

Force Fall Classic

General Information & Rules of Play/Competition

Fees

Regular U8 \$300 - U9/10 \$450 per team - U11/12 \$550 per team
Late (After Nov 2nd) A \$50 late fee will be added to the entry fee.

Registration/Payment

Online registration and payment can be made on GotSport through the link at www.georgetownssoccer.org . Registrations cannot be accepted without payment.

Check-In Requirements

Check-in will be done electronically. There is a video on how to upload your documents to your GotSport account.

- Team Roster signed by your association's Registrar, with guest players written in on the bottom. (Must have the USSF member approved Roster.)
- Virtual Player ID card(s) will need to be uploaded as a PDF for all players.
 - Non primary player(s)/guest player(s) or non-STYSA player(s)/team(s)
 - Club Pass players are considered guest players
 - Players who do not have virtual player ID card must be on a signed club roster. Players without virtual player ID card or not on an official roster will not be cleared to play.
- Signed Medical Releases
- Travel Permits for teams registered outside of South Texas Youth Soccer Association (STYSA)

Login to your team account in GotSport. Click on the event Force Fall Classic. Then click on the tab at the far-right titled Documents. Upload your documents. Each document must have the correct title.

Your signed roster with any guest players written in MUST be uploaded by check-in date. Failure to do so will result in your team as subject to forfeiting the entry fee. If another team is on the waiting list with their roster uploaded, your team will be placed in the forfeit team(s) spot.

All documents must match the roster for the event. All guest players must be on your tournament roster and all documents uploaded by Tuesday before the event. All rosters will be locked on Wednesday before the event and no changes will be allowed once rosters are locked.

A Medical Release and a Virtual Player Card for each player is required for each player. Keep these with you at the fields.

Field Information/Protocol

Teams listed first on the playing schedule are the home team. All players and coaches should be on the same side of the field. Parents and spectators from both teams should occupy the opposite side of the field from the players. Parents will need to be on the same half of the field as the team bench.

Games will be played at the GSA Ray Thomas Fields and/or additional field(s) as needed. See maps at www.georgetownssoccer.org. Field physical address is GSA Ray Thomas Fields, 2101 Maple Street, Georgetown, TX. 78626. Any additional field(s) addresses will be added to the website tournament page.

Parking Information & Field/Facility Rules

- Observe No Parking Signs. Violators will be towed if notification with vehicle owner cannot be made.
 - Carpooling is highly suggested.
 - No parking along the entry corridor to the GSA Ray Thomas Fields
 - No parking along Maple Street adjacent to the GSA Ray Thomas Fields
 - No Parking is permitted parallel to red parking posts
- Smoking or Consumption of Alcoholic Beverages is prohibited
- No pets allowed
- Glass bottles and knives are prohibited
- Please place all trash into available trash receptacles
- Parking is permitted at Annie Purl Elementary School, north of the GSA Ray Thomas Fields

Site Coordinator

A designated Site Coordinator will be available by the GSA Ray Thomas Concession Building where scores will be reported and posted.

Other GSA Board Members and tournament volunteers will be available throughout the tournament.

Restaurants & Concessions

Restaurants and fast-food franchises are located in downtown Georgetown, along the IH-35 corridor, along State Highway 29 and along FM2338/Williams Drive. Concessions will be available at the GSA Ray Thomas Fields.

Referee Opportunities

Additional referees may be needed for the tournament. If you are a certified referee or experienced line, please contact the GSA Referee Assignor at www.georgetownssoccer.org

Tournament Coordinator

Catlynn Roy
512-588-4313
tournaments@georgetownssoccer.org

General GSA Contacts

Georgetown Soccer Association
P.O. Box 562
Georgetown, TX 78627
(512)868-5913 (voicemail)
www.georgetownssoccer.org

Registration

Registration without payment will not be accepted. No telephone registrations accepted. All entries will be subject to acceptance on a space available basis only based on time of payment received. The entry fee will be refunded if a team is not accepted. There will be no refund after a team is accepted except where a team is advancing to district playoffs based on first seeding and not by a team declining and being promoted.

Virtual Player/ID Cards

All Coaches, and U9/U12 players must have approved, virtual player ID cards from the team's association, including a picture. Any exceptions to the player card requirement must be approved by the tournament Coordinator.

Players

A player can play up to two teams as long as the second team is an older age group than is primary team and he/she must be written in on the roster of the second team and noted that is

primary team is in the event. A player who is rostered to a U11 select team cannot play down to the U10 7v7 division.

Guest players can only play in their division or age group or in a higher. They may not play down. Same rules apply as club pass for regular season. (i.e. a U11 SII player cannot play in a bracket with DII teams).

Coaches/Rosters/Size of Teams

Each team's final, roster signed by their association registrar (including guest players written in on the bottom) must be verified at check-in and be available at each game. A max of 3 coaches and 1 manager will be allowed on the roster and on the sideline. A guess coach not listed on the roster may be used if approved by the tournament committed and only in the event of a team/coaching conflict or other conflict outside of ejection from a game. If the coach/s listed on the roster is removed from the game by the referee either the manager becomes the coach or the game is completed at that point.

- Maximum roster size for 5v5 is ten (10) players. Each team is allowed Three (3) guest players.
- Maximum roster size for 7v7 is twelve (12) players. Each team is allowed Three (3) guest players.
- Maximum roster size for 9v9 is sixteen (16) players. Each team is allowed Four (4) guest players

Age Brackets/Competitive Levels/Number of Games

- U8 will play 5 versus 5 format
- U9 to U10 Rec will play 7 versus 7 format
- U11 to 12 will play 9 versus 9 format

Game times maybe adjusted depending on tournament conditions.

Single age brackets and formats will be formed if the number of accepted applicants supports this grouping. If it is not possible to group teams into individual age brackets, age groups may be combined.

We will offer at least two competitive levels for each age group if the number of applicants supports this grouping. Teams will be asked to choose their competitive level based on their Fall season record, the experience level of their players and the ages of the players on their teams. Bracket assignment is ultimately the decision of the Tournament Coordinator.

Each team is guaranteed to play at least three (3) games. Depending on the number of teams in the age group bracket, only the top scoring teams will advance to the finals.

Game Scheduling

Game will be scheduled accordingly. All CAYSA area teams must be prepared to play Friday night by 6pm. All out of town teams must be prepared to play at 8 am Saturday morning. Game scheduling request will be handled as follows.

1. Regular season games.
2. Coaching conflicts

Game Formats

Teams will play round robin games on Friday, Saturday, and Sunday. Depending on bracket sizes, some brackets may have quarter-final games on Saturday or Sunday. All games 7v7 & 9v9 games will utilize a one referee system with offside calls.

Round Robin & Quarter Final games

- U8 - 20 min halves with no overtime for tie-breaking.
 - U9/10 - 20 min halves with no overtime for tie-breaking.
 - U11/12 - 25 min halves with no overtime for tie-breaking.
- All Semi and Finals
 - Will be full length games. (Semi and Finals only)
 - In the event of a tie at the end of Quarter-, Semi- or Finals, teams will go directly to FIFA Penalty Kick Shoot-Outs. No overtime periods will occur.

Advancement

Round Robin

4 or 5 team brackets will play round robin. The teams finishing with highest and second highest number of points will be the champion and runner-up respectively. (There will be no final game.)

Brackets of 6 Teams sub-bracketed into two brackets of 3 teams will play round robin (2 games). The team in the third place will play a consolation game against the team in the other bracket in third place. The other two teams will play in a semi-final game to determine who will play in the final game. A1 v B2 and B1 v A2.

8 Team Bracket

Brackets of 8 Teams sub-bracketed in two brackets of 4 teams will play intra-bracket round robin. The winner of each bracket will play the championship match.

12 Team Bracket

Brackets of 12 Teams sub-bracketed into three brackets of 4 teams will play intra-bracket round robin. The four teams that will advance to semi-finals are the 3 bracket winners and the 2nd place team with highest number of points. The highest point semi-finalist will play the lowest point semi-finalist and the 2nd and 3rd high point semi-finalists will play each other. The winners of the semi-final matches will play the championship match.

Quarter, Semi Finals and Finals

All Semi Finals & Finals will be full length game (refer to game length section above). If a game is tied at the end of regulation the taking of penalty kicks (according to USSF guidelines) will break the tie.

The number of kickers when determining a tie breaker will be as follows.

7v7 – 3 kickers from each team.

9v9 – 4 kickers from each team.

Scoring

The 10 Point Scoring System will be used as follows:

- Win – 6 points
- Tie – 3 points
- Loss – 0 points
- Goals Scored (up to 3) – 1 point each
- Shut Out – 1 point (0-0 tie awards 1 point to each team)
- Any team that suffers a forfeit within their bracket will be awarded 9 points.

Forfeits

A team will be awarded a forfeit if the opposing team is not ready to play 10 minutes after the scheduled game start time. Teams that forfeit a game will not advance to semis or finals, regardless of their total point score.

Tie Breakers

Tie Breakers will be determined as follows:

1. Head-to-Head.
2. Team with most wins.
3. Goal difference (total goals for minus total goals against; 6 goals per match limit).
4. Goals for (6 per match limit).
5. Goals against.
6. Kicks from the mark.
 - 7v7 – 3 kickers
 - 9v9 – 4 kickers

Player Substitutions

- Prior to your throw-in, or on the throw-in of the other team if they are subbing for Round Robin, or Consolation games only
- Prior to goal kick by either team
- After a goal, by either team
- At half-time
- After an injury, by either team when the referee stops play

Equipment

- All players must wear numbered jerseys. Each team must have an alternative color jersey for each player in case of color conflict. The first team listed on the schedule is the home team and must change jerseys, if deemed necessary by the referee. Home teams will wear dark jerseys and visitors will wear light or white jerseys. Jersey numbers can be temporary numbers. (Multiple jersey numbers are allowed.)
- Shin protection: All players must have adequate shin protection. No player will be allowed to participate without proper equipment.
- Sliding shorts/bicycle pants: no sliding shorts or bicycle pants will be allowed to extend below the uniform shorts unless the shorts or pants are the same color as the uniform shorts. This is in accordance with FIFA rules. The center referee shall have final authority as to what is a proper uniform.
- Game ball: Unless provided by the tournament, the home team shall provide a suitable game ball. If they are unable to do so, the referee will ask the visiting team for one.
- Casts: No casts, hard or soft, padded or not, will be allowed.
- Jewelry: No jewelry (including earrings) will be allowed except for medical alert bracelets, etc.

Team and Spectator Behavior

All players, coaches and spectators are expected to always show good sportsmanship. Failure to do so could lead to the disqualification of the team from the tournament. Coaches are responsible for the conduct of their team and supporters. Spectators, players, and team staff involved in any physical or verbal abuse towards anyone including referees, tournament staff or one another, may be ejected from the tournament.

Penalty Cards

A player receiving a red card will be ejected from the game and prohibited from participating in the next game. A second red card to the same player results in that player being expelled from the tournament. A player accumulating three (3) yellow cards during the tournament will be suspended for the next scheduled game.

Reporting Misconduct

Referees are required to report all disciplinary actions taken before, during or after a game on an official game report, and to separately report all cases of serious misconduct to tournament headquarters immediately following the game in which the serious misconduct occurred. All yellow and red cards are reported to STYSA on the official Post Tournament Report immediately following the tournament. All referee decisions are final. No protests are allowed. The Tournament Coordinator will have final jurisdiction over all matters related to the tournament.

Awards

First and second place finishers in each age flight will receive individual awards.

Inclement Weather Procedure

In case of inclement weather, the Tournament Coordinator will determine if games are to be played or if on-going matches are to be stopped. If any games are cancelled, it is up to the coaches of the teams to check with the Tournament Coordinator for rescheduling information. Games shall be considered complete if one half of the game has elapsed, the score at the stoppage of play will be the final score. If one half has not elapsed and the game is stopped, the game must be rescheduled if it affects the outcome of the tournament and if weather and field availability permit. The Tournament Coordinator shall have the ultimate authority in determining whether the fields are playable. Please check the tournament website at www.georgetownsoccer.org for information and weather updates. The Tournament Coordinator reserves the right to readjust game length times or to change fields.

Refunds

There is a \$100 non-refundable admin fee. After the \$100 admin fee is deducted, we will refund as follows:

- If the tournament is cancelled before the first game is played due to weather, there will be a 50% refund give and it will be processed within 7 business days.
- Once the event kicks off the first game, refund will be processed within 14 business day at the format below. Late fees do not apply to discounts
 - 0 games played 50% refund
 - 1 game played **50 refund for entry fees of \$200**, \$100 refund for entry fees of \$400 and \$125 entry fees of \$500.
 - 2 games played no refund

Teams that fail to load their check-in documents into the online system by **8am Wednesday** before the event will forfeit their right to a refund in the event of a rainout.

Protests

Referee judgments and decisions are final and may not be protested. Protests of an ineligible player may be brought to the GSA Discipline and Protest Committee in writing along with a fee of \$200 in cash, which is non-fundable.

Laws of the Game

FIFA laws shall apply as modified by USYSA and STYSA, except as noted on this document.

Matters Not Provided For

Any situation or questions on rules of competition not covered herein will be governed by the rules of FIFA, the Tournament Coordinator, or the GSA Discipline & Protest Committee, as appropriate.