



Portland City United Soccer Club 2022 Rose City Classic Tournament

For Office Use Only:

Age-Group _____

Payment Type _____

Tournament Check-In Information for Coaching Staff

Please check-in your team at least one hour prior to your first game by visiting Tournament Headquarters at Delta Park (day-of check-in only). Please bring the following with you, (your signed rosters will be stamped during check-in):

- 5 Copies of Signed Team Roster:** must be signed by your club's registrar and include all participating players names, birthdates & jersey numbers. *No player cards, signed rosters only.*
- Team Contact Sheet (next page):** please print this form and bring a complete copy with you to check-in.
- Medical Releases:** all rostered players must have a signed medical release with them at all games.

A Few Friendly Reminders:

- Tents/canopies are NOT PERMITTED on any turf fields at Delta Park.
- Please give one copy of your team's stamped roster to the referee before your game. Rosters are stamped at check-in. *Player cards are not required for this tournament.*
- Warm-up space is limited at Delta Park (please use the center space, located on field 8 near the back of the goal, *or* the space behind the Strasser Field bleachers, or the area beyond Field 5).
- 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.
- Trainer/first aid, food vendors and tournament merch are available at Delta Park only.
- Players receiving a yellow card do not have to be substituted for, but the coach has that option.
- Division awards for 1st & 2nd place will be presented on the field the final game is played. In divisions involving pool play, awards will only be presented after the scorekeeper declares that top finishers.
- In the event of thunder/lightning, an air horn will sound the warning. Players coaches, referees and spectators should return to their vehicles and wait until the airhorn sounds again, allowing everyone to return to the fields.



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Team Contact Sheet (Required During Check-In)

Please **print this form and bring a complete copy** with you to Tournament Headquarters at Delta Park, one hour prior to your team's first game. Contact 503-810-2313 with questions.

The following are also required during team check-in:

- 5 Copies of Signed Team Roster:** must be signed by your club's registrar and include all participating players names, birthdates & jersey numbers. *No player cards, signed rosters only.*
- Medical Releases:** all rostered players must have a signed medical release with them at all games.

Team Name (as listed during registration): _____

Girls / Boys (Circle One) Team Birth Year: _____ Age Group: U- _____

Club: _____

Club's Player Card Type (Circle One): US Club / USYS / Other: _____

Team Representative: _____ Role: _____

Phone: _____ Email: _____

By signing below, you confirm that you have read the Tournament Rules including the tent/canopy protocol, scoring system (including how to report scoring mistakes) and our refund policy.

Signature of Team Representative: _____ Date: _____



Portland City United Soccer Club

Rules of Competition – 2022 Rose City 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.

- 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:

- U9-U10 (2015-2013): 25-minute halves, 5 minute halftime
- U11-U12 (2012-2009): 30-minutes halves, 5 minute halftime
- U13-U15 (2008-2006): 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.

- 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.

- U9-U12 (2015-2009): will use size 4 ball
- U13-U15 (2008 to 2006) 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 August, 8th 2022.



U9-U10 Bracket Explanation:

3 Team Bracket: All three teams play each other in pool play, then the team with the 2nd most points plays the team with the 3rd most points in a semifinal. The winner of the semifinal would play the team that had the most points in the final.

4 Team Bracket: All four teams play each other in pool play, and the team with the most points plays the team with the 2nd most points in the final.

5 Team Bracket: All five teams play each other in pool play. The Champion is the team with the most points and 2nd place is the team with the 2nd most points.

6 Team Bracket: The three teams in bracket "A" play each other in pool play, and the three teams in the bracket "B" play each other in pool play. The team with the most points in bracket "A" plays the teams with the most points from bracket "B" in the final. The 2nd in points from bracket "A" and bracket "B" play each other in a consolation game. The 3rd in points from bracket "A" and bracket "B" play each other in a consolation game.

8 Team Bracket: The four teams in bracket "A" play each other in pool play and the four teams in bracket "B" play each other in pool play. The team with the most points from bracket "A" plays the team with the most points from bracket "B" in the final.

U11-U15 Bracket Explanation:

4 Team Bracket: All four teams play each other in pool play, and the team with the most points plays the team with the 2nd most points in the final.

5 Team Bracket: All five teams play each other in pool play. The Champion is the team with the most points and 2nd place is the team with the 2nd most points.

6 Team Bracket: The six teams play three pool games each. The team with the most points, and the team with the 2nd most points play in the final. The team with the 3rd most points will play the team with the 4th most points in a consolation game. The team with the 5th most points and the team with the 6th most points will play a consolation game.

Continued on page 2



U11-U15 Bracket Explanation (continued):

7 Team Bracket: The four teams from bracket "A" play each other and the three teams from bracket "B" play each other in pool play. The most points from bracket "A" will play the 2nd most from bracket "B" and the most points from bracket "B" will play the 2nd most points from bracket "A" in semifinal, with the winners playing in the final and the losers playing a consolation game. The 3rd most points from bracket "B" will play the 3rd most points in bracket "A" and the 4th most in points from bracket "A" in separate consolation games.

8 Team Bracket: The four teams in bracket "A" play each other in pool play and the four teams in bracket "B" play each other in pool play. The team with the most points from bracket "A" plays the team with the most points from bracket "B" in the final. The 2nd most points in bracket "A" and the 2nd most in bracket "B" will play in consolation game. The 3rd most points in bracket "A" and the 3rd most points in bracket "B" will play in a consolation game. The 4th most points in bracket "A" and the 4th most points in bracket "B" will play in a consolation game.

10 Team Bracket: The six teams in bracket "A" play 3 pool games and the 4 teams from bracket "B" play each other in pool play. The most points from bracket "A" will play the 2nd most points from bracket "B" and the most points from bracket "B" will play the 2nd most points from bracket "A" in the semifinals, with the winners playing in the final and the losers playing in a consolation game. The 3rd most points from bracket "B" will play the 3rd most points from bracket "A" and the 4th most in points from bracket "A" in separate consolation games. The 5th most points from bracket "A" and 6th most from bracket "A" will play a consolation game.