

Alvin Summer Classic Tournament Rules

Eligibility: The tournament is open to accepted teams composed of no more than 18 players for Divisions II & III or for the STYSA roster size permitted for the appropriate age group in Division IV. **Signed copy of the 2010 Official Roster are required along with current player cards for all players from their Home Association must be provided along with a signed STYSA medical release for at check in.** Player cards may be required at the field during the tournament.

Game Rules: USSF Rules apply, except, because of the hot weather, either team can make substitution on stoppage of play.

Playing Time: U9 & U10 twenty minute halves; U11 & U12 twenty-five minute halves; U13 and up thirty-minute halves; (half time break is five to ten minutes). Semi-finals and/or finals have the same game time length.

Divisions: Number of teams entering each division will determine final brackets

Awards: For First and Second place teams

Game Times: Regardless of weather conditions, failure to be ready at the scheduled time or on command of the referee will result in a forfeit. The tournament director may modify a schedule start time for any game to reduce scheduled game length prior to the start of the game; all such games will be considered to be official. Only a referee may restart a game already stopped due to weather conditions, all such games which have been played for a minimum of 50% of the scheduled game time will be considered official. Water break (with no clock stoppage) will be the discretion of the referee or mandatory as determined by the tournament director.

Home Team: the team listed first in each pairing is the HOME team. Home Team is responsible for providing a game ball, a score card, and change jerseys in case of color conflict.

Protest: NO protest or grievances are allowed. The referee's decision is final.

Scorekeeping: Games cards will be provided by the home team and are available at the tournament Headquarters located at Resoft Park. The **winning coach** is responsible for turning in the game results and card after the game. In the event of a tie, the home team is responsible for turning in the game card. **FAILURE** by a coach to submit a game card within 1 hour after the game is completed will result in a loss of 2 points for the coach's team. All scorekeeping will be done at Resoft Park.

Scoring System: WIN = 6 points; TIE = 3 points; Loss = 0 points; One (1) bonus point for each goal with a maximum of three (3) per game; One (1) point for a shutout of the opponent; Maximum of 10 points per game. Forfeit is awarded 8 points. A 0-0 tie is 4 points per team. TWO points will be deducted from the game total for each red card issued.

Tie Breakers: The tiebreaker used in determining the seeding into the championship will be as follows:

1. Head to head competition
2. The sum of goals scored minus goals allowed for each; a maximum of three goals allowed per game will be used.
3. Least goals allowed
4. Coin toss

Championship Round of Play Tie Breaker:

1. Ties in quarter and semi-finals will be determined by FIFA penalty kicks
2. Two 10-minute overtime halves will decide ties in a final game. If game remains a tie, FIFA penalty kicks will be used.

Referees: Licensed referee will be scheduled on each game and should arrive ten minutes before a game time. The scheduled game time, if possible, should not be delayed for any reasons.

Cancellation Policy: In the event of a cancellation of the tournament, a re-schedule will be made or a refund based on tournament expenses will be made to each.