

Tournament Rules

Classification and Age Divisions:

The Fusion Winter Classic Tournament is sponsored by the Fusion Soccer Club. The tournament will be held on February 9-10, 2008, for select and recreational teams registered with the United States Youth Soccer (USYSA). The tournament is sanctioned by the South Texas Youth Soccer Association (STYSA) and is open to boys & girls teams from U09 through U19. There are three levels of competition: **Gold** (Highest level - Premier & Div. 1), **Silver** (Div. 1 & Super 2 & Academy), and **Bronze** (Div. 2 & 3 & Recreational). Single age brackets and levels will be formed if applications support the groupings. Unless otherwise amended below, the current Laws of the Game (as published by USYSA) will apply to this competition.

Team Registration and Check-in:

Tournament registration must be completed through the online system at www.fusionsoccer.org. Team registration for U14 - U19 is \$425, U11 - U13 is \$400, U10 is \$325, and U09 is \$275. Application deadline is Friday, January 18, 2008, at 12 midnight. Applications received prior to Friday, January 11, 2007, at 12 midnight will receive a discount of \$25 per team for early entry. All players (except guest players) must be registered to the team. All teams must provide an official roster (with player uniform numbers) signed by the coach of record and their local association or club registrar. Teams from outside STYSA must submit an approved USYSA travel permit along with an official roster. All teams must have approved USYSA ID cards and signed medical releases for each of the players including up to three (3) guest players for U09-U10 teams and four (4) guest players for U11-U19 teams. Teams or players will not be allowed to participate without approved paperwork. Coaches may bring the approved paperwork to the check-in meeting for validation. Validated rosters will be required prior to participating in any match.

Team rosters are limited to eighteen (18) players for U11-U19 teams playing full-sided (11v11) games and twelve (12) players for U09-U11 teams playing small-sided (8v8 for U10-U11 or 6v6 for U09) games.

Check In Location	The Club at New Territory at Sugar Land, Texas 1200 Walker School Road (also entrance off New Territory Blvd.) Sugar Land, Texas 77479 USA
Check In Times	Friday, February 8, 2008 - 7-9:00pm
Field Locations	New Territory Sports Complex at Sugar Land, Texas New Territory Blvd. (off Grand Parkway Hwy 99) Sugar Land, Texas 77479 USA

Team representatives are REQUIRED to check-in their team during the listed times -- there will be NO Saturday morning check-in unless prior arrangements are made with the Director of Communications. We will distribute any schedule changes, validate rosters, and answer questions. You must have a representative present to provide a copy of your team's roster to the volunteers at check-in. Medical release forms & laminated player ID cards for each player will be required at check-in along with an official roster.

Game Information:

All teams will be guaranteed to play at least three games. In round robin play, ties at the end of regulation time will stand. For quarter-final and semi-final games, ties at the end of regulation time will be broken by the taking of FIFA penalty kicks, and no overtime periods will be played. All championship games ending in a tie will play two 5-minute overtime periods. If the teams are still tied at the end of the overtime periods, FIFA kicks will be played to determine the champion.

In the event of inclement weather, the Tournament Director has the authority to restructure, reschedule or cancel the tournament. In the event the tournament is rescheduled, games will be played on February 16-17, 2008, with no refunds given to teams not able to participate. In the event the tournament is canceled, partial refunds will be given. Every effort will be made to complete the tournament.

Game Times and Ball Size:

Age Group	Ball Size	Round Robin Game Length	Semi-Final Game Length	FINALS Game Length
U13-14	5	2 x 30 min.	2 x 30 min.	2 x 35 min.
U11-12	4	2 x 25 min.	2 x 30 min.	2 x 30 min.
U09-10	4	2 x 20 min.	2 x 25 min.	2 x 25 min.

Teams must be at the scheduled game field and ready for inspection by the referee at least 15 minutes before the scheduled game time. Each team must be ready to play at the scheduled time or immediately after the conclusion of the previous game as determined by the referee, or the team is subject to forfeiting the match. Each team must be prepared to present a game ball of appropriate size, weight, and pressure to the referee before the start of the game for his/her selection. All games will have a 5 minute half.

Player Substitutions:

Players may be substituted with the consent of the match referee at the following times:

1	Before a throw-in in your favor.
2	Prior to a goal kick by either team.
3	After a goal is scored by either team.
4	When the referee approves an injury substitution by one team, the other team may substitute an equal number of players.
5	At half time.

No player shall enter or leave the field of play without the consent of the referee.

Playing Conditions:

The Home Team is listed first or on top in the schedule. Both teams shall occupy the same side of the field, as identified by the Tournament Director. All game spectators, including parents and unrostered visitors for both teams will occupy the opposite side of the field. The Home Team chooses the goal to attack and Visitors Team kicks off. In case of inclement weather, the Tournament Director and/or Site Coordinator will determine if a game is to be played. Once the game has started, the decision rests with the referee. If any games are canceled, it is up to the coaches of the teams to check with the Site Coordinator, Communications Director or Tournament Director for rescheduling information. Games shall be considered complete if one half of the game has elapsed. The score at the stoppage of play will be the final score. If one half has not elapsed and the game is stopped, the game will be rescheduled if it could affect the outcome of the tournament and if conditions permit as determined by the Tournament Director.

Uniforms:

As a convenience to both teams, it is recommended that the home team wears their "colored" uniform and the visitors wear white. Should there be a conflict in uniform colors, the home team will be required to change uniforms. Each player's uniform should have an easily identifiable number. Teams without two sets of uniforms will be allowed to use "pennies" to provide a unique identification.

Team and Player Credential Check:

Each team must be able to present its validated roster and player cards to either a Tournament Official or the Referee team before the start of each match, if requested. A player may play for only one team in the tournament, and must be listed on the approved roster. If a player plays in a game and is not properly registered, the team will automatically forfeit that game and may face further penalties as determined by the Tournament Director and/or Home Association. **The wearing of hard casts, even if padded, will not be permitted at any time.**

Team Standings and Tie Breakers:

Team standings will be based on the following scoring system:

Win	6 points, plus 1 point for each goal scored (max of 3 goals)
Tie	3 points, plus 1 point for each goal scored (max of 3 goals)
Loss	0 points, plus 1 point for each goal scored (max of 3 goals)
Bonus	1 point is awarded for a shutout
<p>No shutout bonus shall be awarded for a 0-0 tie. Teams shall be awarded the bonus points for goals scored without regard to the outcome of the game. That is, the losing team will receive points for goals scored, and 0 points for the loss.</p>	

Each team's total points from all first-round games will determine the placement of teams in each bracket, with the team earning the highest total points being the bracket winner. In the event, a team forfeits a match, all points from tournament games involving that team will be dropped from the calculation of final standings.

Ties in the standings will be resolved in the following order:

Round Robin Games	<p>In the event that two or more teams are tied in points at the end of these games, the following tiebreakers shall be applied in order given until a winner is determined. While following these criteria, never revert back to the top of the list even after a team has been eliminated from the tiebreaker.</p> <ol style="list-style-type: none"> 1. Winner of head to head competition. 2. Net goals (goal difference, limit of +/- 3 per game) 3. Goals against 4. Most goals scored (maximum of 3 goals per game) 5. Most total wins 6. FIFA penalty kicks
Quarter-Final & Semi-Final Games	<p>All semi-finals ending in a tie will go directly to FIFA kicks from the mark to determine a winner. There will be NO overtime periods.</p>
Championship Games	<p>All championship games ending in a tie will play two 5-minute overtime periods. If the teams are still tied at the end of the overtime periods, FIFA kicks will be played to determine the champion.</p>

Tournament officials will be responsible for collecting the match results, but each coach is responsible for verifying the posted scores prior to the team's next game.

Wild Card Selection & Advancement Pairings

For brackets with wild cards, wild cards will be selected from the pool of remaining teams after the others from the listed grid have been identified. Ties on points will be broken in accordance with the rules listed above. Where possible, advancement pairings will be made to avoid any duplication of preliminary games. Once the wild card team has been determined then the group of advancing teams will be paired as follows:

Teams	Format	Round 1	Semi-Finals	Finals
4	1 group of 4 Bracket G	Bkt G - Round Robin	none	1G v. 2G based on points
5	1 group of 5 Bracket D	Bkt D - Round Robin	none	Awards for 1 & 2 based on points
6	2 groups of 3 E1-E3 and E4-E6	Bkt E - Cross Group	none	1E v. 2E based on points
8	2 groups of 4 Brackets A, B	Bkt A - Round Robin Bkt B - Round Robin	1. 1A v. 2B 2. 1B v. 2A based on points	W1 v. W2

Where possible advancement pairings will be made to avoid any duplication of preliminary games.

Awards:

First and second place teams in each age group and competition level will receive a trophy. Trophies will be presented immediately after the final game.

Team and Spectator Discipline:

An ejected player is ineligible for their next scheduled game. An ejected coach or trainer is ineligible for the next scheduled game, regardless of team. A second red card to the same individual results in that person being expelled from the tournament. Any ejected player, coach or trainer must report to the complex tent or leave the complex. Violation could result in further game suspensions.

In addition, any player or coach receiving a second caution in the tournament will be ineligible to participate in the next scheduled game. All red cards will be reported to your State Association. The coach is responsible for the actions of verbal and physical abuse of referees by his/her spectators. Such abuse will not be tolerated. Violations may result in termination of the game and further sanctions by the Tournament Director. Any individual that has been sent off must leave the field area within two minutes of the ejection or the game could be terminated by the referee with further sanctions added by the Tournament Director. Any coach who removes his/her team from the field during a game will cause the match to be abandoned by the referee and further sanctions may be added by the Tournament Director. If a player refuses to give his or her correct name when requested by a referee or Tournament Official, the referee crew will terminate the game and additional penalties could be imposed by the Tournament Director. Teams exhibiting poor sportsmanship will not be allowed to participate in subsequent Fusion Soccer Club tournaments. Consumption of alcoholic beverages on tournament grounds is prohibited. No pets are allowed on the playing fields or spectator areas during the tournament.

Team Protests and Appeals:

Protests and appeals will be allowed only in the event a team is believed to have used an ineligible player. No other protests will be considered. The offended team may file a protest by submitting in writing the nature of the violation within two hours of the incident, along with \$200 in cash to the Tournament Director. If the protest is upheld, the fee will be returned and corrective action as determined by the Tournament Director will be taken. The Tournament Director must determine that the violation defined by the written protest materially affected the outcome of the game. The decision of the Tournament Director on protests is final. If the protest is not upheld, the protest fee is forfeited to the Fusion Soccer Club.

Matters Not Provided For:

Any situation or questions on rules of competition not covered herein will be governed by USYSA and STYSA Administrative Rules books. Any matter not provided for in the Tournament rules or STYSA or USYSA rules shall be determined by the Tournament Director, whose decisions shall be final.