



RULES OF THE TOURNAMENT

TOURNAMENT HEADQUARTERS AND OFFICIALS

Tournament Headquarters is located at: Veterans Park Pavilion, 3101 Harvey Rd, College Station, TX 77845.

REGISTRATION, ELIGIBILITY AND CHECK-IN

This tournament is sanctioned by US Club Soccer. This tournament is unrestricted. Teams registered in good standing with any U.S. Soccer Federation affiliate are eligible to apply. **PLAYER ELIGIBILITY:** A player (guest or rostered) may only play for only one team in the tournament. Current USYS or US Club player cards for each player will be required at check-in.

1. **GUEST PLAYERS:** U9-U10: 3 guest players maximum. U11-U12: 4 guest players maximum. U13-U15: 6 guest players maximum.
2. **TEAM CHECK-IN:** See <https://cavalrysoccer.com/aggieland-classic>

TEAMS

1. **HOME TEAM:** The first team listed on the schedule is considered the home team. Home team wears dark/colored uniform, and the visiting team wears white/light colored uniforms.
2. **UNIFORMS:** All players must wear numbered jerseys. Each team must have an alternate color jersey for each player in case of color conflict. The home team, if deemed necessary by the referee, will be required to change jerseys or wear pinnies.
3. **INSPECTION:** Teams must be at the field no later than 15 minutes prior to match time ready for inspection by the referee. The coach/team manager must have a copy of the roster and player cards ready for inspection if requested by the referee.

LAWS OF THE GAME

1. All matches will be played in accordance with FIFA Laws of the Game, except as specifically modified in the tournament rules:
 - 1.1. The Tournament Director reserves the right to adjust game length and schedules due to weather or field conditions. Games are on a running clock. The referee may stop the clock for serious injuries. All decisions of this nature are made by the referee on the field and are final. The tournament committee or tournament Director reserves the right to modify these rules at any time without notice. The director or committee will act upon any rules or items not listed.
 - 1.2. No player shall enter or leave the field of play without the consent of the referee. Players may be substituted, with the consent of the referee, at any stoppage of play.
 - 1.3. U10/U11 Rules
 - 1.3.1. **NO HEADING.** An indirect free kick will be awarded to the non-violating team.
 - 1.3.2. There will be no restraining line rule.

AGE	FORMAT	MATCH LENGTH	BALL	MAX ROSTER	REFS	AWARDS
U10	7v7	2 x 25	4	12	1	Champion & Finalist
U11-U12	9v9	2 x 25	4	16	1 or 3	Champion & Finalist
U13-U14	11v11	2 x 30	5	18	3	Champion & Finalist
U15	11v11	2 x 30	5	18	3	Champion & Finalist

2. **PLAYER EQUIPMENT:** Shin guards are mandatory. All other equipment related issues will be left to the discretion of the Referee.
3. **GAME BALLS:** Each team must provide an appropriately sized match ball for each game.

TOURNAMENT AND MATCH SCHEDULES

1. **TOURNAMENT FORMAT:** All teams will be guaranteed 3 games and awards will be presented to both 1st and 2nd place in each flight. A 10-point system will be used.
2. **PROCEDURES FOR DETERMINING A WINNER:** There will be no overtime periods. Ties will stand except for championship matches. For championship matches ending in a tie, there will be no overtime—the match will go directly into FIFA Kicks from the Mark. Not all flights will have championship matches. Some flights may have champions and finalists determined by points.
3. **REFEREES:** The tournament shall utilize a three-referee system on 11 v 11 and 9v9 matches if possible. 7v7 games shall utilize 1 referee.
4. **MATCH DELAYS, SUSPENSIONS, & CANCELATIONS:** In case of inclement weather, the tournament director, Cavalry Youth Soccer, and the facility manager will determine if games are to be played. If any games are cancelled, it is up to the coaches of the teams to check with the tournament director for rescheduling information. Games shall be considered complete if one half of the game has elapsed. The score at the stoppage of play will be the final score. If one half has not elapsed and the game is stopped, every effort will be made to reschedule to balance of the game.
5. **REFUND POLICY:** A team withdrawing from the tournament after being accepted shall forfeit its entry fee in full. In the event of inclement weather, the tournament committee has the authority to restructure or cancel the tournament. It will not be rescheduled for another date and no refunds will be issued once play has begun. **If the tournament is cancelled prior to the start of play a refund will be distributed as soon as possible.** A \$35.00 fee will be assessed to any returned check.

CONDUCT AND DISCIPLINE

1. **TEAM AND SPECTATOR CONDUCT:** Misconduct by a team, players, coaches, parents, spectators, supporters, or officials will not be tolerated on or off the field. A team, player, coach, parent, spectator, supporter or official may be withdrawn from the competition at the discretion of the Tournament Director. If this occurs, a misconduct report will be made to US Club Soccer and/or the team's State or National association. Coaches are responsible for the conduct of their team and supporters both on and off the fields.
2. **GENERAL RULES:** Verbal abuse or harassment of anyone will not be tolerated. Alcohol, firearms, fireworks and glass containers are not allowed at the park. Artificial noisemaking devices are prohibited. All facilities are smoke free.

3. **YELLOW CARDS:** A player or coach receiving two yellow cards during a match is suspended from that match and suspended from the next match (one match suspension).
4. **EJECTIONS:** Any player or coach who received a red card/ejection during a match is not allowed to play or coach in the next match.
 - 4.1. Players and/or coaches receiving an ejection must leave the match immediately.
 - 4.2. Players may sit on the bench during their suspension. However, they shall not be in uniform. Coaches shall not return to the tournament site during the match for which they are serving the one game suspension.
 - 4.3. ANY PLAYER, COACH OR SPECTATOR GUILTY OF REFEREE ASSAULT WILL BE SUSPENDED IMMEDIATELY FROM THAT MATCH AND SUSPENDED FROM FURTHER TOURNAMENT PARTICIPATION. CAVALRY YOUTH SOCCER WILL REPORT THE INCIDENT TO THE HOST STATE ASSOCIATION AND THE TEAM'S STATE OR NATIONAL ASSOCIATION.
5. **REPORT OF DISCIPLINARY ACTION:** Disciplinary actions taken during a match will be marked on the game card with the name and jersey number of the player or the coach's name. All disciplinary actions will be reported to governing organizations.

FORFEITS

1. **MINIMUM NUMBERS:** The minimum number of players required for play in an 11v11 match is seven (7). For a 9v9 match, the minimum number is six (6). For a 7v7 match, the minimum number is five (5).
2. **FORFEITURE:** Each team must be ready to play at the scheduled time and with the minimum number of players, or the team is subject to forfeiting the match. Following the forfeiture of a game, a team may be allowed to continue to play at the discretion of the tournament director.
3. **PERMISSION TO CONTINUE TO PLAY:** Following the forfeiture of a game, a team may be allowed to continue to play, but will not be eligible to receive awards.
4. **POINTS:** A forfeit will be scored as a 3-0 win for the opposing team and a total of 10 points will be awarded. A team that has forfeited a game is encouraged to play the remaining group games.

STANDINGS AND TIE-BREAKERS

1. **TEAM STANDINGS:** Team standings will be based on the following scoring system:

Win 6 points, plus 1 point for each goal scored (max of 3 goals)

Tie 3 points, plus 1 point for each goal scored (max of 3 goals)

Loss 0 points, plus 1 point for each goal scored (max of 3 goals)

Bonus 1 point is awarded for a shutout

A 0-0 TIE: A 0 – 0 tie is scored 4 points for each team. 3 for the tie and 1 for the shut out.

Teams shall be awarded the bonus points for goals scored without regard to the outcome of the game. That is, the losing team will receive points for goals scored, and 0 points for the loss.

2. **TIE BREAKERS FOR ADVANCEMENT:** Ties in the standings will be resolved in the following order:
 - Winner of head-to-head competition
 - Goal differential (limit of +/- 3 per game)
 - Goals scored (maximum of 3 goals per game)

- Goals against (maximum of 3 goals per game)
- FIFA Kicks from the Mark

MATCH AND SCORE REPORTING

The coach of both teams will sign and validate the official game card for accuracy. The referee will turn in the signed game card to tournament officials. The site coordinator will post scores on the tournament website. Each coach is responsible for verifying the posted score online prior to the team's next game.

AWARDS

Awards will be presented to both champions and finalists in each flight.

PROTESTS AND DISPUTES

There will be no protests. Issues and concerns can be raised to the Tournament Director, but all referee decisions are final.