

**SUNBELT Classic 2009**  
**February 28 and March 1, 2009**  
**INFORMATION AND RULES**

The Sunbelt is a Boys and Girls U-10 Developmental (8v8), and U11 through U-19 competitive tournament. There will be a combined U18/U19 Boys Division. Gold, Silver and possibly Bronze Divisions are created in each age bracket. There is a 3 game guarantee. If there is adequate participation, we will again have a combined High School Girls Division including teams from U15 – U19. All U19 players must be currently enrolled in High School.

The entry fee is \$525 for U15 – U19 Divisions, \$500.00 for U11 – U14 Divisions and \$300 for the U-10 Division.

**PLAYER INFORMATION**

Teams from US Youth Soccer, US Club Soccer and AYSO are welcome to apply. Teams must be duly registered with their respective state association and state certified rosters must be provided at time of check-in. U11 – U19 Divisions may include up to 4 guest players\*, 3 for U10. (High School Girls Division is exempt from this rule) Guest players must be registered by tournament officials during mandatory registration. No players may be added after the first game has been played - **NO EXCEPTIONS.**

All players, including guests, must have valid, approved state youth player passes with player's picture. Tournament rosters, including guests, may not exceed 14 for the U10 Division, 18 players for U11 through U16 Divisions, 22\* for U17 – U19 Divisions (\* per state rules, only 18 may suit for each game). Players may only participate on one team during the tournament. Players on Premier Level teams may not guest play for teams playing in Silver or Bronze Brackets.

**GENERAL INFORMATION**

Registrations must be completed and received no later than **January 16, 2009** with an entry fee of \$300 for U10 Bracket, \$500.00 for U11 – U14 Brackets, and \$525 for U15 – U19 Brackets. Registration will be accepted on a space available basis only.

All participants will receive a tournament pin and tournament program. Custom art awards for 1<sup>st</sup> & 2nd place teams and individual medals for 1st-3rd place in each division. In addition to the custom art awards, all championship teams will receive an invitation to attend the Colorado Rapids Night of Champions. The Night of Champion award includes: Free tickets to the designated Rapids home game and a special on field recognition of the championship teams from the Sunbelt Classic.

Check-in information is to be provided with team acceptance letter, a mandatory check-in is required on the Friday evening just prior to the tournament, or via mail. Coaches will receive a gift (one per team). USYSA rules, 3 game minimum, officials are USSF certified. Coaches are held responsible for the conduct of their teams, parents, and fans at all times during the tournament.

Please keep your dogs at home! No Dogs will be allowed on the Fields. Smoking is not permitted on any fields. All School properties are tobacco free zones per law (no smoking anywhere on school property).

**Entry Fees Are Forfeited If A Team Withdraws After Entry Registration Deadline.**

**If tournament is canceled due to weather, \$200.00 will be refunded for U11-U14, \$225 for U15 – U19 Divisions, and \$100 will be refunded for U10 Divisions.**

***For Additional Information Call 719-542-2408 or send us an e-mail.***

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# SUNBELT CLASSIC 2009 TOURNAMENT RULES

**MANDATORY REGISTRATION:** Teams must check in at a Mandatory Registration held on Friday evening just prior to the tournament or participate in the “mail-in registration”. All teams will play their two games on Saturday. Failure to check in may result in disqualification including forfeiture of fees. Games not played will be classified as "forfeits."

**Credentials:** At the Mandatory Registration, teams must provide the required credentials. All teams must submit 2 copies of the Sunbelt Tournament Roster (with players' jersey numbers), 1 copy of the guest roster, (if applicable) and have available to show laminated Club Player I.D. cards, State league rosters and Medical Release Forms. All out of state players and teams must have signed Travel Papers and loan forms. Coaches also must have valid state issued cards.

**Rosters:** Players in the U10 Divisions shall play at least 50% of each game and the U10 Division will play 8v8 with a maximum roster of 14 with a maximum of 3 guest players allowed. U-10 teams are not allowed to play up under any circumstances. Teams in the U11 – U16 Divisions may register a maximum of 18 players, and U17 – U19 may register a maximum of 22 players, although only 18 may suit for each game. Rosters for the U11 – U19 Divisions may include up to four (4) guest players but any team utilizing guest players is limited to a maximum roster size stated above.

High School age girl’s teams will be exempt from the guest player restrictions. A combined High School Girls Division will be created if adequate interest.

Proper Player Loan forms (out-of-state players) will be required at Registration along with the other required credentials. Guest players that play for premier level teams may only play in the Gold bracket in their age bracket in the tournament. (this does not apply if they are playing “up” an age bracket)

**Bracketing:** Usually premier level teams will be in the Gold bracket, Classic in the Silver and Challenge in the Bronze bracket. We will try to honor request of “playing up” when possible. To play up more than 1 year requires tournament approval. Please make sure to choose your preferred bracket. We will utilize the proposed CYS Spring Alignment to complete bracketing.

## RULES OF PLAY

FIFA Laws: FIFA Laws of the Game shall apply as modified by U.S.Y.S.A. and C.Y.S. and as described herein.

**Duration:** Duration of Games and Overtimes, by halves, and ball size are as follows:

Age Bracket	Game Times	Overtime (Finals Only)	Ball Size	Half Time interval
17-19/HS	2 X 35 Minutes	2 X 10 Minutes	5	5 min
15-16	2 X 30 Minutes	2 X 10 Minutes	5	5 min
13-14	2 X 25 Minutes	2 X 10 Minutes	5	5 min
11-12	2 X 25 Minutes	2 X 5 Minutes	4	5 min
10	2 X 20 Minutes	2 X 5 Minutes	4	5 min

**Home Team:** The home team will be the team that appears first on the game schedule. The Home Team will supply the game ball. The game ball shall be subject to referee approval. **The Home Team will be required to wear dark colored jersey; visiting team is to wear white/light colored jersey.**

## NO PROTESTS WILL BE ALLOWED.

**Disputes** will be settled by the Tournament Director or a designee and the decision will be final.

**Cautions and Ejections:** A player or coach receiving two Cautions (yellow cards) in a single game is considered to have been given an Ejection (red card). A player who accumulates three (3) yellow cards over the course of tournament play will not be allowed to participate in the next scheduled tournament game. A player who has been ejected (sent off) shall not be replaced. A player or coach who has been ejected shall not return for that game and shall not be allowed to participate in the next scheduled game. A player or coach who is ejected for violent conduct or serious foul play may not be allowed to participate in the next TWO (2) scheduled games. Any player or coach involved in fighting or who assaults a referee will be expelled from the tournament without refund of fees. **Cards and ejections will follow through to Spring League Season.**

The Referee Tents will be OFF LIMITS to all coaches, players, and spectators unless accompanied by the Site Director or authorized designee. Anyone entering the Referee tent unaccompanied may be banned from his or her next scheduled game.

**Suspended Games: If, in the opinion of game officials, a game must be terminated for misconduct of players, bench, coaches or spectators, the offending team or teams can be suspended from further play and will forfeit that game and may forfeit all remaining games. All previous points earned remain as played. Additionally, the home league and State Association will be notified as appropriate.**

**Injury:** Delays of the game due to injury will result in appropriate time being added to the full game time, based on the judgment of the referee. However, all effort will be made to keep the games running on time.

**Check-In Conduct:** Prior to the start of each scheduled game, each team must check in with the referee or field marshal with player cards and an official tournament roster (with players' jersey numbers) so that the team may be checked into play and the game started as scheduled. Teams failing to report within 5 minutes of a scheduled kick-off will be considered to have forfeited the game.

**Substitution:** Free substitution will be allowed in all age groups. However, teams may only substitute with the referee's permission, from mid-field, and only at the following times (including overtimes)

- Prior to a throw-in by the team in possession.
- Prior to a goal kick, by either team
- After a goal, by either team.
- After an injury on either team when the referee stops play
- At half-time
- On a caution, only the cautioned player may be substituted at that time

**Player's Equipment:** Casts/orthopedic devices ARE permitted in competition provided that it is padded to the referee's satisfaction. It will be the referee's opinion only as to the safety of the players. The referee will ask the coach to remove the player, if in their opinion; the player is acting irresponsibly with the cast/orthopedic device.

NO jewelry of any kind is permitted on the field.

PLEASE dress the players appropriately for February in Colorado. Sweats and undergarments are acceptable as long as the uniform is worn on the outside. No loose or flying articles are permitted.

**Coaching:** All coaches have the total responsibility for the conduct of their players, substitutes, friends and spectators at all times. Coaching from the sidelines (giving direction to one's own team on points of strategy and position) is permitted, provided: No mechanical devices are used, each coach, substitute, or player is to remain with the "coaching area" (10 yards either side of the halfway line or midfield line). No coach, substitute, or player is to make derogatory remarks or gestures to the referees, other players, or spectators.

No coach, substitute or player is to use profanity. No coach, substitute, or player is to incite in any manner, disruptive behavior of any kind.

**Referees:** U10 teams will be required to provide club linesmen for their games. A center referee will be assigned by the tournament. The tournament will provide linesmen for the championship game.

### **TOURNAMENT COMPETITION**

Determining Winners: Teams will be awarded points on the following basis:

- 9 points to the beneficiary of a forfeiture
  - 7 points for win
  - 3 points for tie
  - 0 points for loss
  - 1 point for each goal scored to a maximum of 3 goals
  - 1 point for a shut-out
- 0-0 tie will be scored as 4 points for each team (3 for a tie, 1 for a shut-out)

### **ADVANCEMENT:**

There are no pools within a division. Awards will be given for each Division. The 2 teams with the top points in each Division after 3 games will advance to the championship game. If a tie for 2<sup>nd</sup> place exists, the Tie Breakers below will be used. If the teams are still tied after the Tie Breakers, FIFA kicks will be taken to determine 2<sup>nd</sup> place. (If a tie for first place exists, they will both advance to the championship game using the Tie Breakers to determine home team. If they are both tied after steps 1-6, a coin flip will determine home team.)

### **Tie Breakers:**

In the event of a tie in points at the end of Division play, the winner for advancement will be determined as follows – (Except in a three way tie – see note below\*)

1. The winner in head-to-head competition.
2. Fewest goals against.
3. Most goals for (maximum 4 goals per game).
4. Fewest Red Cards
5. Most total wins.
6. Most shut-outs.

\*In the event of a three-way tie at the end of Division play, the winner for advancement will be determined as above without consideration of head-to-head competition to eliminate one team. Then advancement for the remaining two teams is determined as above with steps 1-6.

**Preliminary Games:** A game is complete upon completion of one half of play regardless of the circumstances of termination during the second half with final results based on the score at termination. A preliminary game can end in a tie.

**Finals:** Final game, if tied after regulation, will play two equal overtime halves or until the first goal scored. The first team to score a goal in overtime shall be the winner. If after overtime halves a tie still exists, FIFA Kicks from the mark will immediately follow to determine a winner.

**Third Place:** In the event of a tie for third place, 1-6 in the above list of Tie Breakers will be used. If they are still tied after all 6 steps, a coin toss will determine the third place winner. Medals are given for third place teams, however they cannot be shipped. Please check the scoreboard before leaving the tournament.