



Portland City United Soccer Club

Rules of Competition – 2022 Summer Classic Tournament

All matches will be played in accordance with IFAB rules, with the modifications listed below. *The Tournament Director has the authority to modify or waive these rules in unusual circumstances for any games that have not yet begun (for example, in the event of extremely hot weather, the Director may shorten or otherwise modify the games).* Please contact our Tournament Director, Jeff Enquist at pcusc@pcusc.org or 503-810-2313 with any questions.

Registration/Rosters: All players must be registered with their national youth soccer association, (affiliated, directly or indirectly with FIFA). Coach's must present 5 copies of their team's roster, (signed by their club's registrar and include all participating players names, birthdates & jersey numbers) during check-in, to be stamped. No player cards are required. Coaches/Managers will give one copy of their stamped rosters to the field marshal 30 minutes prior to each game. Players may be listed on one roster only and play with only one team. Teams may not add to their roster after the team's first game of the tournament.

- U8 - 5v5 - Roster max of 14 players
- U9/10 - 7v7 - Roster max of 14 players
- U11/12 - 9v9 - Roster max of 18 players
- U13 to U19 - 11v11 - Roster max of 22 players

Hotels: The PCU Summer Classic 2022 is a STAY and PLAY event. Traveling teams **MUST** make all hotel reservations through our partner site, and not directly with the hotels. This is a requirement for tournament participation. Visit www.pcusc.org/tournament for more information.

Length of Games:

- U8-U10 (2016-2013): 25-minute halves, 5 minute halftime
- U11-U12 (2012-2009): 30-minutes halves, 5 minute halftime
- U13-U19 (2008-2004): 30-minute halves, 5 minute halftime
- No added time! The games are scheduled very tightly and unless there is an extreme situation, halves will end as scheduled. Matches designated as finals that end in a tie go immediately to kicks from the penalty mark, according to IFAB tie-breaking procedures.

Game Scores: Game scores will be collected by the field marshals from the referees. Coaches should confirm final score of each game with the center referee prior to leaving the field. Any scoring mistakes can be reported to pcucopeland@gmail.com.

Tournament Scoring System:

- 6 points for a win
- 2 points for a tie
- 1 point for each goal scored (up to 3 goals)
- 1 point for a shut out
- 10 points maximum can be scored per game. Minus 1 point for a player or coach receiving a red card for that game

Standings & Tie Breakers:

In the event of a tie in the standings, the following method will be used to resolve the tie. If more than two teams are tied, the same method will be used, starting with goal differentials, until one team is eliminated then the remaining teams will start back at the first tie breaker:

- Head to head competition
- Goal difference up to plus or minus four per game
- Goals scored up, to four per game
- Goals scored against, up to four per game
- Most shutout victories
- Coin flip by Tournament Director

Number of Players:

All matches will have a five minute grace period unless extended by the Tournament Director. Any teams that do not have the required player minimum (as listed below) ready within five minutes after scheduled kickoff time (or that fall below the required player minimum at any time during the game), will forfeit the match. Failure of a team to appear on time will result in a forfeit. A forfeited match will be reported as a 4-0 score against the forfeiting team.

- 5 v 5 - 4 player minimum on the field
- 7 v 7 - 5 player minimum on the field
- 9 v 9 - 6 player minimum on the field
- 11 v 11 - 7 player minimum on the field

Substitutions: Unlimited in all age groups. With the referee's permission, teams may substitute during any stoppage of play (i.e. any dead ball). There will be no limit on the number of times a player may re-enter the game. If there are more than one foreign team in your bracket, IFAB substitution rules will apply.

U8 to U10 Competition Rules: Goalkeepers are not allowed to punt or drop kick the ball. They can throw the ball, or play the ball from the ground with their feet. On goal kicks the defending team must retreat to the build-out line. Once the ball is played, the defending team may enter the area of the field ahead of the build out line. There are no offsides until the build-out line.

Heading Rules: There is no deliberate heading from U8 through U12. An indirect free-kick will result from the spot that the ball was deliberately headed.

Red/Yellow Cards: Any player sent off (red card) may not participate in the next game of the tournament. If a player participates in any game for which they are ineligible, their team shall forfeit that game. If a coach is dismissed from a game, they will be ineligible to coach their team (or any team's) following match until they have served their suspension. If the player was sent off, or coach was dismissed for assault, that player or coach shall be ineligible for the remainder of the tournament. Players receiving a yellow card do not have to be substituted for but the coach has that option.

Player Equipment/Uniforms: Referees will inspect player equipment before the game. In the case of color conflict between the teams, the designated home team (the team listed first on the schedule) must change jerseys. All jerseys must be numbered. Players may not change shirts during a game except with the referee's permission. Jersey numbers are not required, but recommended for U8 to U10 teams.

- U8 to U12 (2016 to 2009) will use size 4 ball
- U13 to U19 (2008 to 2004) will use size 5 ball
- Game Ball will be provided by the tournament

Casts: Casts made of hardened material may be worn if sufficiently padded (to the satisfaction of the referee). However, if the referee determines that the cast presents a danger to the player or others then that player may be prohibited from playing (or continuing to play).

Lightning 30-30 Rule: Play will be suspended for 30 minutes after the last lightning strike. Game length can be affected for any/all games following a lightning strike to make sure all games are played that day. The Tournament Director will dictate the game length after lightning has occurred.

Protests/Appeals/Refunds: All referee judgments and decisions are final! There will be no appeals. There will be no refunds after the registration deadline of June 27th, 2022.