Tournament Specific Rules:

Roster Rules:

- Players cannot be rostered on two different teams, even with the same club. If a program is short players and needs to swing a few players for the sake of getting on the field, any players swinging must be approved by Jet City Classic before being double rostered. No schedule accommodations will be made for this reason.
- Players may not play down for any reason. If it is determined that a team had an older player participate in a game, the game (if won) will result in a 0-1 forfeit. The team with older players will become ineligible for the playoffs.
- All players must be registered to their team through League Apps (see player registration instructions)

Score / Time Keeping:

- Table will keep Score, Penalty Time, and Game Time
- Coaches are required to sign scorecard after each game
- Decisions on the field will be the final ruling. Tournament Director has the final say in any dispute.

Pool Play Rules:

- 2 20 Minute Running Halves
- 2 Minute Halftime
- No Timeouts / No Overtime

Playoff Rules:

- 2 20 Minutes Running Halves
- 2 Minute Halftime
- Teams allowed one 1 Minute Timeout (clock will stop, not allowed in OT)
- Overtime
    - Will begin after 1 Minute break (7 min periods with 1 min break repeat until game is decided)
    - Decided by sudden victory
- Injuries

- Any injury within 2 minutes and under that requires the game to be stopped, the clock stops with the injury.
- Any injury with more than 2 minutes remaining when the game is stopped, a maximum of 1 minute will come off the clock to assess the injury before the clock is stopped.

Standings Criteria

1. Record / Points

a. 3 points for win

b. 1 point for tie

c. 0 points for loss

2. Tie Breakers

a. Head to Head

b. Goals Against Total

c. Goal Differential (limit 6 max)

d. Coin Toss

<u>Game Rules:</u>

We will follow NFHS/USL rules, please note below items specifically called out:

1. Alternate Possession - Pool Play (top team listed), Playoff/Consolation (highest seed, top team if same seed)

2. Penalties

a. All penalties will be running time served as time and a half (ex: 30 sec penalty -> 45 sec)

b. Any player who accumulates 4 personal fouls or 5 minutes in personal foul penalty time shall be disqualified from the game. A foul disqualification does NOT count as an ejection.

c.

3. Transition/Possession Rules

a. 20 seconds to get ball over the midline,

b. 10 seconds to touch the box

c. Over and Back applies for all divisions

d. No “Keep It In” during the last 2 minutes

4. Stick Checks can only be made at the officials discretion

5. 3rd/4th Rules

a. 7v7 include goalies (2 Attack, 2 Midfield, 2 Defense, 1 Goalie), 6X6 Goals

b. No D-Poles/Longs Poles allowed

c. FO line up (Attack & Defense behind GLE, wing midfielders on opposite sides)

d. FO will occur to start each half and after each goal

e. One pass attempt is required on offensive half prior to shooting, change of possession resets one pass rule

f. Failure to advance does not apply

g. 6 goal mercy rule, losing team can elect to start with the ball at midfield line

h. Upon receiving a flag player is removed from play, but the team does not have to play down a player

6. Altercations & Repercussions

a. If a player is ejected from a game by an official for fighting, that player will sit out the remainder of the game plus the following game.

b. If a fan enters the field of play to confront a player or an official, that fan may be banned from the tournament and facility for the remainder of the event

c. If a team clears their bench to engage in an altercation, that team may be dismissed from the tournament. The teams games will be stricken from the tournament standings.

d. The Tournament Director reserves the right to suspend any player, team, or fan for any number of games, or from the event entirely.

Coach & Director Expectations

As a Coach/Director, I understand that:

- All of my players must be registered/paid prior to stepping foot on the field. Any player not registered/paid will not be permitted to play.
- Eligibility requirements, at all levels of the game, must be followed. Rules and requirements such as age, previous level of participation, and team transfers, have been established to encourage and maximize participation, fair play and to promote safety. See Tournament Rules.

- I should always demonstrate positive behavior and reinforce these traits to players, parents, officials and spectators. Players should be encouraged by coaches to demonstrate positive behavior and respect for teammates, opponents, officials and spectators.
- Spectators will be informed that positive behavior is required at all events and they should not get involved in any on field disputes.
- My first priority is the health and safety of the players assigned to my team.
- Grievances or misunderstandings between coaches, officials or any other parties involved with the sport should be communicated through the proper channels, never on the field of play or in view of spectators or participants.
- The use of profanity or vulgar language is unacceptable.
- The value of good sportsmanship, the concepts of fair play, and the skills of the game should always be placed above winning.