IMPERIAL SOCCER CLUB

www.imperialsc.org

2027 Imperial Classic

Tournament Rules & Guidelines

1. FIFA Rules will apply except as noted.

2. Team Rosters and Eligibility
   Teams are required to have 2026-27 player rosters (including any guest players) signed by their Club Registrar. Players must current year player card with the player's picture and which is laminated. Players must have medical release forms, which do not need to be notarized. Players may only play for one team during the event. All teams must have player ID cards in their possession at all times during the tournament for inspection. Team officials must display Risk Management credentials while on the team sideline during a game.

   U9 and U10 teams will play 7v7 format.
   U11 and U12 teams will play 9v9 format.

3. Registration
   To register, submit the tournament application form along with initial team roster signed by your club registrar and full payment prior to the entry deadline of January 15, 2027.
   No team will be considered registered unless full payment is received.

4. Protests
   All Referee decisions are final. No protests are permitted.

5. Illegal Players
   A team playing an illegal player will be disqualified and not permitted to continue tournament play. All prior and future tournament games involving the team will be scored as forfeits. An illegal player is defined as one not listed on the final roster provided at check-in prior to tournament play.

6. Discipline
   The tournament will follow the STYSA progressive penalty point system with the exceptions listed below.
   - Any ejected player or team official (coach, assistant coach, manager or trainer) may not participate in that team's next scheduled game, even if said game is a Championship Game.
   - Any player receiving two (2) Red Cards will be suspended from further participation in the tournament.
   - Any team official (coach, assistant coach, manager or trainer) receiving two (2) Red Cards (regardless of team affiliation) will be suspended from further participation in the tournament and will not be allowed in the soccer complex for the remainder of the event.
   - Any person sent off must leave the field area within five (5) minutes of receiving the Red Card/Send-Off or the game will be abandoned by the Referee and scored as a forfeit.
   - Any parent ejected from a game will not be allowed in the soccer complex for the remainder of the day regardless of team affiliation.
   - The tournament reserves the right to apply additional penalties as deemed necessary or appropriate.
   - No appeals or protests of disciplinary punishments are permitted.

7. Game Time
   Game time is the scheduled start time. If a team is not ready to play at the scheduled time, the team will forfeit that game. If both teams are not ready, then both teams will forfeit the game and receive (0) zero points.

8. Substitutions – Unlimited substitutions will be allowed at the discretion of the referee and subject to the conditions listed below.
   A. Prior to a throw in by either team.
   B. Prior to a goal kick by either team.
   C. After a goal by either team.
   D. After an injury by either team when the Referee stops play.
   E. At half-time.
   F. When play is stopped to caution a player, only the cautioned player may be substituted.

9. Schedule
   The schedule is final as published. No changes will be allowed.

10. Uniforms
    In the event of a uniform color conflict, the team designated as the home team must change jerseys.
    No hard cast, padded or otherwise. NO EXCEPTIONS.
    No jewelry of any kind (i.e. rings, watches, necklaces, earrings, hair accessories.)

11. Score Cards
    The referee will have the game card and is responsible for turning in to the site headquarters after each match.

12. Awards
    The first and second place teams in each age group and flight will receive awards.

13. Bracketing
    There will be two flights of play per age group and gender – Gold (more competitive) and Silver (less competitive) – where registration numbers permit. Brackets will be filled on a first come first serve basis. Each team must select a Preferred Flight, but this is a request and not a guarantee. Every consideration will be made to place teams in an evenly matched bracket. The tournament reserves the right to combine age groups or move teams to fill a bracket if necessary.

14. MATCH PLAY – QUALIFYING GAMES
    A. Teams will occupy one side of the field with their spectators directly opposite them on the other side of the field. Only properly identified team officials (up to 4) may be on the team sideline.
    B. Playing Time: U9 – U10 - 50 minutes, U11 – U12 – 50 minutes
    C. Scoring:
       - Six (6) points for a win
       - Three (3) points for a tie
       - Zero (0) points for a loss
       - One (1) bonus point for a shutout
       - One (1) bonus point per goal scored by each team, with a maximum of three (3) goal points per game
       - The maximum points possible for qualifying games are ten (10).
       - A zero to zero (0-0) tie will be scored as four (4) points for each team.
       - Games may end in a tie score; no game tiebreakers will be used.
    D. Forfeits
       A forfeit will be scored as a one to zero (1–0) game or eight (8) points. A team abandoning a game in progress will automatically forfeit that game.
    E. Advancement
       - Flights with 4 teams: Round robin games between four teams and the top 2 teams advance to the finals.
       - Flights with 6 teams: Flight will be split into two brackets of three teams and Bracket A teams play cross bracket against the Bracket B teams. The top 2 teams, regardless of bracket advance to the finals.
       - Flights with 8 teams: Flight will be split into two brackets of four teams. Each bracket will play a round robin format. The top team from each bracket will advance to the finals

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F. Tie Breakers

In case of a tie, the pool winners and/or wild card teams will be determined in the following order:

- Head-to-head competition (used only if two (2) teams are tied, if more than 2 teams start with goal differential as the first tiebreaker).
- Goal Differential: team with highest goal difference - goals for minus goals against (maximum three (3) goals per game for or against).
- Fewest goals allowed
- Kicks from the mark shoot out

15. CHAMPIONSHIP GAMES (Finals)
    A. Teams will occupy one side of the field with their spectators directly opposite them on the other side of the field. Only properly identified team officials (up to 4) may be on the team sideline.
    B. Playing Time: All games will be regulation time
    C. Forfeits: A team abandoning a championship game will automatically forfeit that game.
    D. Tie Breakers: If a championship game results in a tie, two (2) five (5) minute overtime periods will be played in their entirety. If still tied, FIFA Kicks from the Mark will be applied immediately following overtime play.

16. Referees
    USSF certified referees will be assigned to each game. The scheduled game time, if possible, should not be delayed for any reasons. A one (1) referee system will be used for all qualifying games. A three (3) referee system will be used for all championship games.

17. Rain-Out Procedures
    The Tournament Director will have jurisdiction over field conditions, cancellations and rescheduling. Every effort will be made to play as many games as possible.
    In the event of a total rain-out prior to the tournament starting, a make-up date will be considered. **A fifty percent refund will be given in the event of a total rain-out.**
    In the event of a partial rain-out, matches will be rescheduled or shortened at the discretion of the Tournament Director. It will be the individual responsibility of the coach or team manager to check at Tournament headquarters to learn of schedule changes.
    If at least half of a game has been completed and conditions prohibit continuation, that game will be considered complete and the score at the time of the stoppage will be the final score.
    No refunds will be given once the tournament games begin.

18. Withdrawals
    There will be no refunds for teams withdrawing from the tournament after the entry deadline. A non-refundable fee of 25% will apply for teams withdrawing prior to the entry deadline. Should a team fail to be bracketed a full refund will be issued.

19. Tournament Check-in
    Coaches are required to check-in with:
    - Final Player Roster with jersey numbers (signed by association registrar)
    - Player Cards (laminated, signed by club registrar, with player's picture attached)
    - Adult Participation Pass or Risk Management credentials
    - Travel Permit (non-STYSA teams)

    Game times and rules are subject to change and should be verified by the coaches at check-in.