



**presents**  
**The Character Classic**  
**February 12-15, 2010**

**Character Classic Indoor Tournament Rules**

**TEAM ELIGIBILITY**

Sports City's Indoor tournaments shall be open to all teams with the correct aged players. Teams need not be established teams. Special tournament teams can be formed, as no "guest player forms" are required.

**TEAM CHECK-IN**

All teams are required to register 1 hour prior to the first tournament game time at the tournament location (Sports City). Teams must provide an Official Tournament Roster / Waiver Form and proof of age (birth certificate, USYSA player card, etc.). This form will be sent to you once your application is received.

**GAME SCHEDULE**

The schedule will be posted on Sports City's website – [www.sportscitykc.com](http://www.sportscitykc.com). Any last minute schedule changes will also be posted on the website. All efforts will be made to contact any teams involved in any schedule changes but the responsibility lies with the team coaches and managers to double check the schedule on our website one day prior to the first scheduled game.

**MATCH BALL**

Each team shall furnish a regulation game ball to the referee prior to the game. The referee will then select the game ball. Under 8 – Under 12 age groups will use size 4 balls and Under 13 and above will use size 5 balls.

**DURATION OF THE GAME**

Each game shall consist of 2 X 20 minute halves with a 5-minute halftime.

**OVERTIMES**

Overtimes will be used in the elimination stages of the tournament only (i.e. after the completion of the round-robin format). Overtimes will be 5 minutes in length and the Golden Goal rule shall be enforced (i.e. the first team to score will be deemed the winners). A coin toss will determine who takes the kick off; teams will remain in the half of the field that they finished the game.

**SHOOT-OUT**

If after the completion of the overtime period the game remains a tie the winner will be determined after a Shoot-Out. A shoot-out will consist of 5 players from each team (these players do not need to be the players that were on the field at the completion of regulation play). A coin toss will decide who takes the first shot. The ball will be placed at the center of the yellow line and players will be

given 5 seconds to dribble from this spot and score a goal. For a goal to be scored, the whole ball must be over the whole goal line *before* the 5 seconds is completed. If the score is tied after 5 attempts, the remaining players are used in a sudden-death shoot-out format, *beginning with the goalkeepers*. Goalkeepers must be stationed on the goal line until the 5 seconds is started. At that point the goalkeeper may advance towards the shooter or stay on his/her line. Any foul committed by the goalkeeper during the shoot-out will be deemed a penalty kick, which can be taken from the penalty spot without any time restrictions. The player taking the penalty kick must be the same player that was fouled unless that player is unable to continue due to the severity of an injury. The referee has the sole responsibility of determining the severity of the injury.

### **NUMBER OF PLAYERS**

U-8-U12 will consist of 7 field players and a goalkeeper.

U-13 and U-14 will consist of 6 field players and a goalkeeper.

The roster size will be a maximum of 18 players for every age group.

### **OFFICIAL TEAM ROSTER**

An official tournament roster must be completed prior to the first game of the tournament. This roster will be frozen (*no exceptions*) after the completion of the first game.

### **SUBSTITUTIONS**

Substitution 'on the fly' may be made at any time. Guaranteed substitution may be made at the following times: I: After a goal is scored by either team II: After an injury

*PLEASE NOTE: THERE WILL BE NO GUARANTEED SUBSTITUTION IN THE LAST MINUTE OF THE GAME AND THERE WILL BE NO GUARANTEED SUBSTITUTION AFTER A FOUL.*

### **GOALKEEPER SUBSTITUTION**

Any teammate may change places with the goalkeeper as per regular substitution procedures. The goalkeeper must wear different colors from field players and referee.

### **TIME PENALTIES**

For time penalties, the team will play short for two minutes (blue card) or five minutes (red card). Teams may play at full strength again after the two minutes are completed or after the opposition scores a goal. The 5-minute red card violation must be served for the full five minutes regardless if a goal is scored. The red-carded player must sit out the remainder of the game and serve a minimum 1 game suspension. This rule applies to all players (including the goalkeeper) and the coaching staff. **Please Note:** If a coach receives the red card the team must designate a player to serve the time penalty. This player may return to the field after the time penalty but the ejected coach must leave the facility before the game may commence.

If a second blue card is issued to the same player, the player is ejected from the game and the team serves a mandatory two-minute penalty, regardless if the opposition scores. Simultaneous blue cards on members of each team results in both teams playing short for the full two minutes regardless of goals scored. Teams can only serve a maximum of two time penalties at a time. If a third two minute violation occurs during a time that a team is already two persons down, the third will be deemed a delayed two minute, i.e. the player must sit out for his two minute as soon as one of the current two minute penalties have elapsed. In multiple two-minute penalties a goal scored only cancels one penalty.

## **PLAYER'S EQUIPMENT**

Teams will wear matching uniforms (shirt, shorts and socks) with different numbers on the back of the shirts. All players must wear shin guards. All players must wear rubber-molded cleats, flat-soled shoes, or other shoes. **NO METAL OR SCREW-IN CLEATS WILL BE ALLOWED.** The goalkeeper shall wear colors that distinguish him/her from field players and the referee. Any field player who replaces the goalkeeper must comply with this rule. The goalkeeper may wear protective headgear if it is deemed acceptable by the referee, (i.e., is not dangerous and does not interfere with other players).

## **COLOR CONFLICT**

In cases where the referee deems there to be a color conflict, the visiting team (listed second on the official schedule) will be responsible for changing their uniforms or wear pinnies to distinguish teams.

## **CASTS/ORTHOPEDIC BRACES**

These may be used if at the discretion of the referee they are not dangerous to any of the players on the field.

## **REFEREES**

One or two man system will be used in all games. The number of referees at each game will be at the discretion of the tournament director.

## **TIME-OUTS**

There will be no time-outs.

## **START OF PLAY AND RE-STARTS**

The ball may be played in any direction from kick-offs. All fouls are direct in nature. The opposition must stand a minimum of 10 feet away from the ball on all restarts. When a game is restarted after an injury or after a "referee discretionary stoppage," the team that had clear possession prior to the stoppage will take the restart. If there is no clear possession, then the game will be restarted with a drop ball at the point where the ball was when the game was stopped. If the game was stopped inside the penalty area, all restarts, whether by kick or drop will be from the top of the box.

## **5 SECOND RE-START VIOLATION**

Failure by a team to put the ball into play within five seconds, as signaled by the referee, results in a possession turnover.

## **THREE-LINE VIOLATION**

There will be no three-line violation for any player on the field of play.

## **GOALKEEPER PASSBACK**

Players will be allowed to pass the ball back to the goalkeeper's hands anywhere within the defensive third of the field (marked by one of the three lines). Goalkeepers may not handle any pass that originated from outside of the defensive third of the field.

## **SLIDE TACKLING**

Slide tackling will **NOT** be allowed.

## **GOALKEEPER RESTRICTIONS**

The following infractions shall cause the referee to stop play and award a free kick to the opposing team at top of the box.

- (I) (I) The handling of an intentional back pass from a teammate's feet that originated outside of the defensive third.
- (II) (II) Five-Second Distribution: A goalkeeper, in possession of the ball within the penalty area, must distribute the ball outside of the penalty area or to another player within the penalty area. Possession shall be defined as ball in hands.
- (III) (III) Illegal procedure – Handling: A goalkeeper who receives or carries the ball outside of the penalty area by foot, shall not handle the ball inside the penalty area prior to the ball being touched by another player or prior to a stoppage in play.
- (IV) (IV) Intentional handball violations committed by the goalkeeper outside the penalty area to stop an opposition attack shall result in a time penalty. Any player and not necessarily the goalkeeper may serve this time penalty. Regular handballs by the goalkeeper will result in a normal free kick without the time penalty.
- (V) (V) If a goalkeeper commits a foul that is deemed a red card offense by the referee, or if they receive two blue cards, he/she must serve the ejection. The team must play short for the five minutes with a different player in goal. At the completion of the five minutes the team may play at full strength but the goalkeeper that committed the foul must sit out the remainder of the game as well as serving a minimum of a 1 game suspension.

## **SHOOT-OUTS**

Only infractions that are deemed by the referee to be denying a goal scoring opportunity (within the penalty area) will result in a shoot-out (i.e., the ball will be placed at the center of the yellow line and the player that was fouled will be given 5 seconds to dribble from this spot and score a goal. For a goal to be scored, the whole ball must be over the whole goal line *before* the 5 seconds is completed). "Incidental" fouls within the penalty area will result in a free kick at the top of the box. All fouls that were deemed intentional within the penalty area will result in a two-minute penalty.

## **PROTEST**

There will be NO PROTESTS. The Tournament Directors will resolve all disputes immediately. These decisions will be final.

## **CONTROL OF SIDELINE CONDUCT**

Players, reserve players, managers, coaches, assistant coaches and fans are expected to conduct themselves with the letter and spirit of "THE LAWS OF THE GAME." The Tournament Directors have the authority and responsibility to remove any person(s) from the tournament for abuses to good conduct, in addition to any specific disciplinary brought about by other authorities.

## **POINT SYSTEM**

3 points for a win, 1 point for a tie, 0 points for a loss, 1 point for a shutout

## **TIE BREAKERS**

If at the conclusion of the preliminary rounds a tiebreaker is needed the following criteria will be utilized:

- (I) (I) Head to Head (not used if more than two teams are involved in the tie breaker)
- (II) (II) Goal Difference (i.e., goals scored minus goals allowed with a 5 goal maximum differential, e.g., 10-1 games will be deemed 6-1)
- (III) (III) Fewest goals allowed
- (IV) (IV) Most Shutouts
- (V) (V) Most goals scored (no maximum)
- (VI) (VI) Shoot-Out

### **TOURNAMENT FORMAT**

The following formats will be used throughout the tournament:

- (I) (I) Divisions with 4 teams – There will be one pool with each team playing against each other. The two top teams will advance to the finals.
- (II) (II) Divisions with 5 teams – Each team will play against each other (4 games each). The top point winner will be deemed the tournament champion. There will be no finals.
- (III) (III) Divisions with 6 teams – There will be 2 brackets with 3 teams in each bracket. There will be one crossover game. The top team in each bracket will advance to the finals.
- (IV) (IV) Divisions with 8 teams – There will be 2 brackets of 4 teams in each bracket. Each team play the other teams in their respective bracket, with the top teams in each bracket meeting in the finals.
- (V) (V) Divisions with 10 teams – There will be 3 brackets – one with 4 teams and two with 3 teams. The top team in each bracket will advance will advance to the final along with a wildcard team (the highest second placed team). The winner of bracket 1 (the four team bracket) will play the wildcard. If the wildcard comes out of bracket 1, the bracket winner with the most points will play the wildcard.
- (VI) (VI) Divisions with 12 teams – There will be 3 divisions of 4 teams with a wildcard advancing (see above for wildcard considerations).

### **REFUND POLICY**

The Character Classic Committee, and/or SportsCity will not be held responsible for any expenses incurred by any team due to the cancellation in part or whole of this tournament. Refunds will be provided under the following guidelines:

- - If the tournament is cancelled prior to the first game being played due to circumstances outside the control of the Tournament Committee or SportsCity, \$125 of the entry fee will be retained and the balance refunded to paid entries.
- - \$75 per game will be refunded for every game cancelled after the start of the tournament.

If not enough teams sign up within a specific age bracket, the Tournament Director shall notify the participants as soon as possible and the participants will be given the option to play up or receive a full refund.

Please remember to double-check your game schedules at SportsCity or on the SportsCity website, [www.sportscitykc.com](http://www.sportscitykc.com).

**PLEASE REMEMBER THAT THE CHARACTER CLASSIC STANDARDS REQUEST THAT ALL COACHES, PARENTS AND PLAYERS ADHERE TO THE FOLLOWING:**

- DO NOT QUESTION THE DECISIONS OF REFEREES
- DO NOT CALL OUT FOR CARDS AGAINST OPPOSING PLAYERS
- DO NOT DIRECT ANY COMMENTS TOWARDS OPPOSING PLAYERS, COACHES, PARENTS OR TO THE REFEREES
- KEEP YOUR COMMENTS POSITIVE AND MAKE THIS AN ENJOYABLE EXPERIENCE FOR YOUR PLAYERS.