

The Jerry Yeagley Soccer Classic
Tournament and Game Rules
Presented by Cutters Soccer Club

The following is a summary of the game rules for each age division. If there are any questions, please ask to see Tournament Director, Tournament Referee Director, or Tournament Staff. If you are at a field, please ask a Field Marshall to contact one of the above. The Tournament Committee has final determination in rules clarification.

Laws of the Game

The Jerry Yeagley Soccer Classic will be played in accordance with the FIFA Laws of the Game as modified by USSF or US Youth Soccer for youth games as noted below.

Eligibility

Teams accepted must adhere to the following tournament eligibility requirements.

- The tournament roster may not be changed after team check-in
- All players must be a club member and have a current travel player pass (USYSA approved) – copies submitted online and must have original/actual cards on site at every game.
- A copy of a current state approved roster.
- A copy of a Medical Authorization for each player (to remain with team)
- A copy of the Cutters Soccer Club Waiver of Liability Form (only MCYS form will be accepted), to be filed with the Tournament Registrar.
- A maximum of three (3) guest players out of (12) twelve players for 9U/10U, three (3) guest players out of (16) sixteen players for 11U/12U, and four (4) guest players out of (18) eighteen players for 13U-15U may be registered with the team. All other player requirements apply for guest players. 13U-15U teams may have more than 18 players participate over the course of the weekend, but only 18 may roster per game.
- No player may play for more than one team in the same division during the tournament. Maximum roster sizes are dictated by the table below unless otherwise granted by the tournament staff in good faith and the spirit of the game. Travel Permits: All out-of-state teams must provide valid travel permits via online registration.

Age

Players must be born within the calendar year 1/1 – 12/31 time frames as established by the USSF for the division in which they participate. The oldest player on the tournament roster will determine the age group of play with the exception of up to three (3) 15U aged players with a valid player card on a 14U team. 8U players may play on 9U teams. See the Age Group – Birth Year Table for fall 2019 – spring 2020 below.

Age Group	Birth Year
9U	2011
10U	2010
11U	2009
12U	2008
13U	2007
14U	2006
15U	2005

Age Group Game Format Chart

Age Grp	Length of Half All Games	Half Time All Games	Game Format	Minimum # of Players	Roster Size	Ball Size	Field Size	Goal Size
9U	2 periods 25 Minutes each	5 Minutes	7v7	6	12	4	135'x165'	6.5'x18.5'
10U	2 periods 25 Minutes each	5 Minutes	7v7	6	12	4	135'x165'	6.5'x18.5'
11U	2 periods 30 Minutes each	5 Minutes	9v9	7	16	4	150'x225'	6.5'x18.5'
12U	2 periods 30 Minutes each	5 Minutes	9v9	7	16	4	150'x225'	6.5'x18.5'
13U	2 periods 35 Minutes each	5 Minutes	11v11	7	18	5	195'x330'	8'x24'
14U	2 periods 35 Minutes each	5 Minutes	11v11	7	18	5	195'x330'	8'x24'
15U	2 periods 35 Minutes each	5 Minutes	11v11	7	18	5	195'x330'	8'x24'

Game Format

- Game formats for each age are per Indiana Soccer Association rules. See above table.
- Off-sides: 9U through 15U
- In the event of mandated water breaks, the clock will NOT stop.
- Substitutions: Unlimited with the Referee's permission
- Forfeit: Team must have the minimum number of player present at the scheduled game time. Any forfeit will be scored at 3-0. See the Minimum Number of Players in the table above.
- Preliminary Games tied at the end of regulation time will remain ties. Semi-final and trophy matches tied at the end of regulation time will be played to a conclusion. Teams will play two five (5) minute overtime periods. Both of these halves shall be played in their entirety. There is no Golden Goal or sudden victory. If the score is tied after the two (2) overtimes, then the game shall be decided by penalty kicks under FIFA laws.
- In the event of conflicting uniform jersey colors, the team listed first on the game schedule shall be the "Home Team" and will be required to wear light colored uniform jerseys. The home team will supply a game ball.
- **All games will begin on time!** Teams should plan on being checked in with the field marshal and ready to take the field 30 minutes before the scheduled start time. Games may begin up to 5 minutes earlier than scheduled. There are no team warm ups on the game field.

Equipment

- All players are required to wear shin guards.
- Eyeglasses must be secured by a safety strap.
- All body piercing and other jewelry must be removed, including newly pierced ears.
- Any equipment eligibility concerns not specifically mentioned in these rules shall be ruled by the Referee

Small Sided Games

9U and 10U

- Play shall consist of six (6) field players and one (1) goalkeeper for each team (7v7).
- Goalkeeper distribution will be restricted. Punting or drop kicks are not allowed. In the case of an infraction, the referee reminds the goalkeeper of the No Punt Rule and restarts the game with the ball in the hands of the goalkeeper. There is no violation of the rules if the goalkeeper throws the ball, rolls the ball or plays it with his/her feet.
- Fouls will result in direct and indirect kicks.

- The distance at restarts will be five (5) yards.
- Penalty kicks will be taken from a spot eight (8) yards from the goal line.
- Restarts will follow FIFA rules (i.e. a corner kick is direct)
- The offside rule will be in effect.
- There will no semi-final or championship games in 9U and 10U age groups.
- No heading permitted for this age division – see page 8

11U and 12U

- Play shall consist of 8 field players and 1 goal keeper for each team (9v9).
- Fouls will result in Direct and Indirect kicks.
- The distance at restarts will be 8 yards.
- Penalty kicks will be taken from a spot 10 yards from the goal line
- Restarts will follow FIFA rules (i.e. a corner kick is direct)
- The offside rule will be in effect.
- No heading permitted for this age division – see page 8

Qualification for Single Elimination Games: (To determine team advancing from round-robin or pool play to single elimination games either semi-final or championship games.)

- Point system: Win -3 points Tie -1 points, Loss -0 points, forfeit scored as 4-0 win
- Team with the most points in round-robin or pool play advances to single elimination games.
- In Divisions with one bracket or odd number of teams, the division will play a round robin schedule. Final standings will be based on only those games. All point rules apply.
- Tie breaker procedure to determine final positions:
 1. head to head result;
 2. net goals - difference between goals scored and goals against (max. 4/game);
 3. most goals scored (all games w/max. 4/game);
 4. fewest goals allowed (all games);
 5. most shut outs achieved (all games);
 6. penalty shots.

Note: A team forfeiting a game during round robin or pool play will be eliminated from qualifying for the trophy match.

Questions Regarding Advancement

If there are questions concerning advancement, the Tournament Committee’s decision will be the final word. There shall be no appeals of advancement decisions. After checking the posted scores and standings, if you have any questions about which teams are advancing to the final rounds, PLEASE ASK THE OFFICIAL TOURNAMENT SCORE KEEPER AT THE TOURNAMENT HEADQUARTERS.

Single Elimination Games: Semi-final and Championship Games

Semi-final and championship games tied at the end of regulation play will apply the following procedures: A mandatory overtime (OT) consisting of two (2) periods of five (5) minutes each with no “half-time.” Both of these halves shall be played in their entirety. There is no “golden goal” or “sudden victory.” If the game remains tied after both overtime periods are completed, “Kicks from the Penalty Mark” rules will be used to determine a winner.

“Kicks from the Penalty Mark” Rules

In case of a tie at the end of the overtime period in the Semi-final and Championship games, “Kicks from the Penalty Mark” rules will apply to determine the winner. Only players playing at the end of OT will be allowed to participate in the kicks. Standard FIFA rules will be followed:

- Each team shall select five (5) players to kick, from the players on the field at the conclusion of the overtime period.
- The referee will toss a coin and the team whose captain wins the toss selects whether to take the first or second kick.
- Teams shall alternate kicks.
- If, before both teams have taken five (5) kicks each, one team has scored more goals than the other team could, even if it was to score on each of its remaining kicks, taking kicks shall cease and the winner declared.
- If, after both teams have taken five (5) kicks, both have scored the same number of goals, or have not score any goals, the kicks shall continue with new players selected from the remaining players who were on the field at the end of the overtime. Kicks continue until such time as both teams have taken an equal number of kicks (not necessarily five more kicks) and one team has scored one goal more than the other. This means if teams are tied after the first round of five penalty kicks, successive rounds of one shooter from each team will be taken until one team prevails. No player may take a second kick until all other eligible players have kicked.

Protests

Protests are not allowed! The decision of the referee is final.

Final Arbitration

The Tournament Committee is the final interpreter of the tournament rules and regulations and reserves the right to issue the final decision of all matters pertaining to the tournament. The Tournament Committee will not overturn referee decisions! The Tournament Rules supersede any errors, mistakes, changes or typos on the Cutters Soccer Club website.

Awards

All age brackets 11U and up will receive 1st and 2nd place trophies. 9U and 10U will receive participation medals.

Location of Players, Coaches and Spectators:

- Both teams will be on the same side of the field, including coaches.
- A maximum of three (3) coaches (all carded) will be allowed on the team sidelines. Limited coaching in the youngest age group will be permitted.
- All other persons must be on the opposite side. No one will be allowed behind goal lines of active games.

Conduct of Coaches, Players and Spectators:

Coaches are responsible for the conduct of players, parents, and spectators at the fields, hotels, and other locations, for the duration of the tournament. If the Cutters Soccer Club receives complaints regarding the conduct of any player or person associated with your team, the tournament committee may ask any/all persons to stay away from the tournament, and/or ask the team to leave (games will be forfeited), and/or bar

the team from future tournaments. Please keep your team under control so that everyone may have an enjoyable time.

Cautions/Red Cards/Ejections:

- All cautions, Red cards, and ejections are recorded and submitted as part of the tournament and referee report to the Indiana Soccer Association.
- Any out of state teams receiving a caution, Red card, or ejection will have their respective state association notified.
- All Red cards and ejections will result in a one (1) game suspension for the immediate game following the game in which a red card and ejection occurred.
- All Red cards and ejections will result in the player card/coaches card being pulled and sent to the Tournament Headquarters until after the suspension has been served.
- Any player/coach/spectator receiving a second (2nd) red card or ejection may be subject to suspension from the tournament and/or future tournaments.
- Referees shall report all cautions, Red cards, and ejections using the US Soccer C/E form. The field marshal will have this form for completion. Forms are to be sent to the Tournament Headquarters for logging.

Forfeits

- A forfeit will be declared if a team is not on the field, ready to play for a scheduled start time.
- To start a game, a minimum of players is required for each age group. Please see the Age Group Game Format Chart on page 2.
- A forfeited game shall be recorded as a 4-0 win for the opposing team. Teams forfeiting a game will be eliminated from consideration for a participation in any playoff game.
- If a scheduling error is discovered that leads to game time or field location change or confusion, the Tournament Committee reserves the right to correct the mistake.

Severe Weather and Suspension and Resumption of Play

In the event that the tournament must be stopped due to severe weather (lightning, severe thunderstorm warning, tornado warning, extreme heat or cold), coaches, managers and spectators will be notified by one of the following methods:

1. Tournament official
2. Tournament referee
3. Air horn or police siren (two long blasts)
4. Text Alerts

Upon notification of severe weather by one of the foregoing methods, everyone at the soccer complex should move immediately to their cars or other place of safety with a sense of urgency. Field Marshals and uniformed security personnel will facilitate the movement of teams and spectators from the fields to places of safety.

Field Marshals and uniformed security personnel shall assist anyone who is having difficulty in moving quickly to shelter due to physical disability or requested assistance. Teams should not leave the site unless instructed by tournament officials. Please read the **Cutters Soccer Club's Severe Weather Plan** for a full description of severe weather conditions and the criteria to resume match play.

Two short blasts on the air horn or police siren will sound again or a tournament official will announce when everything is "all clear." Continuation of game play will resume only when severe weather has dissipated and that the fields have been inspected and cleared for play. Resumption of matches will be permitted with a decision to continue field play by the Tournament Director. Players and coaches should return to their fields promptly.

Time permitting, games will be played to (a) completion or (b) completion of first half and score recorded. If the event is impacted by inclement weather and impending darkness, the Tournament Staff will have the authority to relocate, reschedule, cancel or change the duration of any game.

If semi-final or championship games cannot be played due to weather, final positions will be determined by the point system with ties resolved as stated in **Qualifications for Single Elimination Games**, page 3.

In the event of weather changes, it is the responsibility of teams to check in at the tournament headquarters for changes. Text alerts will advise of updates to the tournaments website. Scheduling information and updates will be available at www.yeagleyleclassic.org.

TOURNAMENT CANCELLATION AND REFUNDS

If the Cutters Soccer Club Tournament Committee must cancel the tournament for any reason including weather prior to the first game being played, then the following refund will be applied: All teams will receive a full refund minus any expenses incurred by Cutters Soccer Club that cannot be recovered. Expenses will be divided equally by the total number of paid teams. The amount of expenses charged to this tournament will be at the discretion of the tournament committee.

Blood Safety Rule

If during the course of the game a player is witnessed to have an open sore or wound, the referee will require the player to leave the field of play. As in the case of injury, the player may be substituted and the opposing team may also substitute. The referee, assisted by the Assistant Referee, will determine the player's status for return to the game only after complete cleanup, including uniform, has been accomplished and inspected.

TEAM BENCH AREAS | Help Keep Karst Farm Park Soccer Fields CLEAN!

All teams are requested to clean up their bench areas following each played game. There will be a sufficient number of trash cans throughout the complex. Pre-wrap, electrical tape, athletic tape and beverage containers among other debris should be disposed of in any available trash container after each played game. All teams are expected to clean up after their game and to help us keep the complex clean. Your cooperation in advance is greatly appreciated!

General Tournament Information

- The Tournament Committee reserves the right to group age divisions based on team availability.
- Local teams may be expected to play on Friday evening. All other games will be played on Saturday and Sunday.
- USSF certified officials will be used.
- Emergency medical personnel will be on site. All games are at Karst Farm Park, 2450 S. Endwright Road. Bloomington, Indiana, 47403.

Karst Farm Park Restrictions

- **NO ALCOHOLIC BEVERAGES:** Monroe County Parks and Recreation Department **prohibits** the consumption of alcoholic beverages at Karst Farm Park. Violators may be subject to dismissal from the park property and confiscation of prohibited beverages.
- **NO SMOKING:** Monroe County Parks and Recreation **prohibits** SMOKING anywhere at Karst Farm Park.
- **PETS on the GROUNDS:** Monroe County Parks and Recreation Department requires that all pets be on a leash while on the grounds at Karst Farm Park unless they are in the dog park. During the hours of tournament play, pets will not be allowed on the soccer fields. Pet owners are **REQUIRED** to "pick up" after their dogs. The tournament does not provide "baggies" for any dog deposits.

- **NO PORTABLE GRILLS ARE ALLOWED ON OR NEAR SOCCER FIELDS DURING THE HOURS OF TOURNAMENT PLAY.** Coaches and managers, please inform your players, parents, etc. of this. Thank you!

Karst Farm Park Facilities

- A variety of concession vendors will be available during tournament hours at Karst Farm Park.
- There are five (5) restroom facilities on the grounds at Karst Farm Park. Two (2) on the park side (south of the first five soccer fields), one in the Commons next to fields 1 and 2, one next to field 4, and one next to the splash pad south of fields 9 – 12.
- All shelters that are not rented are available to be used by tournament visitors. Shelters reserved by other than tournament participants and tournament visitors will be labeled as reserved and therefore off limits to tournament attendees. Tournament officials may establish a reservation process to insure equitable use of available shelters. All shelters have a permanent cooking grill.

NEIGHBORING PROPERTY

Please be aware that the complex has neighbors that are private property. This includes the houses bordering the north side of the park next to fields 8, and 10. Please refrain from entering their property unless it is necessary to retrieve a ball kicked from the complex. **NO ONE SHOULD BE WARMING UP BEYOND THE TREE LINE** adjacent to these properties.

**USA Indiana tournaments are sanctioned by US Youth Soccer.
US Youth's Indiana Soccer association tournament sanction rules:**

- Teams must play in the format for their age groups.
 - 9-10U teams **MUST** play 7 v 7. They may not play up to 11U formats of 9 v 9.
 - 11-12U teams **MUST** play 9 v 9 and may not play up to the full sided game format.
 - Teams from other state associations that enter your event must follow these formats.

- Field Sizes – while US Soccer has adopted new field sizes for 8-12 play, Indiana Soccer recognizes that many complexes simply cannot change to the new field sizes easily. Thus Indiana soccer is not mandating the new field sizes at this time.
- Heading the ball for teams 12U and under. US Soccer has mandated that heading be disallowed for this age group.
- A player may be allowed to “play up”, but a team may not.

Indiana Soccer Heading Restrictions

- All players, 11U & 12U (and younger) shall not engage in deliberate heading in competitive training or in games.
- All players who play in small sided games, 4v4, 7v7 or 9v9, shall not intentionally head the ball in a game.
- All players, 11 & under who play on a 13 & under team or older will comply with the aforementioned 11U & 12U restrictions.
- The referees will enforce heading restrictions as per the age-level of the contest. There will be no intentional heading in all small sided games (4v4, 7v7, 9v9).
- When a player deliberately heads the ball in a game, the referee will award an indirect free kick (IFK) to the opposing team from the spot of the offense.
- If the deliberate header occurs within the penalty area by the defending team, the indirect free kick should be taken on the penalty area line parallel to the goal line at the point nearest to where the infringement occurred.

In recognition of the US Youth Soccer POLICY ON UNMANNED AIRCRAFT SYSTEMS (DRONE) (Adopted November 22, 2015) and for the health and safety of the participants, Indiana Soccer will also implement the following effective immediately. – December 22, 2015.

Section 1. Commitment: It is the policy of Indiana Soccer to provide a safe environment for all soccer players under its umbrella. Therefore, the use of unmanned aircrafts are prohibited at any Indiana Soccer hosted or sanctioned event. As an organization committed to providing a developmental, healthy, and safe environment, United Soccer Alliance of Indiana recognizes that the safety of its players is paramount