

# 2026 Rivertown Classic

## Rules and Scoring

All games will be played in accordance with US Club Soccer.

### Eligibility

- All teams must be affiliated with USYSA or US Club Soccer
- Teams from outside WYSA, MYSA, or US Club Soccer must provide official "Permission to travel" forms as well as proof of insurance.
- Official league or tournament team roster required for online check in.
- A maximum of 3 guest players allowed per roster. Exceptions must be approved by the Tournament Director.
- Players are only eligible to play on one team.
- Medical Release/Waiver of Liability form is required for all players. Waivers must be with the team during all games.

Brackets	Game Duration	Game Format
U9 - U10 All teams will play three games	Two - 25 minute halves	7x7 Will play games in a jamboree-style format No scores or standings will be kept 1 certified referee per game Offside is in effect between the build out line and the goal line
U11 - U12 Groups with 4 teams – one pool will be created; teams will play three games, First and Second place winners will be determined on points (no championship game). All other groups - teams will play three games each, top two teams determined by points will advance to finals.	Two - 30 minute halves	9x9 3 Certified referees per game Offside is in effect
U13 - U14 Groups with 4 teams – one pool will be created; teams will play three games, First and Second place winners will be determined on points (no championship game). All other groups - teams will play three games each, top two teams determined by points will advance to finals.	Two - 35 minute halves	11v11 3 certified referees per game Offside is in effect
U15 - U19 Groups with 4 teams – one pool will be created; teams will play three games, First and Second place winners will be determined on points (no championship game). All other groups - teams will play three games each, top two teams determined by points will advance to finals.	Two - 35 minute halves	11v11 3 certified referees per game Offside is in effect

\* Age groups or competition levels may be consolidated to optimize brackets at tournament director's discretion.

\* In case of inclement weather, unforeseen event, or a circumstance beyond control a game may be considered completed at the half. If games are cancelled due to weather, an unforeseen event or a circumstance beyond control the game can be made up with a penalty shootout at the discretion of the tournament director.

## Starting Time

All teams must be at the game site, ready to play, 15 minutes prior game or a forfeit may be awarded. If games are behind schedule, time will be made up by reducing each half by 5 minutes until the tournament is back on schedule.

Cancellations	Prohibitions
<ul style="list-style-type: none"><li>• Fee refunds are solely at the discretion of the Tournament Committee.</li><li>• No refunds will be made to teams who withdraw from the tournament after being accepted.</li></ul>	<ul style="list-style-type: none"><li>• No Pets</li><li>• No Alcoholic Beverages or Tobacco Products</li><li>• No Fireworks or Noise Makers</li><li>• No Tailgating</li></ul>

## Home Team

- The home team supplies the game ball
- The home team on schedule wears **dark**
- The home team must change jersey color if the referee(s) determine there is a color conflict

## Uniforms and Equipment

- Shin guards are required. Socks must be pulled over the shin guards.
- The referee has the final decision on the safety of players' equipment or clothing. A player will be allowed to wear a cast only if, in the opinion of the referee, it is well padded and will not constitute a risk of injury to the player or others.
- No jewelry can be worn.
- All players on a team must have the same type of jersey.
- All jerseys must be tucked in.
- No duplicate jersey numbers.

## Roster

U9 - U10	U11 - U12	U13 - U15	U16 - U19
Up to a maximum of 14 dressed players allowed.	Up to a maximum of 16 dressed players allowed	Up to a maximum of 18 players allowed	Up to a maximum of 22 players allowed (only 18 can dress for one game)

- Any age can roster up to 26 players. Please see ages for maximum "dressed" roster allowed per game.
- Each player will be allowed to play on only one team during the tournament (unless the tournament director grants prior approval).
- No pass, no play, no exception.
- Guest players are allowed from within the same club. Eligible guest players are registered within the same age group or younger. A maximum of 3 guest players per team is allowed and they are to be designated on the roster.

## Health

A player with blood on the uniform or on the body must be substituted out. The bleeding must be stopped, the injury covered with a bandage, and the uniform must be blood free before the player may return to play. An alternate jersey or similar colored shirt may be used in this instance if the jersey cannot be made blood free.

## Unsportsmanlike Behavior

- Unsportsmanlike behavior is not tolerated on or off the field.
- Know and understand the laws of the game. Educate players on the technical/tactical/physical demands of the game.
- Zero tolerance for fighting or heckling. Persons exhibiting these behaviors are asked to leave the premises.
- Be a positive role model. Set the standard for sportsmanship with the opponents, referees and spectators.
- Encourage players to have fun and to keep a positive attitude about winning and losing.
- Any player, coach, spectator, or participant who is ejected from a game or participates in any misconduct will be contacted by tournament headquarters. Misconduct by any of the above may result in a warning, game forfeit, tournament disqualification, or other action if necessary.

## Referees and Conduct

- A three-person system will be used for 11U-19U play. A one-person system is allowed for 9U-10U play. Only USSF certified and registered referees will be used for center referees, substitute line judges may be used as necessary. All referee decisions are final and no protests are allowed.
- Red cards issued during the tournament will follow MYSA, WYSA & TCSL policies and rules. The player will be ejected and the team will play short-sided for the remainder of the game.
- The conduct of pass carrying adults (coaches and managers) during the tournament will follow WYSA & TCSL policies and rules, with misconduct potentially resulting in a referee requesting that the individual(s) leave the vicinity of the field before the play continues, exclusion from the premises, retention of pass by tournament officials for reporting purposes, and further disciplinary action through the MYSA, WYSA & TCSL.
- Misconduct by spectators may result in the individual(s) being asked to leave the field of play, exclusion from the grounds, and may also be reported to the MYSA, WYSA & TCSL for additional review or sanctions.

## Tournament Points (U11-U19)

- 3 points for a win
- 1 points for a tie
- 6 points maximum per game
- Preliminary round games ending in a tie will remain a tie
- A forfeit in play or a scheduled bye will result in a 3-0 victory
- If there is a 10 or more-goal differential at or after half, the team behind may choose to end the game at their discretion (point system above still applies)

### Playoff Rules

#### U11/U12: 9x9

- Maximum "dressed" roster size is 16, which may include 3 guest players
- 2 – 30 minute halves with a 5-minute halftime
- Will play 1 game 3 certified referees per game
- Offside is in effect
- If a game ends in a tie: 5 minute OT
- If the game is still in a tie at OT: Best of 5 shoot out
- If the shoot-out ends in a tie: Sudden death shoot-out
- **Awards will be brought to fields\***

#### U13-U19: 11v11

- Maximum "dressed" roster size is 18, which may include 3 guest players
- 2 – 35 minute halves with a 5-minute halftime
- Will play 1 game 3 certified referees per game
- Offside is in effect
- If a game ends in a tie: 5 minute OT
- If the game is still in a tie at OT: Best of 5 shoot out
- If the shoot-out ends in a tie: Sudden death shoot-out
- **Awards will be brought to fields\***

\* U11-U19: 1<sup>st</sup> and 2<sup>nd</sup> place awards for brackets that do not have a Championship game will be available at Tournament Headquarters located in the building at the window to the left of the Concessions after the last game is played in the bracket.

## Bracket Winners

1st and 2nd place will be awarded to the teams with the highest tournament points in their bracket. In the event of a tie, we will utilize the following for tie breakers (in order)

1. Winner of head to head competition (not valid if 2 or more teams are tied unless 1 team defeated all the other teams)
2. Winner of most games
3. Goal differential (goals scored minus goals against) maximum of 4 per game
4. Fewest goals against
5. Kicks from the mark (shoot-out)

## Severe Weather

The tournament will follow US Club Soccer guidelines for the suspension of play or cancellation of games in the event of severe weather or adverse field conditions.

6. Severe weather is a possibility. Weather reports are monitored very closely.
7. Severe weather generally means heavy thunderstorms accompanied by frequent lightning and/or dangerous high winds. A light or medium rain shower, in the absence of thunder or lightning, does not generally constitute severe weather. • Lightning will cease play. An air horn will blow once if teams need to evacuate the fields due to lightning. An air horn will blow twice when weather has been cleared to resume play.
8. The Tournament Director may cancel some or all the games due to severe weather or adverse field conditions if, in his or her sole judgment, continued play might be hazardous to the safety of participants and/or officials. Any game that is canceled will be recorded as a 0-0 tie.
9. Referees may suspend play in any individual game due to severe weather or adverse field conditions if in their sole judgment continued play might be hazardous to the safety of the participants and/or officials.
10. If play in any game is suspended due to severe weather or adverse field conditions, the game restart and completion is subject to the following guidelines:
  - a. Any game which is restarted may not run past the scheduled start time of the next game assigned to that field.
  - b. Games which cannot be restarted will be considered complete if one half has elapsed before play is stopped.
  - c. Games which cannot be completed before the 1<sup>st</sup> half of play has elapsed shall have a recorded score of 0-0 for tournament rankings
11. The Tournament Committee has the exclusive right to reschedule any canceled games. Following widespread delays, the tournament committee reserves the right to shorten the times of remaining games to reestablish a workable tournament schedule.
12. In the event of extremely hot weather, the tournament will follow TCSL Hot Weather guidelines as solely interpreted by the Tournament Director. The length of the halves may be shortened and mandatory water breaks may be implemented to protect the health of the players.

[TCSL Severe Weather Policies](#)

## Penalty Shootout Rules To Decide A Game

The following is a summary of the procedure for kicks from the penalty mark to decide the outcome of a game. The team to take the first kick is decided by a coin toss and the referee chooses the goal at which the kicks are taken. All kicks are taken at one goal to ensure that both teams' kick-takers and goalkeepers face the same pitch irregularities (if any):

- All players other than the kicker and the goalkeepers must remain in the field's center circle.
- Each kick is taken in the general manner of a penalty kick. Each kick is taken from the penalty mark, with the goal defended only by the opposing goalkeeper. The goalkeeper must remain between the goal-posts on his goal-line until the ball has been kicked, although he can jump in place, wave his arms, move side to side along the goal line or otherwise try to distract the shooter.
- Each kicker can kick the ball only once per attempt. If the ball is saved by the goalkeeper the kicker cannot score from the rebound. Similarly, if the ball bounces off the goal posts, the kicker cannot score from the rebound.
- Teams take turns to kick from the penalty mark in attempt to score a goal, until each has taken five kicks. However, if one side has scored more goals than the other could possibly reach with all of their remaining kicks, the shootout ends regardless of the number of kicks remaining.
- If at the end of these five rounds of kicks the teams have scored an equal number of goals, sudden death rounds of one kick each are used until one side scores and the other does not.
- Only players who were on the pitch at the end of play are allowed to take kicks. A substitution can only be made in the case of injury to a goalkeeper during the kicks, provided the team has not already used the maximum number of substitutes allowed by the competition.
- No player is allowed to take a second kick from the penalty mark until all other eligible players on his team have taken a first kick.
- If at the beginning of kicks from the penalty mark one side has more players on the pitch than the other, then the side with more players must select an appropriate number of players who will not take part. For example, if Team A has 11 players but Team B only has 10, then Team A will choose one player who will not take part. Players deselected cannot play any part in the procedure: so a goalkeeper cannot be deselected from kicking while retained for saving. This applies whether players are absent through injury or being sent off.