

Tournament Rules of Competition
V1.0 - Last Updated September 29, 2026

Coaches

Please review all Tournament Rules of Competition, particularly those applying to Tournament procedures and play on the field.

Managers

Please review Tournament procedures. It is important that you are aware of the requirements of Pre-Tournament Online Check-In and Pre-Match Check-In Procedures. Additionally, there are important requirements regarding medical releases and team credentials.

Point of Contact

For all tournament matters, contact the Tournament Director at TournamentDirector@prfcyouthsoccer.com.

It is the team's responsibility to ensure that the appropriate phone numbers (preferably cell phones) and email addresses are entered into the team's Tournament Application and remain current throughout the event. The Tournament Committee will utilize the Club Website (www.prfcyouthsoccer.com) and / or the Tournament Website (www.prfcyouthsoccer.com/tournaments/fall-classic), email, and sometimes telephone to communicate with teams in the event of changes to the schedule.

Registration

Team Credential Check-In will be completed through an online check-in process for the Fall Classic. This method of checking in the team is a means of eliminating the physical meeting process to accommodate travel and schedule challenges of team managers, coaches, and participants while still enforcing our Tournament Rules of Competition. Please follow the steps listed in the Pre-Tournament Communications and located on the Tournament Website to check-in your team for the tournament.

1. Player Eligibility
    a. Only players who are officially registered or loaned to a team may play in the Tournament.
    b. All participating players, regardless of the number of games to be played, must be listed on the Official Team Roster prior to the start of the first game of the Tournament.
    c. Official Team Rosters will be verified online by GotSport.
    d. Without exception, players will not be allowed to play in a younger age bracket or for more than one (1) team in the Tournament.
2. Pre-Tournament Check-In
    a. All documentation must be uploaded to your Team Account in GotSport. Passes will be uploaded along with the Team Roster. The Team Acknowledgement Sheet must also be uploaded. All documentation must be uploaded in a PDF format. **The deadline for the final submission of all required online registration documentation is Wednesday, October 14, 2026 by 9:00 pm MDT without exception**. Teams that

complete online registration will receive a Confirmation Email **by Wednesday, October 21, 2026, at 10:00 pm MDT**. A Confirmation Email will be sent to the email address listed as "Primary Contact" for this specific event. Please do not send individual inquiries prior to the deadline.

b. Roster Sizes:
    i. U7/8 - 4v4 - a maximum roster of 8 players - maximum players suited for a match = 8
    ii. U9/10 - 7v7 - a maximum roster of 12 players - maximum players suited for a match = 12
    iii. U11/12 - 9v9 - a maximum roster of 16 players - maximum players suited for a match = 16
    iv. U13+ - 11v11 – a maximum roster of 22 players - maximum players suited for a match = 18

3. Required Documentation
    a. Birth Certificates for US Based players are NOT REQUIRED.
    b. A copy of a signed Medical Release Form is required for each player. It is the responsibility of the team whether a Notarized copy of the Medical Release Form may be required for out-of-state players as per the rules of the individual Clubs and / or their State Associations.
    c. All teams must provide **laminated** Player ID Cards with photographs. US Youth Soccer ("USYS") teams must provide **laminated** USYS Player ID Cards with photographs. US Club Soccer teams must provide **laminated** US Club Soccer Player ID Cards with photographs. AYSO teams must provide **laminated** AYSO Player ID Cards with photographs. MLS Next (Youth) teams must provide **laminated** MLS Next (Youth) Player ID Cards with photographs. Teams cannot mix USYS, US Club Soccer, MLS Next (Youth), and AYSO Player ID Cards. Recreational level teams, providing a certified roster signed by their Club Registrar, are exempt from this requirement. Approval by the Tournament Committee must be given prior to check-in for this exemption.
    d. Teams must update their roster in their GotSport Account for each player, the roster must include: The first and last legal name as shown on their Birth Certificate, birth date, and jersey number.
    e. Player Loan Forms, properly signed by the required parties, must be submitted for each loan or guest player, as required by the team's sanctioning organization.
    f. Travel documents for out-of-state teams as required by their governing association. US Club Soccer teams and US Youth Western Region teams are exempt from this requirement.

g. The Team Acknowledgement Sheet must be signed, dated, uploaded, and received by the Tournament with all required documentation.
h. The Zero Tolerance Policy document must be signed, dated, uploaded, and received by the Tournament with all required documentation.
i. No players will be allowed to play without the above documentation. Additionally, a player with a current season pass **must be** officially listed on the official game card (Scorecard) to play in a match. If a player is not listed on the official game card (Scorecard), even though the player may have a pass, that player cannot play.

4. Club Pass and Guest Players
    a. Unlimited club pass players (players within the same club) can play on a team within the same age group.
    b. Guest Players (players from another club) can guest play on a team as long as the player is eligible.
        i. U12 and younger - a maximum of 4 players from outside the club can guest play on a team within the same age group.
        ii. U13 and older – a maximum of 5 players from outside the club can guest play on a team within the same age group.
5. Pre-Match Check-In
    a. Teams will be expected to be properly equipped/dressed at the start of the match and not have any prohibited equipment.
    b. Player passes must be available at any point to tournament officials but DO NOT NEED TO BE PRESENTED to the referee(s) prior to the match. A player with a current season pass **must be** officially listed on the official game card (Scorecard) to play in a match. **If a player is not listed on the official game card (Scorecard), even though the player may have a pass, that player cannot play.**
    c. The Referee or Field Supervisor/Tournament staff may request at any time to review each pass, comparing the photograph with the player, to ensure that only eligible players are participating.
    d. The Referee or Field Supervisor/Tournament staff will inspect the equipment of each player, including uniform, shin guards (**mandatory**), and cleats, to ensure the safety of all players. Cleats are not required. Toe cleats, found on many baseball shoes, are not allowed. Metal cleats of any type are also not allowed.
    e. Players will not be allowed to wear jewelry of any kind, including wrist bands, necklaces, bracelets, rings, or earrings. Bracelets are defined as any object encircling the wrist or arm. Exception: Medical Alert bracelets or necklaces. These must be taped down. Taping of earrings/studs is NOT considered an exception. These must be removed.

f. Hair control pieces made of metal, plastic, or other hard material are not allowed.
g. Players with splints, casts, braces, or other such devices may participate, if, in the opinion of the Referee, these devices do not present an inherent danger to any players.

6. Match Play
    a. All games will be played under the FIFA Laws of the Game unless otherwise stated in these rules of competition. The Tournament Director or Site Representative will settle all disputes regarding the rules of competition. The Tournament Director may modify, under extraordinary circumstances or in the best interest of the Tournament, the Rules of Competition.
    b. **Game Conclusion:** The Referee will have each team official sign or initial the game report. The Referee will sign the game report and forward it to the Field Supervisor/Tournament Staff. The game report includes the score and the name / number / issue of any player / coach / individual receiving a red or yellow card. In the case of discrepancies, signed game reports shall prevail.
    c. Decisions made by Referees, once play has commenced, resumed, or concluded, are not reversible. All Referee decisions pertaining to action on the field are final. **Tournament Representatives will not overrule, change, or modify decisions made by the Referee**. **This includes the issuance of Red or Yellow Cards. NO MATCH PROTESTS WILL BE CONSIDERED.**
    d. **Injuries:** Team Managers and / or coaches should keep copies of player Medical Release Forms on hand at all games. In the event of an emergency, this form should accompany the player to the place of treatment.
    e. **Possible Head Injury /Injury:** A Referee, Coach, Tournament Official, or Medical Staff can remove a player from a game if they suspect a possible head injury or for any injury. If a player is removed from a game for a possible head injury, the player's pass will be retained until the event is over. If a player is playing with a US Club Soccer or alternative pass / identification method, the player's pass will be retained and returned to the team at the conclusion of the Tournament. The Referee is required to document the possible head injury and fill out an online report through the GotSport platform. The absence of this report does not discount the possible head injury or circumvent Arizona Soccer Association (ASA).US Club , Tournament, and Phoenix Rising FC Youth Soccer policies and "Return to Play" guidelines. If a player's pass is retained for a possible

head injury, or there is a suspicion of a possible head injury, that player must **immediately** be removed from all soccer activities and **CANNOT** return to play in the Tournament without written medical clearance from a Medical Doctor (MD) or Doctor of Osteopathy (DO). This means **ANY AND ALL** soccer participants, including those governed by US Club Soccer or any other entity; league or governing body affiliation does **NOT** matter. This restriction of participation cannot be lifted without a written medical clearance regardless of the player's observed condition, their insistence of "being alright" or even parental permission, and regardless of the length of time it takes to receive medical clearance – **No Exceptions!**

f. **Heading Education:** If a player is playing up in an older age group (ex: 10-year-old playing with a U12 team), please note that players who are 10 and younger should not be deliberately heading the ball regardless of the age group in which they play. This requires education and support from the coach and parent to instruct the player accordingly.

g. All Under 7 (U7) through Under 8 (U8) four (4) a-side games (4V4) will be played in accordance with the modified playing rules for four (4) a-side games (4V4) as determined by the sanctioning body or association.
    i. The maximum number of players, per team, on the field will be four (4); there are no Goalkeepers.
    ii. The ball used will be size three (3).
    iii. Teams can play with a minimum of three (3) players.
    iv. Substitutions can be made at any stoppage of play with the permission of the Referee and are unlimited.
    v. The game shall be divided into four (4) quarters of ten (10) minutes each.
    vi. On a goal kick: The ball must be stationary and is kicked from any point within the goal area by a player of the defending team. The ball is in play when it is kicked and clearly moves. Opponents must be behind the halfway line and remain there until the kick is taken. Once the kick is taken the players from the opposing team may compete for the ball.
    vii. Slide tackling is not permitted.
    viii. Deliberately heading the ball is not permitted. If a player deliberately heads the ball in a game, an Indirect Free Kick should be awarded to the opposing team from the spot of the offense. **ix.** No offside.
    ix. (4) yards from the ball until it is in play. There will be no penalty kicks.

x. Kick-ins will be used instead of throw-ins. The ball will be placed on the touchline with opponents ten (10) feet from the ball. A goal cannot be scored directly from a kick-in.

xi. **The Under 7 (U7) through Under 8 (U8) brackets are participation age groups. No points will be awarded, no scores will be kept / posted, or standings kept.**

h. All Under 9 (U9) through Under 10 (U10) seven (7) a-side games (6 field players and 1 goalkeeper) (7V7) will be played in accordance with the modified playing rules as determined by the sanctioning body or association.

i. The maximum number of players per team on the field will be seven (7), (6 field players and 1 goalkeeper).

ii. The ball used will be size four (4).

iii. The Teams can play with a minimum of five (5) players.

iv. Substitutions can be made at any stoppage of play with the permission of the Referee and are unlimited.

v. The game shall be divided into two (2) twenty-five minute (25) halves.

vi. Goal Kick: The ball must be stationary and is kicked from any point within the goal area by a player of the defending team. The ball is in play when it is kicked and clearly moves, it can be played before leaving the penalty area. Opponents must be behind the build-out line and remain there until the ball leaves the penalty area. However, if they did not have time to be behind the build-out line, the Referee will allow play to continue. If an opponent who is not behind the build-out line when the goal kick is taken and touches or challenges for the ball before the ball leaves the penalty area the goal kick is retaken.

vii. Slide tackling is not permitted.

viii. Deliberately heading the ball is not permitted. If a player deliberately heads the ball in a game, an Indirect Free Kick should be awarded to the opposing team from the spot of the offense.

ix. **Build-Out Line**

1. Should be equidistant between the penalty area line and halfway line.
2. When the goalkeeper has the ball, during play the opposing team must move behind the build-out line until the ball leaves the penalty area. Once the opposing team is behind the build-out line, the goalkeeper can pass, throw or roll the ball into play (punting or drop-kicking is not allowed). After

the ball leaves the penalty area, the opposing team can cross the build-out line and play resumes as normal.

3. The build-out line will also be used to denote where offside offenses can be called. Players cannot be penalized for an offside offense between the halfway line and the build-out line. Players can be penalized for an offside offense between the build-out line and goal line.
4. If a goalkeeper punts or drop-kicks the ball, an Indirect Free Kick is awarded to the opposing team from the spot of the offense. If the punt or drop-kick occurs within the goal area, the Indirect Free Kick is taken on the goal area line parallel to the goal line at the nearest point to where the infringement occurred.

i. All Under 11 (U11) and 12 (U12) nine (9) a-side games (8 field players and 1 goalkeeper) (9V9) will be played in accordance with the modified playing rules as determined by the sanctioning body or association.
    i. The maximum number of players per team on the field will be nine (9), (8 field players and 1 goalkeeper).
    ii. The ball used will be size four (4).
    iii. Teams can play with a minimum of six (6) players.
    iv. Substitutions can be made at any stoppage of play with the permission of the Referee and are unlimited.
    v. The game shall be divided into two (2) thirty (30) minute halves.
    vi. Goal Kick: The ball must be stationary and is kicked from any point within the goal area by a player of the defending team. The ball is in play when it is kicked and clearly moves, it can be played before leaving the penalty area. Opponents must be outside the penalty area until the ball is in play. If, when a goal kick is taken, an opponent is inside the penalty area because they did not have time to leave, the Referee allows play to continue. If an opponent, who is in the penalty area when the goal kick is taken or enters the penalty area before the ball is in play, touches or challenges for the ball before it is in play, the goal kick is retaken.
    vii. In the U11 age group deliberately heading the ball is not permitted. If a player deliberately heads the ball in a game, an Indirect Free Kick is awarded to the opposing team from the spot of the offense.
    viii. **Heading Education:** If a player is playing up in an older age group (ex: 11year-old playing with a U12 team), please note that players who are 11 and younger should not be deliberately heading the ball regardless of the age group in which they play. This requires

education and support from the coach and parent to instruct the player accordingly.

ix. Offside is enforced.

j. **Game Start:** Coaches should be prepared to start the game on time. ***Five minutes*** after the official game start time is forfeit time. In the case of a forfeit, the winning team shall be given a score of 1 - 0. Tournament officials may waive this rule if, in their opinion, it is in the best interests of the youths and / or the Tournament to play the game. In the event of a delay in the start of a game, the game will be shortened to allow the game to finish as scheduled. It is Phoenix Rising FC Youth Soccer's desire to play games as scheduled and every means will be taken to allow games to be played.

i. The match durations shall be as follows:

1. **Age Bracket Halves (Each) Half Time OT PK Ball**
    a. U15 – U19 40 Minutes 5 Minutes No No 5
    b. U13 – U14 35 Minutes 5 Minutes No No 5
    c. U11 – U12 30 Minutes 5 Minutes No No 4
    d. U9 – U10 25 Minutes 5 Minutes No No 4 U7
    e. U8 4–10 Minute Quarters None No No 3

k. Forfeits

i. Teams failing to check-in ten (10) minutes prior to the start of the match may, at the discretion of the Tournament Committee, forfeit the match. To be awarded a forfeit win, the opposing team must be present and ready to play.

ii. In the event of a forfeit, the match score will be recorded as a 1 - 0 win in favor of the team not forfeiting.

l. Home Team and Away Team Responsibilities:

i. Home Team (Appears First on the Game Schedule)

1. Must change jerseys in the case of a color conflict.
2. Must follow Spectator Seating Layout by sitting on the South or East Sideline.
3. Will clean up their side of the field.
4. Will furnish a game ball unless provided by the Tournament.

ii. Visiting Team

1. Has the choice of game jersey color.
2. Must follow Spectator Seating Layout by sitting on the North or West Sideline.
3. Will clean up their side of the field.

m. Player and Spectator Seating:

i. No parents, coaches or spectators may be along the goal line or behind the goal.
ii. Both teams must follow the required Spectator Seating Layout.
iii. Seating may be adjusted at any time by the Tournament to comply with site requirements or other circumstances. This will usually occur when fields are split for younger age groups or when canopies and benches are provided.

n. Scoring

i. Final team standings will be determined using the following point criteria:
   1. A WIN is three (3) points
   2. A TIE is one (1) point.
   3. A LOSS is zero (0) points.
   4. Minus one (1) point for each red card or two yellow cards issued to the same player / coach in the same match as indicated on the Scorecard and / or report by the Referee.

o. Ties (Bracket Play):

i. In the event that two (2) or more teams are tied in points at the end of the preliminary round (Bracket Games), the following tie-breaker criteria shall apply:
   1. Head-to-Head competition
   2. Goal Differential [goals scored - goals allowed] (maximum of five (5) per game)
   3. Fewest Goals allowed (maximum of three (3) per game)
   4. Most Goals scored (maximum of three (3) per game)
   5. Most shutouts
   6. FIFA kicks from the penalty mark

ii. In the event of a 3-way tie at the end of Bracket Play, the winner for advancement to a SemiFinal or Final Match will be determined as above **without** consideration for comparison of head-to-head competition to advance or eliminate one (1) team. Then advancement for the remaining two (2) teams is determined as above **with** consideration of head-to-head competition.

iii. If a 3-way tie still exists within a bracket after the tie-breaking steps i–iv have been utilized, a drawing from a “hat” will be conducted. Each team will have their name placed in a “hat” for drawing. The first (1st) team drawn will be considered the “Bye” team. The remaining two (2) teams will compete against each other in FIFA kicks from the penalty mark to eliminate one (1) team. The winner of the FIFA kicks from the penalty mark will then compete against

the “Bye” team in FIFA kicks from the penalty mark to determine Bracket placement. The winner of this round of FIFA kicks from the penalty mark will be considered the first (1st) place team in their Bracket. The loser of this round of FIFA kicks from the penalty mark will be considered the second (2nd) place team in their Bracket.

p. Ties (Playoffs / Finals):

i. In the event that a match is tied at the end of regulation in either a Semifinal or Championship match, teams will go immediately to kicks from the penalty mark.

q. Substitutions:

i. Substitutions can be made at any stoppage of play with the permission of the Referee and are unlimited. A player being replaced shall leave the field of play at the halfway line unless otherwise instructed by the Referee.

r. **Cards:**

i. The Tournament will conform to the established guidelines as set forth by the State of Arizona sanctioning body.

1. A player receiving a red card or two (2) yellow cards in the same match shall be removed from that game, may not be replaced, and, at a minimum, is automatically disqualified from participating in the next game. In the event a player is dismissed (red carded) from a game for violent conduct, that player will not be permitted to play in any other games in the Tournament.
2. Any player, substitute, coach, bench personnel, or team official that is dismissed from a game and must leave the vicinity of the field of play to the satisfaction of the Referee. If the coach, bench personnel or team official is dismissed they will, at a minimum, be disqualified from their team’s next two (2) games. If the coach has multiple teams participating in the Tournament, that coach may not coach any other team until the suspension is served for the team they were coaching when they were dismissed. **Coaches who either refuse to leave, within two (2) minutes, or deliberately stay to coach after being dismissed will forfeit the game.** Players and / or coaches who are dismissed from their team’s last game or are required to fulfill a Tournament suspension, the Tournament is required to send the player and / or coach pass, Referee report and player / coach report to the ASA Disciplinary Committee for disposition. The

ASA Disciplinary Committee will determine the penalty, notify the coach of record, and be responsible for the player and / or coach pass return. For U.S. Teams, each Association will be notified of any disciplinary action taken or required to be taken. For Foreign Teams, The Federation will transmit the disciplinary action taken or required to be taken to that team's provincial or national association.

s. **Respect the Game:**
    i. Each coach is responsible for the behavior of his or her players and sideline, including control of parents, fans, and spectators. A fan or parent displaying irresponsible behavior or entering the field of play for any reason will be dismissed/sent off following the same procedures as those used for coaches, team officials, or bench personnel. Unruly or disruptive spectators may be asked to leave the tournament site by the Tournament Director or designee or the Referee. Any player, coach, team official, bench personnel, or spectator dismissed/sent off from a game must leave the vicinity of the field of play to the satisfaction of the Referee and / or Tournament Official within two (2) minutes or their team will forfeit the game.
    ii. Referees will have complete authority from entering the field of play for the pre-match inspection and until leaving the field of play after the match ends (including kicks from the penalty mark), and will not allow abusive or profane language or threats of any kind. If, in the opinion of the Referee, a game must be terminated due to irresponsible behavior by a coach, team official, bench personnel, or spectator, the offending team shall be declared to have forfeited the game. The Referee has the option, but not the obligation to display a yellow or red card to a coach, team official, or bench personnel for irresponsible behavior or for the irresponsible behavior of its spectators or sideline.
    iii. A terminated game will result in the opposing team being awarded a win by a score of 1 - 0, unless the score is greater at the time of the termination. Possible suspension from further disciplinary action could result.
    iv. Coaches and Team Managers may be required to sign a Mandatory Behavior Policy and are expected to adhere to the ASA Code of Conduct.
    v. Any player or coach dismissed who plays in or coaches the next Tournament game or during the suspension period, including

coaching another team in the tournament, will cause their team to automatically forfeit that game and be removed from the Tournament.

t. **Fighting:**
   i. Any player, coach, bench personnel, team official, or spectator who is involved in a fight for any reason will be ejected from the Tournament. **Any player, coach, bench personnel, team official, or spectator who enters the field during a fight or for any reason without the permission of the Referee will be ejected from the Tournament regardless of the reason for entering the field.** In the event more people are involved than can be clearly identified, the game will be terminated and the entire team or teams will be ejected from the Tournament. Any player who removes his or her jersey or does anything else so as not to be identified before, during, or after an altercation will be identified by whatever means possible. The player will be ejected from the Tournament and will cause their team to forfeit the game.
   ii. **ANY PLAYER, COACH, OR SPECTATOR WHO VERBALLY OR NON-VERBALLY**
   iii. **ASSAULTS A REFEREE, TOURNAMENT OFFICIAL, OR VOLUNTEER WILL BE EXPELLED FROM THE TOURNAMENT AND MAY FACE POSSIBLE LEGAL ACTION AND OTHER DISCIPLINARY ACTION.**

7. **Awards**
   a. **U7 and above:** All participants will receive a participant pin.
   b. **U9 and above:** Players on teams placing 1st and 2nd in their respective flight will receive individual placement awards.
8. **Tournament Play Formats**
   a. The following formats will be used to implement Tournament play within brackets based on the number of teams in the bracket. Not all formats will be represented. All standings will be determined as described in section 5.o (Scoring). Championships will be determined by the results of Finals when scheduled. Information about scoring, playoffs, finals or championships only pertain to age groups U9 and older.
      i. **Four (4) Team Bracket:**
         1. One (1) group of four (4) teams. Each team will play the other teams in their group once. The winner of the group and the second-place team of the group shall advance to the Finals.
      ii. **Five (5) Team Bracket:**

1. One (1) group of five (5) teams. Each team will play the other teams in their group once for a total of four (4) games. The winner of the group and the second-place team are determined by points.

iii. Six (6) Team Bracket:

1. Six (6) Team Bracket: Two (2) groups of three (3) teams - Crossover. Each team will play the other teams in the other group once for a total of three (3) games. The top team with the most points in each group will advance to the Finals. The winner of group A will play the winner of group B in the Final.

iv. Seven (7) Team Bracket:

1. Bracket A (four (4) teams) has each team playing the other three (3) in the Bracket. Bracket B (three (3) teams) has each team playing the other two (2) in the Bracket. In Bracket A, each team will have played three (3) games. In Bracket B, each team will have played two (2) games. Advancement will be as follows: Championship (1^{st}in A vs. 1^{st}in B); 3^{rd} Place (2^{nd}in A vs. 2^{nd}in B); Consolation (3^{rd}in A vs. 3^{rd}in B).

v. Eight (8) Team Bracket:

1. Two (2) groups of four (4) teams. Each team will play the other teams in their group once. The winner of each group shall advance to the Finals.

vi. Nine (9) Team Bracket:

1. Three (3) groups of three (3) teams will be formed. Each team will play the other two (2) teams in their group. Three (3) group winners and six (6) Wild Cards will be determined by total points. The three (3) group winners and WC#1 will advance to the Semi-Finals. WC#3 will play WC#4 while WC#5 will play WC#6. WC#2 will play the winner of WC#3 and WC#4 in a Consolation match.

vii. Ten (10) Team Bracket:

1. Consists of a Bracket A (four (4) teams) and two (2) Brackets (B and C) of three (3) teams each. Round Robin play for all three (3) Brackets. The top team from Bracket B and C play each other in the Semi-Finals.
2. The winner of the Semi-Finals plays the top team in Bracket A in the Final. Consolation games are given to the 2^{nd} and 3^{rd} place teams in Bracket B and C (B #2 vs. C #2) (C #3 vs. B #3).

viii. Eleven (11) Team Bracket:

1. Eleven (11) Team Bracket: Consists of two Brackets (A and B) of four (4) teams and one Bracket C of three (3) teams each. Each team in their group will play each other once. The top team from Bracket A and B and C advance to the Semi-Finals along with Bracket C 2nd Place. Bracket A #1 will play Bracket C #2 and Bracket B #1 will play Bracket C #1 for the Semi-Finals. Bracket C #3 will play Bracket A #4 for a consolation game. Winner of the Semi-Finals will meet in the Finals.

ix. Twelve (12) Team Bracket:

1. Four (4) groups of three (3) teams. Each team will play the other teams in their group once. The winner of each group shall advance to the Semi-Finals. Group A will play group D and group B will play group C. The winners of the Semi-Finals will play in the Finals. The second and third-place teams from each group will play a Consolation game. Group A will play group D and group B will play group C.

9. General Rules - Facility

a. No alcoholic beverages or glass containers allowed on the Tournament Fields.
b. No smoking allowed in the vicinity of the players.
c. **Parking:** Park in designated parking areas and follow specific facility parking rules.
d. **Canopies / Umbrellas:** No staking of canopies, umbrellas, or other items are allowed at any site. If you use a canopy or large umbrella, please use some sort of weight to hold it down.
e. **Dogs:** Dogs may not be allowed at parks or fields. Failure to follow specific facility rules may lead to ejection from the facility.
f. City Field Managers and Private Entity Field Managers determine the use or non-use of their facilities, not the Tournament. All referees, coaches, players, spectators, and tournament personnel must follow all facility rules, guidelines, and usage requirements at all times including all directives listed in the Fall Classic – Team Acknowledgement Sheet.

10. **Inclement Weather Policy**

a. In the event of inclement weather or other events, which affect our ability to play as planned, the Tournament Committee may modify the Rules of

Competition in order to safely and fairly complete the Tournament successfully. The Tournament Committee will make their decisions on what is best, considering the health and safety of the players. Phoenix Rising FC Youth Soccer utilizes cityprovided and private entity fields for all play. During inclement weather, the cities and private entities will take into consideration the need to prevent the destruction of the fields and facilities. City and Private Entity Field Managers make the final determination on their field's playability. Phoenix Rising FC Youth Soccer does not own the fields, nor does it have any authority over their usage. Coaches and Team Managers are asked to remain flexible to the changes in fields / locations as required and to keep in contact with Tournament Officials for these changes. Typically, the inclement weather plan will consider the following, in order:

i. Play all games as scheduled.
ii. Eliminate pre-game warm-up on fields.
iii. Shorten matches.
iv. In the event the field conditions are unplayable as determined by the Tournament Committee, the City, or Facility Managers, games in question may be decided by kicks from the penalty mark.
v. If matches are unable to continue for any reason(s), Tournament placement will be based upon the last fully completed round of play. Bracket tie-breakers will be used to satisfy any ties that remain. If Bracket tie-breakers cannot resolve a tie, the Tournament Committee will utilize a coin toss to resolve the situation. A team representative may have to be present at the coin toss. This will be communicated by the Tournament Committee.
vi. In the event of game cancellation(s) due to inclement weather, entry fees will be forfeited.
vii. Phoenix Rising FC Youth Soccer will make no guarantees of any refunds. However, Phoenix Rising FC Youth Soccer recognizes the financial commitments of teams entering the tournament. As such, Phoenix Rising FC Youth Soccer may, at its discretion, refund a portion of the entry fee(s) after all other expenses have been paid.

PLEASE REMEMBER:

- **AT THE END OF EACH GAME, A TEAM REPRESENTATIVE MUST SIGN / INITIAL THE GAME REPORT.**
- **RETRIEVE YOUR PLAYER CARDS FROM THE CHECK-IN CENTER OR REFEREE (IF APPLICABLE) AT THE END OF EACH GAME.**

- **PLAYER / COACH PASSES PULLED FOR RED CARDS OR HEAD INJURY / CONCUSSION INCIDENCES MUST BE RETRIEVED FROM THE TOURNAMENT HEADQUARTERS.**
- **ENSURE THAT YOUR TEAM REMOVES ALL TRASH AND BELONGINGS FROM THE SIDELINE AFTER EACH GAME.**
- **COACHES ARE RESPONSIBLE FOR THE BEHAVIOR OF THEIR SPECTATORS. COACHES CAN BE DISMISSED FOR SPECTATOR BEHAVIOR.**
- **POSSIBLE HEAD INJURY AND CONCUSSION PROTOCOL WILL BE IN EFFECT. PLAYERS CAN BE REMOVED FROM TOURNAMENT PLAY FOR THE REMAINDER OF THE EVENT.**
- **ALL PARTICIPANTS MUST FOLLOW FACILITY RULES, GUIDELINES, AND USAGE REQUIREMENTS AT ALL TIMES INCLUDING ALL DIRECTIVES LISTED IN THE Fall Classic – TEAM ACKNOWLEDGEMENT SHEET.**