

LAKERS CLASSIC - 2008

Tournament Rules and Regulations

Laws of the Game

All games are played by tournament modified FIFA rules.

Field Marshals

Field Marshals will be stationed at all fields during the course of the tournament and will be identified by an orange vest. They will be responsible for checking player I.D. cards and equipment prior to a game, keeping the games schedule on time, reporting game scores to tournament headquarters, and completing score sheets. All Field Marshals will be equipped with walkie talkies to communicate with tournament headquarters should any problems arise during a game (e.g. medical emergencies, team and/or official no shows, rules and regulation consultation and other game related situations). Since time is of the essence, Field Marshals will communicate with game officials and team coaches and/or managers only. If time permits they will try to answer tournament related questions

Registration

Official State Rosters, Player I.D. Cards, Medical Release Forms, and Travel Letters (for out of state teams) must be submitted during registration at tournament headquarters **at least one hour in advance of the first scheduled game**. Teams cannot compete without the registration process. Failure to register in a timely manner could result in a game forfeiture (see " Failure to Show-Forfeits).

Game Officiating

U9-U10 games will have a center referee and each team will be asked for one volunteer to call lines (ball out-of-bounds only).

U11 and up games will have a center referee and 2 lines people

Rosters

Maximum number of players per team including up to 4 quest players, U9 – U12: 14 players, U-13 –U16: 18 players, U17-U19: team rosters of 22 players are allowed, with game-day rosters of 18 players. Players may only play for one team. No roster changes will be approved during the course of the tournament.

Duration of Games

U9 and U10 will play (6v6) and U11 and U12 will play (8v8) in two 25-minute halves with a 5 minute half time. U13 and U14 play two 25 minute halves with a 5 minute half time. U15 through U17 play two 25-minute halves with a 5 minute half time. The game clock will not be stopped due to an injury to any player unless, at the discretion of the referee, medical personnel must remove the injured player from the field.

Reporting for Games

Both teams must report to the Field Marshal at the scheduled field tent area 30 minutes prior to game time for player I.D. and equipment check.

Coin Toss

There will be a coin toss before each game. The winner of the coin toss will have the choice of which goal they will defend. The team listed first on the schedule is the Home team. The team listed second is the Away Team.

Uniforms and Equipment

Each player must wear shinguards and a matching team uniform with a unique number on the back. Where uniform color is similar for competing teams, the designated home team will change colors. **No metal spikes of any kind are allowed.**

Each team must supply one game ball. The referee will determine which ball to use. U9 will use a number 3 ball, U10 through U12 will use a number 4 ball and the other divisions will use a number 5 ball.

Failure to Show - Forfeits

A minimum of seven players constitutes a team (5 for U10). A ten (10) minute grace period will be extended beyond kickoff time before a forfeit will be declared. In the event of a forfeit, the winning team will be awarded 10 points.

Field Rules

Teams will occupy one side of the field (the side with the benches) and the spectators the other side of the field.

Coaches must stay within ten (10) yards of their side of center. Coaches are responsible for the behavior of their players and spectators. Fans running onto the field during play will be ejected from the tournament grounds.

Inclement Weather

During questionable weather conditions, teams should be prepared to play as scheduled.

In the event of severe weather (e.g. continuous heavy rain, lightning, excessive heat) or poor field conditions, the Tournament Director(s) shall have the authority to:

- a. Relocate and/or reschedule any game.
- b. Reduce, by up to 50%, the duration of any game.
- c. Declare a game completed once 33% of the game has been played.
- d. Cancel a preliminary game that has no bearing in deciding a group winner.

Cancellation/refund Policy

A total Tournament Cancellation prior to the start of the tournament will result in full refund to all teams. There will be no refunds for any cancellations once the tournament has started. Team cancellation will result in a forfeiture of all or half of the team tournament fee depending upon when notice is received by the tournament committee.