

Las Vegas Thanksgiving Classic 2017

Tournament Rules

HOTELS

As a condition of acceptance, all teams, other than those in the local area, are required to stay in tournament designated hotels. Our lists of approved hotels are the only properties which may be used for all team players, parents, and coaches. Teams are subject to removal from the tournament if not in compliance at the Tournament Directors discretion. All hotels are contracted at the lowest rate. No refunds will be given for non-compliant teams that are removed from the tournament.

ELIGIBLE PLAYERS

Tournament is open to all USSF sanctioned organizations such as USYS and US Club Soccer. Only those players appearing on the tournament approved team roster will be eligible to play. Players may only be rostered on one team participating in the tournament. All players must have the same player cards.

CREDENTIALS

Laminated current year State Player/Coach Passes or US Club Soccer, US Youth Soccer, USSSA, AYSO, SAY. Any player who fails to provide a player pass before the game will be unable to play. Player passes will be checked before each game by the field marshal.

TOURNAMENT CHECK-IN

All out of state teams must check-in at the main headquarters tent at the complex of their first game on Friday; **60-90 min prior** to kick off.

All players must be registered with USSF affiliated organization (i.e. USYS, etc.) and have laminated player passes at the time of Tournament Check-In. No Travel papers will be required for teams from states within Region IV. There will be no player additions after tournament check-in.

All Nevada teams must check in at the State Office anytime during the below hours:

November 13th 9am-5pm

November 14th 9am-4pm

November 15th 10am-3pm

2605 S. Decatur Blvd. Suite 114, Las Vegas, NV 89102

Documents needed for check in:

1. Player Passes (Printed roster – UT/AK ONLY)
2. Medical Releases
3. Guest Player Forms if applicable

GUEST PLAYERS

(5) Five guest/loan players will be permitted per team with properly completed guest/loan player forms signed by your state association. If the team manager cannot provide the signed guest player form upon request, the offending team will forfeit ALL games for the tournament. These players must be listed on the official GotSoccer roster.

ROSTER FREEZE

Rosters will be frozen at the time your team checks in. ALL players must be added to the GotSoccer roster including guest players.

CHEATING

Any team caught cheating will result in the forfeit of ALL games, whether played or not, in the tournament. A refund will NOT be issued in any circumstance.

INJURY TIME

Referees will not be instructed to add time to a game except in the most extenuating of circumstances.

EJECTION

USYSA-Nevada rules prohibit any player or team official ejected from a match, or suspended by the proper authority, to be within sight or hearing distance of the field of play during his/her suspension. A player or team official receiving two cautions (yellow cards) in a single game is considered to have been given an ejection (red card) for the purposes of awarding points for the tournament competition. A player or coach who has been ejected (sent off), shall not be replaced and will be suspended from the teams next scheduled match.

VIOLENT CONDUCT

Shall not be allowed to participate in the next TWO scheduled games (subject to review by the Tournament Committee). Any player or team official who assaults a referee will be expelled from the tournament. FIGHTING will not be tolerated for any reason. Players sent off for fighting (striking or attempting to strike another player) will not be allowed to participate in any further tournament games. **Players, team officials, or spectators who enter the field of play for any reason in the event of a fight will be ejected from the tournament.** If the players cannot be identified, the entire team will be removed from the tournament. No refunds will be made to any team that is removed from the tournament. If, in the opinion of the center referee, a match must be terminated for misconduct, the offending team forfeits that match and will be suspended from further play in all remaining matches which will result in forfeits. Previous points earned and any right to a refund, awards or other consideration will be forfeited. Any verbal abuse directed at the committee members, referees, or other staff members/volunteers will result in suspension and ejection. Referees have complete authority during all matches and will not allow abusive or profane language, threats of any kind or any style of play that detracts from the game of soccer.

HOME TEAM RESPONSIBILITIES

Home team (first team listed on the schedule) will be required to change jerseys in the event of a color conflict. The teams will be on the EAST or North side of field, and will supply the GAME BALL if a tournament ball is not provided. In addition, each team must have a spare ball next to the goal at all times to avoid delay of game. The game ball will be subject to referee approval. Coaches and players must sit on the **SAME** side of the field. Spectators are **prohibited** from sitting on the same sideline as the teams. Field Marshals will be enforcing this rule throughout the tournament.

LENGTH OF GAMES

Listed as below or as determined by the referee. All teams are guaranteed minimum of four games.

Age	Players	Roster Size	Game Length	Ball Size	GK	Offside	Headers	PK's	Goal Size	Field Size	Refs	Restart Play	Subbing	Players Required to Start Game
9U	7v7	14	2x25	4	YES	YES	NO	YES	6.5x18.5	L - 55-65 W - 35-45	2	Throw In	Stoppage Only Unlimited	5
10U	7v7	14	2x25	4	YES	YES	NO	YES	6.5x18.5	L - 55-65 W - 35-45	2	Throw In	Stoppage Only Unlimited	5
11U	9v9	16	2x30	4	YES	YES	NO	YES	7x21	L - 70-80 W - 45-55	2	Throw In	Stoppage Only Unlimited	7
12U	9v9	16	2x30	4	YES	YES	YES	YES	7x21	L - 70-80 W - 45-55	2	Throw In	Stoppage Only Unlimited	7
13-14U	11v11	18	2x30 2x35 Semi/ Final	5	YES	YES	YES	YES	8x24	L - 25-35 W - 15-25	3	Throw In	Stoppage Only Unlimited	7

15-19U	11v11	22-18 only dress	2x30 2x35 Semi/ Final	5	YES	YES	YES	YES	8x24	L - 25-35 W - 15-25	3	Throw In	Stoppage Only Unlimited	7
--------	-------	------------------	--------------------------------	---	-----	-----	-----	-----	------	------------------------	---	----------	----------------------------	---

*There will be no build out lines

**9U-10U Punting is NOT allowed

GAME POINTS

A. Points will be awarded for each game in accordance with the following schedule:

- Three (3) points for a WIN
- One (1) point for a TIE
- Zero (0) points for a LOSS

B. For a forfeited game, the winner will be credited with a 1-0 WIN and awarded three (3) points. A team abandoned by another team during a game will be awarded three points.

C. Teams are allowed a maximum of a 5-minute grace period. The present team will take a 1-0 win after the 5 minutes' is up.

D. No points will be awarded if neither team shows up

E. A match is considered official upon completion of one half of play regardless of the circumstances of termination during the second half with final results based on the score at termination.

TIE BREAKING WITHIN A BRACKET/DIVISION

In the event of a points tie, places will be determined as follows:

(If a tie exists in the determination of a wild card team, criteria B through E will be applied.)

- A. Head to head (If all teams played each other)
- B. Goal differential (Maximum of 4 goal differential per game)
- C. Least Goals Against
- D. Most Goals Scored (maximum of 4 goals per game)
- E. FIFA Penalty Shootout (Site and time are at the discretion of the Tournament Director or held ½ hour prior to and at the site of the teams next potential match. Players from the teams must be ready to participate within 5 minutes of the appointed time or else that team will forfeit.)

WILDCARD BRACKETS - This is crossover play, meaning teams do not play each other in their same bracket. The top two teams from either bracket will play against each other in the final. Tiebreaker "A" does not apply to wildcard/crossover brackets.

THREE WAY TIE BREAKERS:

If a three-way tie exists within a bracket after steps 1 through 4, a three- way coin flip will be conducted. The teams that tie in the coin flip will compete in FIFA Penalty Kicks to eliminate one team prior to proceeding to FIFA Penalty Kicks with the third team. The coin flip and time of the FIFA Penalty Kicks will be 30 minutes prior to the Semi-Final games.

TIE BREAKING IN CHAMPIONSHIP GAMES

For advancing teams (to include quarter-finals and semi-finals, and finals), the tie breakers will be limited to FIFA penalty kicks. In semifinal brackets involving wild cards, (C vs. pts), a coin flip will be used to prevent a match of teams that have previously played.

SUBSTITUTIONS

Unlimited substitution will be allowed only with the referee's permission and only as follows:

- A. Prior to a throw-in by the team in possession.
- B. Prior to a goal kick by either team.
- C. After a goal is scored by either team.
- D. For injured player if play is stopped.
- E. At half time.

A player receiving a caution (yellow card) MAY be substituted for at that time.

PRE-MATCH CHECK IN

Teams must check in with the field marshal at the field marshal tent thirty (30) minutes prior to the time their match is scheduled to begin. Player cards with tournament sticker must be presented to the field marshal. Field marshal will check player equipment and cards before each game as well as keep the cards for the duration of the match. Players cards MUST be picked up from the field marshal at the conclusion of each game. Cards that are forgotten must be picked up at the same location the team played the previous match.

DECISIONS OF THE REFEREE

Decisions will be made to the best of the referee`s ability according to the Laws of the Game and the `spirit of the game` and will be based on the opinion of the referee who has the discretion to take appropriate action within the framework of the Laws of the Game.

The decisions of the referee regarding facts connected with play, including whether or not a goal is scored and the result of the match, are final.

The referee may not change a decision on realizing that it is incorrect or on the advice of another match official if play has restarted or the referee has signaled the end of the first or second.

EQUIPMENT

Shin guards must be worn by all players. Players not in compliance will be CAUTIONED (yellow carded) and sent off the field until the requirement is met. No jewelry may be worn during the competition. Players wearing hard orthopedic casts will not be allowed to play if it determined to be a risk to other players. The referee shall make the determination of the safety of the cast. Players shall wear approved cleats. Coaches are responsible for picking up player`s cards after each match.

AWARDS

9U-19U - There will be awards given for 1st (Trophy + Medal) and 2nd place (Medal Only). Awards will be given to the coach/manager at the completion of the Championship Games. Awards will not be mailed to teams. They can be picked up at the tournament headquarters located at your complex after the completion of the championship match. Awards will only be given to a coach or manager.

MISCELLANEOUS

Protests will not be allowed. Game conduct is under the jurisdiction of the referee and the tournament will not overrule a referee's decision. All decisions and calls of the tournament referees are final.

The Tournament Director or his designee has the final authority in all matters and reserves the right to alter the format to enhance fair play.

INCLEMENT WEATHER

In the event of inclement weather, the Tournament Committee reserves the right to modify all tournament rules in order to safely and fairly end the tournament successfully.

Contingency Plan:

Plan A. All games will be played as scheduled. Plan will not change before Friday.

Plan B. Shorten all first round games to 2 X 20.

Plan C: Plan B plus shorten all second round games.

Plan D: Plan C plus shorten all third round games.

Plan E: In the event the fields become unplayable due to inclement weather, per the city notice, games will be shortened and played on turf fields if possible. It may be necessary to decide some games with FIFA Penalty kicks from the mark which are considered a game if not enough fields are available to accommodate teams.

Should the city close fields due to weather resulting in the cancelling of games, teams will not be refunded. By entering into this tournament teams understand the risk of inclement weather and understand the closure of fields is out of the tournament director`s control.

The Tournament Committee will do whatever is necessary to play all games, however, the safety of the players is paramount. Along with safety and damage to the fields will be considered in making the decision to cancel any games. No refunds will be issued once the team has been accepted and paid for the tournament.

NEVADA LAW:

The Nevada Legislature passed Law AB 474 in 2005 to protect sports officials, including referees and assistant referees. State law makes it a crime to threaten a sports official, verbally or physically, resulting in fines up to \$2,000 and one (1) year in prison. If the victim suffers severe bodily harm, the punishment may be up to a \$10,000 fine and fifteen (15) years in prison. (NRS 200.471 and 200.481)

NO PETS ARE ALLOWED IN CITY OF LAS VEGAS SOCCER FIELDS
NO ALCOHOLIC BEVERAGES AT OR NEAR THE TOURNAMENT FIELDS
PLEASE PICK UP TRASH AT THE END OF YOUR GAMES
GOOD LUCK!
HAVE FUN!