



OGDEN PEAKS CLASSIC 2018

Tournament Rules

RULES OF PLAY

- The rules of play shall be the FIFA LAWS OF THE GAME as modified by USYSA and UYSA, and as noted below.
- Any rule not addressed shall be interpreted by the Tournament Committee for the good of the game.
- All decisions by Referees and/or the Tournament Director are final. There will be no protests.

TOURNAMENT STRUCTURE & TEAM FORMATION

- **Year of Play:** Teams will play according to their age for the 2018-19 playing year.
- **Number of Games:** Each team is scheduled for a minimum of three games.
- **Flight Bracketing:** Team flight and bracket assignments will be determined by the Tournament Committee, based on the State Final Alignment and best determination of the tournament committee. Appeals of the flight or bracketing will not be accepted.
- **Team size & Game Format by Age**

Age Group	Roster Max	Guest Max	Players	Min Players	Ball Size	Game Length	Halftime	Overtime (playoffs only)
L9/2009	12	3	7v7	5	#4	2 x 25 min	5 minutes	2 x 5 min
L10/2008	12	3	7v7	5	#4	2 x 25 min	5 minutes	2 x 5 min
L11/2007	15	4	9v9	6	#4	2 x 30 min	5 minutes	2 x 5 min
L12/2006	15	4	9v9	6	#4	2 x 30 min	5 minutes	2 x 5 min
L13/2005	18	5	11v11	7	#5	2 x 35 min	5 minutes	2 x 10 min
L14/2004	18	5	11v11	7	#5	2 x 35 min	5 minutes	2 x 10 min
L15/2003	18	5	11v11	7	#5	2 x 40 min	5 minutes	2 x 10 min
L16/2002	22*	5	11v11	7	#5	2 x 40 min	5 minutes	2 x 10 min
L17/2001	22*	5	11v11	7	#5	2 x 40 min	5 minutes	2 x 10 min
L18/2000	22*	5	11v11	7	#5	2 x 40 min	5 minutes	2 x 10 min
L19/1999	22*	5	11v11	7	#5	2 x 40 min	5 minutes	2 x 10 min
*18 players will be communicated to the referee staff as designated on the game day roster and dressed on the bench at the beginning of the game.								

- NO TIME WILL BE ADDED TO MATCHLENGTH
- Pool play games may end in a Tie.
- A winner will advance from each elimination match. If the elimination match is tied at the end of regulation play, overtime periods will be played, as designated above. There is NO Golden Goal.
- If the score is tied at the end of both overtime periods, kicks from the penalty mark will determine the winner.



- Only the players on the field at the end of regulation play will be permitted to participate in the penalty kicks.



REGISTRATION

- **Eligibility:** All teams must be properly registered with US Youth Soccer, a USSF affiliated organization (i.e. USClub Soccer or AYSO) or an appropriate national organization. Each team must complete tournament registration online, remit payment, be accepted by the tournament and check-in with official tournament staff prior to play.
- **Roster:**
 - All players must be listed on the roster provided at tournament check-in.
 - Rosters are frozen at team check-in (either online or in person.) No player may be added to the roster after tournament check-in.
 - Player eligibility will be verified prior to each match by a referee.
 - A team shall forfeit a match (or matches) where it uses a non-rostered player or player added to roster after deadline.
 - Proof of date of birth is not required at tournament check-in, however, if a player's age is questioned, the team must be able to provide proof of a player's date of birth (per Section 7 of UYSA policies) prior to the beginning of the next match.
 - It is strongly advised that every team have more than one licensed, registered coach on their team roster. Any team playing a game without a rostered coach present will forfeit that game.
- **Guest Players:**
 - Guest players must have 1) a valid player card OR 2) be on the official tournament roster AND have a proper guest player form - for Utah teams this form is the Specialty Player Action/Guest Form found at https://usys-assets.ae-admin.com/assets/985/15/specialty_player_action_2011-2.pdf
 - Guest players may be recreational players provided they obtain certification comparable to that issued by the state official that grants player registration cards.
 - Number of Guest players is determined by age group. See chart under Tournament Structure & Team Formation
- **Multi Rosters:** Per UYSA policy, no player will be allowed to play on two teams during the tournament.

TOURNAMENT CHECK-IN

All teams must complete an online or in person check in prior to their first game and present:

1. TWO copies of a UYSA approved Photo Tournament Only Roster with jersey numbers for in-state teams OR an acceptable roster and player cards for out-of-state teams or non UYSA teams. One roster will be laminated and used for team check-in prior to each match by tournament referees. It is the responsibility of the team to keep and maintain the rosters between games. The 2nd roster will be kept at tournament HQ.

For instructions on how to create a UYSA Photo Tournament Only Roster, see this link -

<https://static1.squarespace.com/static/5866e576e58c62e1bf060bc2/t/5925d7e51e5b6c4c875c95cc/1495652327142/TournamentRoster2017HowTo.pdf>

2. Completed Guest Player Form for each guest player (see Guest Player section above for details.) These forms will be kept at tournament HQ.

ONLINE CHECK-IN: UYSA teams, whose players all appear on their UYSA approved Photo Tournament Roster may submit their roster & guest player forms to register@OgdenPeaksClassic.com no later than Friday, June 22nd. Confirmation of check-in will be sent via email no later than Monday, June 25th. In the event that the roster is considered incomplete, any clarifications or corrections to the roster must be made in person at physical tournament check-in on Tuesday, June 26th. See map below. For those teams that choose on-line check-in, the laminated tournament roster will be delivered to the team's first game along with tournament swag for the coach & players.



PHYSICAL Tournament Check-In

Tuesday, June 26, 2018

6:00-8:00pm

Ogden School District Gym

1590 Monroe Blvd

Ogden, UT 84401

PHYSICAL CHECK-IN: Tuesday, June 26, 2018 6:00-8:00PM; Ogden School District Gym 1590 Monroe Blvd, Ogden Ut 84401. Gym location noted in photos above.

SAME DAY CHECK-IN: Out-of-state or non-UYSA teams traveling more than 90 minutes one way may request a same day check-in at least two hours prior to their first game by emailing register@OgdenPeaksClassic.com prior to Tuesday, June 26th. Same day check in is NOT available for local teams and must be coordinated in advance.

GAME CHECK-IN

- A team official shall have the following documents present with the team for the duration of the tournament:
 - Official marked & laminated tournament roster (or travel tournament roster.)
 - Player Participant Forms with Medical release
 - Birth certificates or proof of birth (if age is questioned.)
- Teams will be checked-in prior to each match by a referee or tournament field marshal.
- **Failure to have required documentation at a game will result in a forfeit of that game.** See Field of Play - Forfeits for more information about how a forfeit is handled.



TOURNAMENT SCORING

- After verification of the referee's report, match results will be posted at Tournament Headquarters and/or online.
- Pool play matches will be scored as follows:
 - 6 points for a win, 3 points for a tie, 0 points for a loss.
 - 1 point for each goal (up to a maximum of 3 goals)
 - 1 point for a shut-out.
 - 0-0 tie will be awarded 4 points for each team (3 points for a tie and 1 point for the shut-out).
 - Forfeited matches will be awarded 7 points.
- Scores are not accepted from coaches, players, or spectators. However, we are only human and will make an occasional error. If we make an error, we will accept the following email message, from the Team Manager ONLY; "Incorrect score reported, Game xxxxx - Please investigate'." to info@ogdenpeaksclassic.com. We will take it from there.
- TIE BREAKERS: In the event two (or more) teams within a bracket are tied in points at the end of pool play, the following tie breakers will be applied, in the order given, to determine the advancing team.
 1. Head to head play: If the teams played in pool play, the winner of the match.
 2. Goal differential: The team with the highest goal differential (goals for: minus goals against. Max of +4 per game).
 3. Goals against: The team allowing the least number of goals.
 4. Goals for: The team scoring the most number of goals.
 5. Most shut out wins. Not including Forfeit wins.
 6. Shoot-out or coin toss: The Tournament Committee will decide if teams participate in a shoot-out (kicks from the penalty mark) or a coin toss. This is dependent upon match schedules, availability of fields, and referees.

If 3 or more teams are tied, the tie-breakers start over at #1 after a team is eliminated until a winner is determined.

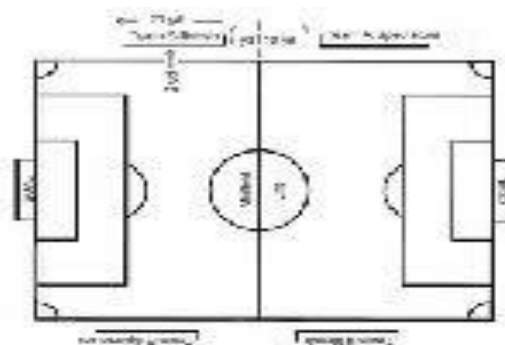
- **AWARDS:** All members of the 1st and 2nd place teams will be presented with individual awards. Awards will be presented at the Spence Eccles Ogden Community Sports Complex (1590 Monroe Blvd, Ogden UT 84401), immediately following the conclusion of the Final match.

FIELD OF PLAY

- **HOME TEAM & UNIFORMS:** The first team listed on the schedule is the home team.
 - The home team is responsible for providing at least three (3) match balls.
 - The home and away team designations will be identified on the tournament field map & at the field.
 - Per UYSA Uniform Rule, teams must wear matching uniforms and socks.
 - The designated Home team is to wear their darker colored jersey and the Away team their lighter jersey. In the event that these two colors are similar, the Home team will change to a contrasting color.
 - All players (except goalkeepers) must have a number on the back of their uniform that corresponds to the number listed on the team's laminated, Official, stamped Photo Tournament Roster; no duplicate uniform numbers will be allowed.
 - Players must wear equipment (including shin guards) in accordance with FIFA laws.
 - No jewelry may be worn during a match. Allowances for medical alert bracelets may be made only at the discretion of the Field Referee.
 - Splints, casts, braces or other joint support devices must be appropriately covered/padded and approved by the Field Referee prior to the match.



- **SIDELINE POLICY:** UYSA Policy 6315.5 will govern. Including but not limited to:
 - Each Team's bench area shall be along the same Sideline as its respective spectator area. Thus: The Home Team's bench area and spectator area shall be on the opposite sideline from the Away Teams bench and spectator area. As you face the field, the Teams bench area shall be to the right of the midfield line and on the assistant referee side.
 - The spectator area shall be to the left of the midfield line extended. Spectators are not allowed on either end line, behind the goal or on/behind the team bench.
 - Coaches must remain within their respective bench area during the match.
 - Players on the bench must remain within their respective bench area during the match except when being substituted, at which time the player must remain at the midfield line until called by the center referee to enter the match.
 - Match officials may enforce these provisions and suspend or terminate a match if a coach, player, or spectator fails to abide by requests from match officials to comply.
 - Match officials may modify the spectator areas if field conditions warrant a change.



- **MATCH START TIME:** The match will be forfeited if a team does not present the minimum number of players, at the scheduled match time.
- **TIME BETWEEN GAMES:** A two hour rest period is recognized as a standard practice between games.
- **FORFEITS:**
 - A 15-minute grace period is allowed after the scheduled kick-off time or following the end of the prior game before the match is considered a forfeit.
 - U9 & U10 games can start with 5 players, U11 & U12 can start with 6 players and U13 and above can start with 7 players. If the above criteria is met, the game will not be delayed.
 - Teams failing to produce tournament authorized player cards or an official roster (with all players listed) to the assigned referee or tournament official 15 minutes after the scheduled game time or following the end of the prior game is considered a forfeit. **The game will still be played.** However, the team winning by Forfeit will have a score of 1-0 entered for the match and awarded 3 points for a win.
- **SUBSTITUTIONS:** UYSA Policy 6315.8 will govern. Including but not limited to:
 - Subject to the referee's discretion teams may make an unlimited number of substitutions during a match.
 - Subject to the referee's discretion, substitutions may be made at the following times
 - The possessing team may substitute prior to its own throw-in;
 - The non-possessing team may substitute prior to a throw-in by the possessing team if the possessing team is also making a substitution and the non-possessing team's substitutes are at the halfway line ready to enter the match;
 - Either team may make substitutions at the following times;
 - o Prior to a goal kick by either team;
 - o After a goal by either team;
 - o After an injury to either team when the referee stops play;
 - o At halftime;
 - On a caution, only the cautioned player may be substituted. The center referee may allow another player to be substituted if involved in a caution or red card, but is not the player being cautioned or 'sent off.'
 - Substitutions shall be made in the following manner:
 - The referee must be informed of and acknowledge a proposed substitution;
 - A substitute must be standing at the halfway line prior to the substitution opportunity; Exceptions for a caution or "sending a player off" situations but only with center referee permission.



- A substitute must enter the field of play at the halfway line;
 - The substituted player may exit the field of play anywhere;
 - A substitute may not enter the field of play until the substituted player has exited the field of play, unless otherwise directed by the referee.
- **HEADING FOR U12 AND YOUNGER:** *This policy became effective August 15th, 2016 for all UYSA games.*
 - This policy prohibits Heading of the ball in all U12 (2006 Birth Year) and younger games.
 - If a player deliberately heads the ball in a game, an indirect free kick (IFK) should be awarded to the opposing team from the spot of the offense.
 - If the deliberate header occurs within the goal area, the indirect free kick (IFK) should be taken on the goal area line parallel to the goal line at the point nearest to where the infringement occurred.

INCLEMENT WEATHER RULES & PLAYING CONDITIONS

- **WEATHER:** The Tournament Committee may alter the duration of matches to accommodate weather related schedule delays. In the event of an inclement weather related delay, the semi-final matches may be eliminated.
- **INCLEMENT WEATHER RULES:**
 - All games at a site may be temporarily suspended or canceled for any of the following reasons: Rain, lightning, excessively high winds, low air temperature, high air temperature or when the fields are unplayable.
 - The Tournament Committee, Tournament Director or Referee are responsible for suspension and cancellation of games.
- **SUSPENSION OF GAMES:** If the games are suspended, all participants and spectators must go to their vehicles or other permanent structure. Play will restart with a dropped ball at the place where the ball was when play was suspended, unless the ball was out of play, play shall restart with the appropriate restart.
- **CANCELLATION PRIOR TO THE START OF THE GAME:** the Tournament Committee or Tournament Director may decide if games will be rescheduled. In the event that the game will not be rescheduled, the result will be recorded as a draw with each team receiving 4 points except for semi-final and final game which will be decided by a shootout or other avenue decided by tournament committee and/or director.
- **IF THE DECISION IS TO END THE GAME:** In pool play, the current score at the time of the stoppage shall be final. In all playoff games the score at the stoppage shall be final. If the score was tied at the time of stoppage, the two teams will proceed to taking kicks from the Penalty Mark to determine a winner at a time and place dictated by the Tournament Director.
- Information on postponement and rescheduling will be published on the Ogden Peaks Classic website: www.ogdenpeaksclassic.com. It is each team's responsibility to check these sources prior to travel to games to check for game time changes.
- **Rescheduling Policy-** Tournament Director will make decisions on how to reschedule games, and reserve the right to alter the tournament format to do so. Rescheduled games will be published as soon as possible on our website. Any and all games, times and places are subject to change in the event of inclement weather.

CONDUCT & DISCIPLINE

MATCH DISCIPLINE: UYSA Policy 6315.10 thru 6315.12 will govern, including but not limited to;

- **CONCUSSIONS:** The UYSA Concussion Policy will be enforced; Certified Athletic Trainers on site at each venue and concussions will be tracked. Players must receive physician's release to resume play.
- **GENERAL CONDUCT:** Players, coaches and spectators are expected to conduct themselves within the spirit AND the Letter of the Law. Displays of temper and dissent are cause for ejection from the game and the surrounding field area or venue (a minimum of 300 yards from playing field.) A coach is responsible for the actions of his team and supporters, both on and off the field.
 - Abuse and/or unacceptable behavior from players, coaches or spectators coaches will not be tolerated. Violations



- (on or off the field) can result in forfeit of the game and/or expulsion from further tournament play.
- Violations will be reported to UYSA and/or a team's State Association.
 - Spectators may not enter the field of play or interfere with the game or participants in any way.
 - Expelled and unruly spectators will be asked to leave the facility (minimum 300 yards from playing field).
 - Conduct of coaches, players, or spectators expelled from a match will be reviewed by the Tournament Committee.
 - Anyone expelled from a match may also be suspended for the balance of the tournament.
 - Any team causing the match to be abandoned shall be declared the loser of said match. The Tournament Committee may declare the match a forfeit and the tournament scoring system will apply. Upon review of the referee match report, the Tournament Committee may also expel the losing team from the tournament.
 - The referee notes on the Referee Game Report Card (and retains the player card if applicable) any player receiving a RED CARD. This information is passed to the tournament committee and referee coordinator at the end of the game.
- **YELLOW CARDS:** Yellow cards are cumulative during the tournament. A player who receives three yellow cards is not eligible to participate in their next game, including playoff matches.
 - The cumulative penalty will not apply when a player receives two yellow cards in the same match resulting in an ejection and ineligibility for the following tournament match. This includes final matches.
 - Players receiving two or more yellow cards which result in ejection and/or ineligibility must follow the instructions outlined below for player / coach reinstatement.
 - **RED CARDS:**
 - All Red Cards will be reviewed by the Tournament Committee; any player or coach receiving more than two red cards during the tournament will be considered for further disciplinary action.
 - Red cards resulting from intentionally harmful or violent conduct may result in expulsion from further tournament play. Violations will be reviewed by the Tournament Committee.
 - A player receiving a red card must leave the game immediately, remove their jersey and may not sit on the team bench.
 - Any coach, manager, or team non-medical official, who has been ejected, must remove him/herself no less than 300 yards from the play field immediately upon notice of ejection. Play will be suspended until the ejected individual leaves the vicinity. If the ejected individual does not leave within 5 minutes, the match will be forfeited to the opposing team.
 - In the instance where a coach has been ejected from a game, the match may continue only if there is another eligible, rostered coach present. In the absence of an eligible, rostered coach, play will end immediately and the team will forfeit the match to the opposing team.
 - A player receiving a red card, or coach who is ejected, is ineligible for participation in the following tournament game.
 - Players may sit on the bench during their suspended game, but may not be in uniform.
 - Coaches may not be at the tournament venue during their suspended game.
 - Should the player and/or coach participate in a game without sitting out their suspended game, the team will forfeit the match to the opposing team. This includes the final match.
 - **DISCIPLINE & CONCUSSION RECORDS:** A record of ejected players and/or coaches, as well as cautions, will be tracked on the Discipline Record the Referee Game Card Report. Players suspected of sustaining a concussion will also be tracked on the Referee Game Card Report.
 - Immediately following the conclusion of a game, the Referee must ensure all cautions, ejections, and suspected concussions are recorded on the back of the Referee's Game Card.
 - For all games, the Referee must provide the Referee Game Card Report to the venue's Field Marshal with the game score.
 - It is the responsibility of the venue Field Marshal to forward all Referee Game Card Reports to Tournament Headquarters within one hour of the conclusion of a game.
 - Tournament Director & Referee Assignor, at Tournament Headquarters, will track all players and coaches required to serve suspensions and communicate suspensions with the Referees.



- **LITTER & GARBAGE:** We believe in keeping our fields and parks clean. All litter and garbage must be removed from the field immediately after each match. Sidelines littered with garbage may result in 3 point deductions, or forfeit of a match, as determined by the Tournament Committee.
- **PROTESTS:** All matches will be considered final and no protests will be allowed.

REFEREES

- The referees word is final.
- USSF certified and registered referees are provided by the tournament committee. Games are supervised using the diagonal system of control.
- If an assigned referee fails to appear and cannot be replaced by the tournament committee, club linesmen will be provided first by the home team, and then by the visiting team.
- Referees report the results of each game to the referee headquarters at SEOCSC or Field Marshal at all other venues.
- Questions as to the eligibility of a player may be made prior to a game with any given team, but is not allowed in subsequent games with the same team.

FINANCIALS

- The Ogden Peaks Classic, League 30, its directors, and members do not assume any financial responsibility for any injury or illness or death occurring during and/or traveling to or from this tournament by any persons, player, coach, official, or spectator. No club is allowed to enter the competition without first having liability insurance.
- **REFUNDS:** There will be no refunds given after the stated application deadline and after a team has been accepted. Prior to the application deadline, refunds will be made, less any administrative fees that have been incurred. Refunds will not be given due to inclement weather conditions, or any naturally occurring event that requires game cancellation.