

Arctic Classic 2018

Rules & Scoring Information



Arctic Classic rules are based on FIFA Laws modified for small-sided play. Below are the major differences:

Age Groups

The age group structure is as follows:

2010 (9U)
2009 (10U)
2008 (11U)
2007 (12U)
2006 (13U)
2005 (14U)
2004 - 2001 (15/18U) (HS)

Age groups may be combined where numbers dictate.

A player may only “play-up” one age group. For example, a 10U player may play up in the 11U age division but they will not be permitted to play in the 12U age group. This rule applies only to recreational teams that are not affiliated with USYS/USCS.

Under no circumstance may a player “play-down” an age group.

Roster Size and Number of Players on the Field

Rosters are limited to 16 players.

Matches are played:

- 9U and under: 7 field players + 1 goalkeeper
 - a. MINIMUM: 5 players + 1 goalkeeper
- 10U and up: 6 field players + 1 goalkeeper
 - a. MINIMUM: 4 players + 1 goalkeeper

Players may not participate on more than one team in the same age division.

Teams must have the minimum number of players to begin, continue and conclude a match. The official will start the game clock as scheduled. If teams have fewer than the minimum, they will be provided a ten (10) minute grace period from the time the referee starts the game clock to produce the minimum number of players. If the minimum number of players is not present at the end of the ten (10) minute grace period, the resulting score is recorded as a 0-3 forfeit and the winning team will receive three (3) points for the win and the forfeiting team will receive zero (0) points.

Team and Player Eligibility

Each team must be registered with a national soccer association affiliated with USYS/USCS and must present a club or state roster. In the case of a recreation team whose club does not issue official rosters, the team may use the official Arctic Classic roster template. The roster template must be requested to the Tournament Director.

Each player listed on a roster must provide a proof of age. This can be in the form of an original copy of a birth certificate or Passport, Driver's License, Permit, or Identification Card. For teams that submit a USYS or USCS roster, player cards must be used.

Teams should be prepared to present the official tournament roster and player passes/proof-of-age at any time during the tournament.

All players must submit a completed waiver form in order to be eligible to play.

Rosters freeze at kick-off of each team's first match.

Guest Players

Teams are allowed to add a maximum of five (5) guest players to their roster but must maintain a total roster size of sixteen (16) players.

Forfeits

In no case shall a team which forfeits a game be eligible to play in the Final. If an apparent group winner forfeits a game, the team with the next best record shall be named the group winner. A forfeit in the preliminary round will be recorded as three (3) points for the non-forfeiting team and the score will be recorded as 3 – 0 for the non-forfeiting team.

Length of Game

Matches consist of two 20 minute halves with a 3 minute warm up and a 2 minute halftime.

Ball Size

The home team provides the game ball (the team listed first on the schedule). Size 4 for 10-12U. Size 5 for 13U and older.

Uniforms and Equipment

All players must wear the same color shirt/jersey and all shirts/jerseys must be numbered without repeating numbers. Numbers on jerseys must match the number on the roster. All players must also wear shin guards in accordance with FIFA Laws of the Game. In case of a color conflict, the home team must change to an alternate colored jersey. Jewelry and hard hair accessories such as clips are prohibited. Players requiring prescription lenses must wear sport goggles as metal/wire framed glasses are prohibited.

Indoor soccer shoes, futsal soccer shoes, artificial turf shoes, sneakers and flats (including black-soled) are the only permitted footwear.

Firm-ground soccer shoes, soft-ground soccer shoes, artificial grass soccer shoes, hard ground soccer shoes, and a combination of any of the shoes listed are **prohibited**.

Scoring

Win = 3 Points

Tie = 1 Point

Loss = 0 Points

Tie Matches

All ties in the preliminary round will stand. If the semi-final or championship match ends in a tie after regulation time, proceed to best of 3 penalty kicks.

Playoffs and Standings

The team with the greatest amount of points in their group at the conclusion of the preliminary round (division winner) will receive an automatic bid to the semi-final or final where applicable. The team with the next highest amount of points in their group at the conclusion of the preliminary round (wildcard) will also receive an automatic bid to the semi-final or final where applicable. If more than one team is tied on points as either the division winner or wildcard, then the tie-breaking criteria will establish the division winner and/or wildcard team.

Tie-Breaking Criteria

1. Points overall
2. Head-to-Head (**skip to next tie-breaker if more than 2 teams are tied**)
3. Goal Differential
4. Goals Against (least goals against)
5. Goals For (most goals for)
6. Most wins
7. Most shutouts
8. Least amount of disciplinary action taken (yellow and red combined)
9. Coin flip

In the event of a tie among more than two (2) teams, once a tie is broken by the above system, and if ties among remaining teams still exist, those ties are broken by starting again at the top of the tie-breaking system (start at step 1 if two teams are still tied. Start at Step 2 if more than two teams are still tied).

3 Team Bracket – Determining the Winner

In divisions with 3 teams:

- Each team plays the other teams in their bracket twice
- The team with the most points after round-robin play will be the champion

4 Team Bracket – Determining the Winner

In divisions with 4 teams:

- Each teams plays the other teams in their bracket
- The two teams with the most points after round-robin play will advance to the final

5 Team Bracket – Determining the Winner

In divisions with 5 teams:

- Each team plays 4 round-robin matches against teams in their own flight
- The team with the most points after round-robin play will be the champion

6 Team Bracket

In divisions with 6 teams:

- Each team will play against teams in the other bracket
- The two teams with the most amount of points will play in a championship game

8 Team Bracket

In divisions with 8 teams:

- Each team will play against teams in their own bracket
- The team with the most amount of points in their bracket will play in a championship game against the team with the most amount of points in the other bracket

Score Reporting

The referee of each game will submit to tournament headquarters his/her official written match report that includes the final score, name and number of each coach, player, or person sanctioned at the field, and reason for the caution/ejection. The official match report for each completed match must be verified (score, cautions, send offs, etc.) immediately after the game by the team coach or manager. Match reports that are not verified stand as submitted and may not be contested or appealed.

Protests

No protests will be entertained.

Kickoff

The home team will kick off in the first half (home team is listed first on the schedule). The ball may be played in any direction on the first touch. A goal can be scored on the first touch.

Substitutions

Unlimited “on the fly” substitutions may occur without the referee’s permission. Substitutions must occur at half field and must not interfere with play.

Penalty Kicks

Penalty kicks will be taken from the center of the blue line (7 yards from the goal line) inside of the blue lacrosse circle. The kicker is NOT limited to a one-step approach but must wait for the referee to blow their whistle to approach the kick.

Restarts

A restart must occur within six (6) seconds of placing the ball for a free kick, corner kick or goal kick (IFK). Goalkeepers must also release the ball within six (6) seconds after gaining possession and returning to their feet. An indirect free kick (IFK) at the top of the arc will be awarded to the other team if rule is violated.

Goalkeepers

- The goalkeeper may NOT handle the ball if intentionally passed to him from the feet of his own teammate.
- The goalkeeper is not limited in steps in his penalty area.
- If handling the ball, the goalkeeper must release it within 6 seconds.

Release

- Punts and drop kicks are not permitted. The ball must be distributed by a throw, normal place kick or kick from a dribble. An indirect free kick (IFK) at the top of the arc will be awarded to the other team if rule is violated.
- From inside the goal box, a throw, restart (goal kick, DFK or IFK taken by either the goalie or a field player) or kick from a dribble immediately after making a save cannot go beyond midfield unless it is touched by another player or hits the ground prior to crossing the midfield line.

In/Out of Play:

- Goal kicks are indirect free kicks (IFK) and corner kicks are direct free kicks (DFK).

- A ball out of play on the sideline results in a throw-in.
- If the ball hits any overhead fixtures, the restart is an indirect free kick (IFK) under the point of contact.
- Opposing players must give TWELVE FEET when the ball is re-started.

Offside

There is no offside.

Slide Tackling

Slide tackling the ball by field players is not permitted. If penalized, a direct free kick will be awarded to the opposing team.

Headers

Heading the ball is prohibited in Under 11 and younger age divisions. At age group divisions Under 11 and younger, whenever the ball strikes a player in the head, play is stopped. If deliberate, then the proper restart is an indirect free kick to the opposing team. If this occurs within the penalty box, the indirect free kick should be taken from the center of the blue line (7 yards from the goal line) inside of the blue lacrosse circle. If the play by the head is deemed inadvertent, then the proper restart is a dropped ball.

Direct and Indirect Free Kicks

Opposing players must give TWELVE FEET on all kicks and corner kicks. Failure to do so may result in a re-kick and player(s) may receive sanctioning by the referee. Kickers may not play these kicks a second time until the ball is touched by another player.

Sanctioning

- Yellow – Caution. Player or coach may continue playing or coaching. Counts as 1 card against disciplinary action.
- Red – Ejection for the duration of the match. The player/coach/spectator must also immediately leave the field of play and the building. The player/coach/spectator who received a red card must also sit out the next game. A straight red or a double yellow which results in a red card counts as 2 cards in terms of disciplinary action.

Maryland SoccerPlex/Discovery Sports Center has a “Zero Tolerance” policy towards fighting. This includes, but is not limited to, spitting, pushing, striking, kicking, and wrestling. Any player engaged in fighting will be suspended for the remainder of the tournament. A second incident of fighting from any player on a team in which a player has been previously suspended may result in the ejection of the team from the current tournament without refund and may warrant exclusion from future tournaments.

The Tournament Committee reserves the right to ban/suspend any player/spectator/coach from participation or inclusion in the tournament at their discretion.

Injuries

Any player who is bleeding must leave the field. Bleeding must stop before the player is allowed to re-enter the playing field. Time will not be stopped for injuries.

General

- A. The Tournament Committee’s interpretation of these rules shall be final.
- B. The Tournament Committee reserves the right to decide on all matters pertaining to this tournament.
- C. Any team that disregards any decision made by the Tournament Committee may be removed from the tournament and forfeit all of its games under the discretion of the Tournament Committee without refund.