



2025 LPSA FALL CLASSIC TOURNAMENT RULES

LAWS OF PLAY

Play will be governed by the FIFA Laws of the Game, except if amended by LPSA Rules of Play. These rules may be modified before the beginning of tournament play. A player may only play for one team during the tournament. Any ineligible player discovered will cause the team on which he/she played for to forfeit all games already played.

UPDATED LAWS OF PLAY

At a goal kick and a free kick for the defending team in their own penalty area, the ball is in play when it is “kicked and moved”, i.e., it can be played before it leaves the penalty area.

For defensive walls, attacking team players must be at least 1 yard away from the defensive wall. On dropped balls, the ball will be dropped for one player of the team that last touched the ball at the point of the last touch. All other players must be at least 4.5 yards away.

On the coin toss at the start of the match, the team that wins the toss can now choose to take the kickoff or which goal to attack.

At the U10 age level, the build out line will be the midfield line.

HOME TEAM

The home team will be responsible for wearing NAVY color jersey, Shorts and socks, if necessary, as determined by the referee. The team listed first in all rounds shall be the home team. Teams use one side of the fields and spectators shall use the opposite side of the field.

EQUIPMENT/UNIFORMS – SHINGUARDS ARE MANDATORY

Teams must have matching uniforms and should have numbers on the jersey back. Goalkeeper must have a different color, preferably not black. If team colors conflict the “Home” team is responsible for changing colors. All player equipment is subject to Referee approval. All players must wear shin guards and the referee has the right to request players to put on shin guards that are sized properly.

BRACKETING

3- TEAM BRACKETS In a 3-team double elimination tournament, the teams compete in a bracket where every team must lose two times to be eliminated. The winner of each game in the winners bracket moves on to the next round and the loser drops down to the losers bracket. Once in the loser's bracket, the winning team advances to the next round and the loser is eliminated. The tournament continues until there is only 1 team that hasn't lost two times.

4- TEAM BRACKETS (one four-team bracket): Bracket play is round robin games with each of the other teams in the bracket. The two high point teams advance to the Championship match. The championship game will be a re-match and a semifinal or consolation game will not be played. High point team will be the home team for the Championship.

5- TEAM BRACKETS (one five-team bracket): Bracket play is round robin games with each of the other teams in the bracket (each team gets four games). The high point team is the Champion.

6- TEAM BRACKETS (two three-team brackets): Each team will play 2 group games. The four high point teams (two from each 3 team bracket) will advance to the semifinal games. The 2 low point teams (one from each 3 team bracket) will play in a consolation game. The winners of the semifinal games will advance to the Championship game.

AWARDS

Winning team of each age group will receive championship t-shirts

TIEBREAKERS

Any Tournament game that results in a tie at the end of regulation play will be decided by a Shoot-Out. The procedures for conducting the Shoot-Out are as follows:

- Both teams will use the same goal, which will be chosen by the referee.
- Each team will select 3 players who will take one kick each in the first round. The players need not have been in the game when regulation time ended. Goalkeepers can also be shooters.
- The players taking the kick should wait in the circle at mid-field. The goalkeeper not defending the goal should wait just outside the goal area. The rest of the team should be on the sideline.
- The team to kick first will be decided by a referee coin toss. The teams will shoot alternately, with the team winning the coin toss going first.
- The kicks will be taken from the penalty mark (12 yards from the goal line, except U10 = 8 yards).
- Goalkeeper substitution is allowed. The referee should be notified of the substitution.
- The kicker **MUST** wait for the referee to signal before taking the shot. Kicks taken prior to the referee's signal will not count.
- The goalkeeper must start on the goal line and can move laterally along the goal line. Only after the ball is kicked is the goalkeeper allowed to move forward, toward the kicker.
- There are no rebounds or second shots. The player taking the shot gets only one kick at the ball; a "swing-and-a-miss" counts as an attempt
- If, after each team has taken their 3 shots in the first round the game is still tied, additional rounds of one shot each will commence. Each team will select a new player to have one kick, starting with the team that kicked first, continuing with new players until one team has scored and the other team has failed to score.
- No player on a team can take a second shot until all players on the roster have taken at least one shot. If still tied after the roster of shooters is depleted, start over in the same order (like a baseball lineup).
- If a team has an insurmountable advantage during the first 3 kicks, such as a 2-0 lead after 2 kickers per side, there is no need for the remaining kicks to be taken.

SUBSTITUTIONS

U8 – at any Stoppage and unlimited.

U10 - U14 – with the consent of the Field Referee substitutions may be made, from the center of the field, prior to your throw-in or either team's goal kick, after a goal scored by either team, during a stoppage of play for an injury and in accordance with the Laws of the Game. A cautioned player may be substituted for before restart of play with the Referee's permission, this is not mandatory.

GRACE PERIOD

U8 – U10 A minimum of five players constitutes a team. U12 – U14 A minimum of seven players constitutes a team.

A (10) ten-minute grace period shall be extended beyond the scheduled kick off time if five (U8U10)/seven (U12-U14) are not available at the scheduled kick off time. A team of five (U9-U12)/seven (U12-U14) players must start the game as soon as seven players are at the field after the originally scheduled start time. If at the end of the 10-minute grace period the team does not have five (U8- U10)/seven (U12-U14) players, the referee shall suspend the game and report the failure of the team to appear to the Tournament Director(s). The Director(s) may declare a forfeit. Any team that forfeits a game will not be allowed to advance out of their group to the finals.

GAME LENGTH**Age Game length Overtime**

U8 (7v7) Four - 12 Min Quarters 2 minutes in between and 10 min halftime

U10 (8v8) Two - 25 Min halves 10 min halftime

U12 (9v9) Two 25 min. 10-minute halftime

U14 (11v11 or 9v9) Two 25 -minute halves 10-minute halftime

PROTEST / YELLOW / RED CARD / SPECTATOR REMOVAL

There will be no protests. All decisions of the referee are final and binding. Any player or coach that is red carded (two yellow cards equals a red card) will not be eligible to be at the next match. Second offense will exclude offending players or coaches for the remainder of the tournament. LPSA reserves the right to investigate this matter further and impose additional penalties. Coaches are responsible for the conduct of their spectators. Any spectator asked to leave by a referee or LPSA Executive Board member must comply, or their team will forfeit the match.

REFEREE ABUSE

Referee abuse will not be tolerated during the tournament. Referee abuse by the player, coach, or fan will be reported to an LPSA board member or referee director immediately. The player, coach or fan will be removed from the soccer field and will not be allowed to return. Failure to comply will result in immediate forfeit of match.

GOAL DIFFERENTIAL

(U8 – U14): Should the goal differential reach eight (8) at the end of the first half or during the second half of the post- season tournament, the match is terminated. At that time, the score stands and is counted as a complete match.

PLAYING CONDITIONS

Teams will be expected to play according to the schedule of games regardless of weather. Games shall be considered complete if one half has been completed and play is stopped by the Referee, Referee Director or an executive board member(s). When necessitated by playing conditions or just cause, the game format may be altered to include shortening of games, penalty kicks or coin tosses.

INCLEMENT WEATHER/UNPLAYABLE FIELD CONDITIONS

In the event of inclement weather, the LPSA reserves the right to modify all tournament rules in order to safely and fairly end the tournament successfully. Games may be shortened or eliminated in case of inclement weather or unplayable field conditions. Coaches, team managers and spectators are asked to be patient and remain flexible – changing the format of the tournament is a major undertaking. The referee and/or referee Director may temporarily suspend play due to unsafe weather conditions. Teams should remain (safely in cars or under shelter) in the vicinity until game resumption. If lightning alerts are issued, the referee will immediately suspend play and clear the field. Play will resume once it is deemed to be safe to do so.

TEAMS, PLAYERS AND COACHES

All teams and players must be affiliated with the USYSA or a sanctioned affiliate. Players may be registered to only one team playing in the tournament. Player passes and roster may be checked prior to each match.

GAME ROSTER

After check-in/registration, teams may not alter their rosters or make additions/subtractions at any time.

TEAM DISCIPLINE

A coach is responsible for the words and actions of his players and their fans. Verbal abuse of the opponents or referees by players, coaches or spectators will not be tolerated. Violations may result in forfeit of the game and/or expulsion from the tournament.

