

Walt Disney World Soccer Classic

Adult Tournament Rules of Play

All teams must be registered through their respective state organization and must present player registration cards at each game. International teams must obtain permission to participate in the Soccer Classic through their respective national association. There will be no exceptions to this rule.

NO PASS, NO PLAY, WITHOUT EXCEPTION

1. LAWS OF THE GAME:

All matches will be played in accordance with FIFA Laws of the Game, except where noted below. The following items will further interpret these rules for purposes of this tournament and/or will provide the administrative framework for the operation of the tournament.

2. TEAM ELIGIBILITY:

Participation in the Disney Classic Tournament is open to amateur teams consisting of up to 22 players of proper eligibility. Only 18 of the 22 players will be allowed to participate during each match. At the time of registration, the team representative must present a properly filled out DISNEY SPORTS WAIVER AND RELEASE OF LIABILITY. If any team withdraws after being accepted, that team's registration fee **will NOT be refunded**.

3. PLAYER ELIGIBILITY:

- A. All players must achieve the proper age for participation anytime during the calendar year that competition occurs.
- B. Players must provide proof of age using a government issued photo ID presented to the referee, along with his/her player's pass for all games requiring age limitations.
- C. Only players participating on a COED team will be allowed to register with a second team in another division. No player will be allowed to switch teams during the tournament.
- D. **Coed Division** – Coed is open to all registered Coed teams. Coed teams may have a maximum of 5 men (excluding the goalkeeper) on the field at any given
- E. **Acceptable player identification will include a valid USASA player pass** for domestic players and a passport for foreign players, **with permission to travel from their National Association**. Any player who is unable to present acceptable identification when asked by a Tournament Official will be declared **INELIGIBLE** (see below).

Failure to meet any of these requirements will render a player ineligible to participate in the tournament. **Any team using an ineligible player will FORFEIT all matches (past, present and future). If you have, any questions ask a tournament official before it is too late.**

4. PLAYER EQUIPMENT:

All players and teams participating must meet the following requirements:

- A. SHIN GUARDS must be worn
- B. NO JEWELRY will be allowed
- C. Where jersey colors are similar, the home team, as designated on the schedule, must change their jersey.
- D. All socks must be pulled up over the shin guards and jersey is tucked in at the start of the match and beginning of half time and overtime periods.
- E. No duplicate jersey numbers will be permitted either on the sidelines or on the field of play. All jerseys must have a number on them.

5. TEAM FIELD POSITION: (THIS RULE WILL BE STRICTLY ENFORCED TEAMS NOT ABIDING BY THIS RULE CAN BE DISQUALIFIED)

Both teams must sit on the same side of the field. All spectators must take a position on the opposite side of the field and remain behind the dashed restraining line and/or barrier. Failure to provide an official room to see the touchline may lead to a caution given to the coach. Each team is limited to **three (3) bench personnel (i.e. coach, assistant coach, and trainer)** in addition to the maximum 18 registered players listed on the roster for that match. **Prior** to the start of each match, a team representative must submit a lineup card limited to 18 of the 22 eligible players, which lists the player's name and jersey number to the referee, assistant referee or a field marshal. In addition, the coach, assistant coach and trainer's names must be on this sheet. **Players that are not on the match roster must remain on the spectator side of the field and may not be in uniform.**

6. **PLAYER, COACH, BENCH PERSONNEL AND/OR SPECTATOR BEHAVIOR:**

All players, coaches, bench personnel and spectators will conduct themselves in a manner consistent with the spirit as well as the letter of the Laws of the Game. Referees have been instructed to run the matches according to this spirit and will act accordingly. **DISSENT FROM PLAYERS, COACHES, BENCH PERSONNEL, AND/OR SPECTATORS WILL NOT BE TOLERATED; CAUTIONS AND/OR DISMISSALS WILL RESULT.** Players are encouraged to play all matches with intensity and desire. However, **UNNECESSARY PHYSICAL PLAY, PARTICULARLY WITH THE INTENT TO INJURE WILL NOT BE TOLERATED; CAUTIONS AND/OR DISMISSALS WILL RESULT FROM SUCH ACTIONS.** The manager/coach will be responsible for the behavior of their fans and the referee will have the authority to warn and ultimately send off, any manager/coach whose fans behave in an abusive or disruptive manner.

Players **dismissed** from a match will not participate in the next match. Coaches, bench personnel or spectators **dismissed** from a match are banned from further tournament participation. Dismissed coaches, bench personnel or spectators within "sight" or "sound" of his/her teams match(s) may be grounds for his/her team(s) being disqualified from the tournament. Players **dismissed for fighting** may be banned from further tournament participation. Teams are responsible for adhering to this rule. Any team playing a dismissed player outside of this rule will be disqualified from the tournament and all matches played by the team will be ruled to have been a forfeit.

THE TOURNAMENT DIRECTOR RESERVES THE RIGHT TO TERMINATE THE PARTICIPATION OF A TEAM IN THE TOURNAMENT IF THE BEHAVIOR OF THE PLAYERS, COACHES, BENCH PERSONNEL AND/OR SPECTATORS CREATES THE ATMOSPHERE IN WHICH A MATCH OR MATCHES CANNOT BE COMPLETED WITHIN THE SPIRIT AND LETTER OF THE LAWS.

7. **DURATION OF PLAY**

Pool Play

All Divisions 45-minute halves - 5-minute half time

Playoffs

All Divisions 45-minutes halves – 5-minute half time

Overtime 10 – minute halves – 5 minute half time

In the semi-final and final games, if a clear winner is not decided after regulation time, overtime will be played. If a clear winner is not decided after the overtime period, penalty kicks are to be taken in accordance with FIFA "Taking of Kicks from the Penalty Mark."

8. **BALL SIZE**

All Divisions Size 5

9. **SUBSTITUTIONS:**

There will be unlimited substitutions (except for E) with permission of the referee at the following times:

- A. Possession of a throw in.
- B. Goal kick for either team.
- C. After a goal scored by either team.
- D. At the beginning of the second half and/or overtime periods.
- E. In case of injury, either team may make a substitution.

All substitutes must report to the assistant referee first and then enter the playing field from the half way line and should not enter the playing field until the player they are replacing has reached the touch line.

10. INCLEMENT WEATHER:

Regardless of weather conditions, players and coaches must be on the field at the scheduled time, ready to play. The master schedule will be posted at the tournament headquarters. All paper copies of the schedule are only tentative schedules. **It is the manager's/coach's responsibility to check the master schedule for any changes.** Forfeits will be awarded if play has not started within 15 minutes of schedule; a minimum of seven (7) players must be prepared to play before a team will be allowed to start a match. The Tournament Director may reduce the length due to weather conditions before the start of a match; all such matches will be considered official. The Tournament Director may also reschedule (time and location) a match before it begins. Only referees or Disney's Wide World of Sports Complex duty manager can suspend a match already started due to weather conditions. Any one single suspension of a match may last no longer than 35 minutes.

Round robin matches

In the event a referee terminates a match (different from temporarily suspending), BEFORE half time, it will be up to the Tournament Director whether to record the score at the time of the termination or finish the game at a rescheduled time and location.

In the event a referee terminates a match (different from temporarily suspending) AFTER half time, the score will be recorded, as it was when the game was stopped and declared official.

Play-off matches

In the event a referee terminates a match (different from temporarily suspending) the score will be recorded as it was when the game was stopped. In the event, a match, other than the final, ends in a tie, the team that earned the most points during the round robin play will be declared the winner. If the teams have the same number of points, the criteria in the DIVISION RANKING CRITERIA will be used to break the tie.

In the event, a referee terminates a final match (different from temporarily suspending) while the teams are tied, co-champions will be declared. Both teams are to receive Championship trophies.

11. PROTESTS:

NO PROTESTS will be entertained.

12. SCORE REPORTING:

A field Marshall or tournament official will be available to answer any questions not pertaining to match situations. At the conclusion of each match, the referee will record the match score. The referee will complete the game report and will turn the report over to the field Marshall or tournament official for posting.

For the sake of scoring, forfeits are recorded as a 3-0 victory. While a forfeit does not automatically disqualify a team from the tournament, it is not within the spirit of the game. Necessary actions will be taken by the Tournament Director to preserve the integrity of this and future tournaments.

13. DETERMINATION OF GROUP WINNERS

In group play, there will be no overtime games. Standings in a group will be determined by:

Game Points: 3 points for a Win 1 point for a Tie 0 points for a Loss.

If Two Teams Tie:

Start with tie breaker number 1

1. Head to head result; if no clear winner,
2. Net goal differential, maximum of four (4) goals per game; if no clear winner,
3. Most goals scored, maximum of four (4) goals per game, if no clear winner,
4. Least goals allowed, no maximum if no clear winner,
5. Minus 1 Game Point for each Red Card/Send-off, if no clear winner
6. Penalty kicks* in accordance with FIFA "Taking of Kicks from the Penalty Mark."

*If both teams are to advance to the playoff rounds a coin toss will decide the higher seed in lieu of penalty kicks.

If Penalty kicks* in accordance with FIFA "Taking of Kicks from the Penalty Mark." is required to determine the winner for advancement after steps 1-5 still result in a tie, penalty kicks will be taken thirty (30) Minutes before the scheduled start of the elimination game or earlier if a mutually convenient time can be agreed upon with representatives of both teams and the Tournament Director.

If more than two teams are involved in a tie, tie breaker number 2 will be used first to rank the teams. If teams are still tied, tie breaker number 3 will be used to rank the teams, and so on until a tie is broken. Once a team has been ranked higher or lower, the tie breaking procedure begins for the remaining tied teams with number 1. If more than two teams are still tied after tie breaker number 5 a coin toss will be held with the odd team sitting out. The other two teams will then take kicks from the mark to establish a winner. The winner of this will then play the team sitting out, (kicks from the mark) the winner will advance. When all teams will advance to the playoff rounds a coin toss, as sequenced above, will decide the team's seed in lieu of kicks from the mark.

Example 1: (4 Team Group - Once a team has been ranked higher) Three teams have 6 points. Team 1 has a goal differential of +6, team 2 is +4 and team 3 is +2. Team 1 is 1st Team 3 defeated team 2 therefore team 3 is 2nd and team 2 is 3rd.

Example 2: (4 Team Group - Once a team has been ranked lower) Three teams have 6 points. Team 1 has a goal differential of +4, team 2 is +4 and team 3 is +2. Team 1 defeated team 2 therefore team 1 is 1st and team 2 is 2nd.

Example 3: (6 Team Group) Three teams have 6 points. If one team has defeated the other two they will be first. Otherwise refer to the above examples.

Example 4: (6 Team Group) Four teams have 6 points. First tie breaker is record versus tied teams. Otherwise refer to the above examples.

The team whose official tournament name, as written in the schedule, is first alphabetically will call the coin toss.

In the semi-final and final game, if a clear winner is not decided after regulation time, overtime will be played. Overtime will be two periods of equal length, per Law 7. If a clear winner is not decided after the overtime periods, penalty kicks will be taken in accordance with FIFA "Taking of Kicks from the Penalty Mark." In quarter-final matches if a clear winner is not decided after regulation time, penalty kicks will be taken in accordance with FIFA "Taking of Kicks from the Penalty Mark."

The tournament reserves the right to adjust pairings of the first elimination round so teams will not play teams already played.