore, must be left at the perimeter of the facility.

MEDICAL HELP: Contact the field marshal at your complex for directions and assistance to the nearest medical facility. Trainers and medical personnel will be available at each complex.

AWARD PRESENTATIONS: All first and second place teams must report to field headquarters at Bannock fields for awards presentations.