

# **GALAXY CLASICO**

## **Adult Tournament Rules of Play**

**All players must present formal proof of age at registration, and must also make this available prior to each game. This may include a valid player registration card if the team is a sanctioned team; or an ORIGINAL picture ID such as a valid Drivers License or passport. International teams must obtain permission to participate in the Galaxy Clasico through their respective national association. There will be no exceptions to the above rules. NO PROOF OF AGE, NO PLAY, WITHOUT EXCEPTION.**

**1. LAWS OF THE GAME:**

All matches will be played in accordance with **FIFA Laws of the Game**, except where noted below. The following items will further interpret these rules for purposes of this tournament and/or will provide the administrative framework for the operation of the tournament.

**2. TEAM ELIGIBILITY:**

Participation in the Galaxy Clasico Tournament is open to amateur teams consisting of up to 22 players of proper eligibility. At the time of registration, the team representative must present a properly filled out Galaxy Clasico WAIVER AND RELEASE OF LIABILITY form for each player and coach participating in the tournament. If any team withdraws after being accepted, that team's registration fee **will NOT be refunded**.

**3. PLAYER ELIGIBILITY:**

A. WHILE THE REFEREE OF EACH MATCH MAY CHOOSE NOT TO CHECK PLAYER IDENTIFICATION BEFORE THE MATCH, IDENTIFICATION AND TEAM ROSTERS MAY BE SPOT CHECKED AT MATCH SITES BY A TOURNAMENT OFFICIAL.

B. All players must be of proper age as of the first day of the tournament. **Two (2) players per team may be of the ages 18 to 30 for the Over 30 Men's Division. Four (4) players per team may be of the ages 30 and above in the Over 40 Men's Division. All players are to be 18 years of age before the start of the tournament (Age appropriate birth date April 25, 1990 or before).**

C. No players are permitted to register with more than one team or switch teams during the tournament. Attempts to do so will result in the player being deemed ineligible, and the team forfeiting all of its matches.

D. **Acceptable player identification will include a valid USASA player pass or an original form of a picture ID such as a drivers license for domestic players, and a passport for foreign players, with permission to travel from their National Association/Federation.** Any player who is unable to present acceptable identification when asked by a Tournament Official will be declared **INELIGIBLE** (see below).

Failure to meet any of the above requirements will render a player ineligible to participate in the tournament.

**ANY TEAM USING AN INELIGIBLE PLAYER WILL FORFEIT ALL MATCHES - PAST, PRESENT AND FUTURE. IF YOU HAVE ANY QUESTIONS ASK A TOURNAMENT OFFICIAL BEFORE IT IS TOO LATE.**

4. **PLAYER EQUIPMENT:**

All players and teams participating must meet the following requirements:

- A. SHIN GUARDS must be worn
- B. NO JEWELRY will be allowed
- C. Where jersey colors are similar, the home team, as designated on the schedule, must change their jersey.
- D. All socks must be pulled up over the shin guards and jersey is tucked in at the start of the match and beginning of half time and overtime periods.
- E. No duplicate jersey numbers will be permitted either on the sidelines or on the field of play. All jerseys must have a number on them.

5. **TEAM FIELD POSITION: (THIS RULE WILL BE STRICTLY ENFORCED. TEAMS NOT ABIDING BY THIS RULE CAN BE DISQUALIFIED)**

Both teams must sit on the same side of the field. All spectators must take a position on the opposite side of the field and remain behind the restraining line and/or barrier. Failure to provide an official room to see the touchline may lead to a caution given to the coach. Each team is limited to **three (3) bench personnel (i.e. coach, assistant coach, and trainer)** in addition to the maximum 22 registered players listed on the roster. **Prior** to the start of each match, a team representative must submit a lineup card, which lists the player's name and jersey number to the referee, assistant referee or a field marshal. In addition, the coach, assistant coach and trainer's names must be on this sheet. **Players that are not on the match roster must remain on the spectator side of the field and may not be in uniform.**

6. **PLAYER, COACH, BENCH PERSONNEL AND/OR SPECTATOR BEHAVIOR:**

All players, coaches, bench personnel and spectators will conduct themselves in a manner consistent with the spirit as well as the letter of the Laws of the Game. Referees have been instructed to run the matches according to this spirit and will act accordingly. **DISSENT FROM PLAYERS, COACHES, BENCH PERSONNEL, AND/OR SPECTATORS WILL NOT BE TOLERATED; CAUTIONS AND/OR DISMISSALS WILL RESULT.** Players are encouraged to play all matches with intensity and desire. However, **UNNECESSARY PHYSICAL PLAY, PARTICULARLY WITH THE INTENT TO INJURE WILL NOT BE TOLERATED, CAUTIONS AND/OR DISMISSALS WILL RESULT FROM SUCH ACTIONS.** Coaches are responsible for the actions of the team's players, bench personnel and spectators.

**Players dismissed from a match due to two yellow cards or one red card will not participate in the next match and could be cause for further dismissal from tournament games.** Coaches, bench personnel or spectators dismissed from a match are banned from further tournament participation. **Dismissed coaches, bench personnel or spectators within "sight" or "sound" of his/her teams match(s) may be grounds for his/her team(s) being disqualified from the tournament.** Players dismissed for fighting or violent play may be banned from further tournament participation. Teams are responsible for adhering to this rule. **Any team playing a dismissed player outside of this rule will be disqualified from the tournament and all matches played by the team will be ruled to have been a forfeit.**

**THE TOURNAMENT DIRECTOR RESERVES THE RIGHT TO TERMINATE THE PARTICIPATION OF A TEAM IN THE TOURNAMENT IF THE BEHAVIOR OF THE PLAYERS, COACHES, BENCH PERSONNEL AND/OR SPECTATORS**

**CREATES THE ATMOSPHERE IN WHICH A MATCH OR MATCHES CANNOT BE COMPLETED WITHIN THE SPIRIT AND LETTER OF THE LAWS.**

**7. DURATION OF PLAY**

All Divisions

30-minute halves - 5-minute half time

In the semi-final and final games, if a clear winner is not decided after regulation play, penalty kicks are to be taken in accordance with FIFA "Taking of Kicks from the Penalty Mark."

**8. BALL SIZE**

All Divisions

Size 5

**9. SUBSTITUTIONS:**

There will be unlimited substitutions (except for E) with permission of the referee at the following times:

- A. Possession of a throw in.
- B. Goal kick for either team.
- C. After a goal scored by either team.
- D. At the beginning of the second half and/or overtime periods.
- E. In case of injury, either team may make a substitution.

All substitutes must report to the assistant referee first and then enter the playing field from the half way line and should not enter the playing field until the player they are replacing has reached the touch line.

**10. INCLEMENT WEATHER:**

Regardless of weather conditions, players and coaches must be on the field at the scheduled time, ready to play. The master schedule will be posted at the tournament headquarters. All paper copies of the schedule are only tentative schedules. **It is the manager's/coach's responsibility to check the master schedule for any changes.** Forfeits will be awarded if play has not started within 15 minutes of schedule; a minimum of seven (7) players must be prepared to play before a team will be allowed to start a match. The Tournament Director may reduce the length due to weather conditions before the start of a match; all such matches will be considered official. The Tournament Director may also reschedule (time and location) a match before it begins. Only referees, the Tournament Director, or San Bernardino Soccer Complex officials may end a match already started due to weather conditions. Any one single suspension of a match may last no longer than 35 minutes.

**Round robin matches**

In the event a referee terminates a match (different from temporarily suspending), BEFORE half time, it will be up to the Tournament Director whether to record the score at the time of the termination or finish the game at a rescheduled time and location.

In the event a referee terminates a match (different from temporarily suspending) AFTER half time, the score will be recorded, as it was when the game was stopped and declared official.

Play-off matches

In the event a referee terminates a match (different from temporarily suspending) the score will be recorded as it was when the game was stopped. In the event a match, other than the final, ends in a tie, the team that earned the most points during the round robin play will be declared the winner. If the teams have the same number of points, the criteria in the DIVISION RANKING CRITERIA will be used to break the tie.

In the event, a referee terminates a final match (different from temporarily suspending) while the teams are tied, co-champions will be declared. Both teams are to receive Championship trophies.

11. **PROTESTS:**

**NO PROTESTS** will be entertained. Decision of the Tournament/Site Director will be final

12. **SCORE REPORTING:**

A field Marshall or tournament official will be available to answer any questions **not** pertaining to match situations. At the conclusion of each match, the referee will record the match score. The referee will complete the game report and will turn the report over to the field Marshall or tournament official for posting.

For the sake of scoring, forfeits are recorded as a 1-0 victory. While a forfeit does not automatically disqualify a team from the tournament, it is not within the spirit of the game. Necessary actions will be taken by the Tournament Director to preserve the integrity of this and future tournaments.

13. **DIVISION RANKING CRITERIA, FIFA RULES:**

Teams will be awarded points according to the following:

<b>WIN = 3 Points</b>	<b>TIE = 1 Points</b>	<b>LOSS = 0 Points</b>
<b>FORFEIT WIN = 3 Points</b>	<b>FORFEIT LOSS = 0 points</b>	

1. **Result of head to head competition.**
2. **Goal differential**
3. **Most goals scored**
4. **Coin Flip**

If more than two teams are involved in a tie, tie breaker number 1 will be used first to rank the teams. If teams are still tied, tie breaker number 2 will be used to rank the teams, and so on until a tie is broken. Once a team has been ranked higher or lower, the tie breaking procedure begins for the remaining tied teams with number 1. If you have any questions, ask.