TOURNAMENT RULES

1. GENERAL TOURNAMENT RULES

1.1. There are **NO** protests regarding the outcome of the games; all decisions made by the referee are final and may not be protested or appealed.

1.2. The Tournament Committee reserves the right to decide on all matters pertaining to the tournament; all interpretations of the rules are final. If a team disregards any decision made by the Tournament Committee (including the inclement weather policy), all remaining games will be forfeited and the team will be disqualified from the tournament.

1.3. Under no circumstances will the Tournament Committee, the host club, or governing body be responsible for reimbursing any expenses (including tournament entry fee) incurred by any team; including situations in which the tournament or any game(s) is cancelled in whole or in part.

1.4. If the event is cancelled in its entirety, meaning no games have kicked off for the event, refunds will be determined by the Tournament Committee after all tournament expenses have been paid. If the event is cancelled in part, the Tournament Committee reserves the right to refund teams with a credit towards future events. Any potential refunds will be determined after the conclusion of the event.

1.5. Upon notice of acceptance, any team that withdraws from the tournament will forfeit the entry fee in its entirety.

1.6. Non-local teams are required to use the tournament's hotel booking service. Any team who does not use this system will be subject to a fine of $700 or refusal of entrance to any future tournament.

1.7. All U14 - U19 teams are required to submit a separate refundable $350 performance bond with the application fee. The performance bond is lost in full if there are any violations of these Tournament Rules, which may include, but are not limited to, the following examples: behavioral misconduct, forfeits, and destruction of property (i.e. leaving trash at team's bench.) 1.8. First and second place awards will be presented to age groups U9 to U19.

1.9. The Tournament Committee has the authority to remove any person(s) from the tournament for abuses in conduct. Repeated violations may result in the suspension of the team or person from the tournament and/or future tournaments as decided by the tournament committee.

1.9.1. PETS ARE PROHIBITED WITH THE EXCEPTION OF SERVICE ANIMALS.

1.9.2. OUTDOOR GRILLING IS NOT PERMITTED.

1.9.3. ALCOHOLIC BEVERAGES AND SMOKING/VAPING ARE PROHIBITED.

1.9.4. ARTIFICIAL NOISE-MAKERS ARE PROHIBITED.

1.9.5. RECREATIONAL VEHICLES (RV's) ARE PROHIBITTED.

1.9.6. FAILURE TO COMPLY WITH PARKING INSTRUCTIONS FROM SIGNAGE, EVENT STAFF, AND/OR FACILITY STAFF IS PROHIBITED. ELITE TOURNAMENTS AND THE HOST CLUB ARE NOT RESPONSIBLE FOR TICKETING OR TOWING.

2. TEAM REQUIREMENTS FOR CHECK-IN AND TEAM ELIGIBILITY

2.1. Teams are required to check-in prior to the start of the tournament. The tournament check-in procedure can be located on the Tournament Website.

2.1.1. Any team failing to check-in per the check-in procedures determined for this event will be fined $100 and will not be permitted to participate in the tournament until the fine is paid. The Tournament Director or Elite representative will relay the payment protocol to the coach and/or manager.

2.2. Documents Needed for Check-In:

2.2.1. Two copies of the current official USYS State Association, US Club, SAY, or AYSO approved roster. Rosters must include player jersey numbers, birth date, and player identification number.

2.2.2. Player identification cards for each individual participating player, issued by the same organization as the team roster.

2.2.3. Medical release for each individual participating player.

2.2.4. Guest player's current player identification card and subsequent information added to the bottom of the roster being submitted (player jersey numbers, birth date, and player identification number).

2.2.5. Permission to Travel (if applicable)

2.2.6. Each team must be registered with a National Soccer Association affiliated with the United States Soccer Federation or their national equivalent and possess and present a valid state / provincial or national association roster.

2.2.7. *Teams from the United States:*

2.2.7.1. Player identification cards authorized by the team's Federation Organization Member (USYS, US Club) will be required as proof of age. Players who do not present a valid player pass will not play.

2.2.7.2. Teams registered outside of the region **(region 1 – see 2.3.1.2.1.1.)** of the host tournament location must have a copy of the approved Permission to Travel or Notification to Travel form, as required by their host association, in order to participate.

2.3.1.2.1.1. **National State Associations in Region 1**

2.3.1.2.1.1.1. Connecticut Jr Soccer Association

2.3.1.2.1.1.2. Delaware Youth Soccer Association

2.3.1.2.1.1.3. Eastern New York Youth Soccer Association

2.3.1.2.1.1.4. Eastern Pennsylvania Youth Soccer Association

2.3.1.2.1.1.5. Soccer Maine

2.3.1.2.1.1.6. Maryland Youth Soccer Association

2.3.1.2.1.1.7. Massachusetts Youth Soccer Association

2.3.1.2.1.1.8. New Hampshire Soccer Association

2.3.1.2.1.1.9. New Jersey Youth Soccer Association

2.3.1.2.1.1.10. New York State West Youth Soccer Association

2.3.1.2.1.1.11. Pennsylvania West State Soccer Association

2.3.1.2.1.1.12. Soccer Rhode Island

2.3.1.2.1.1.13. Vermont Soccer Association

2.3.1.2.1.1.14. Virginia Youth Soccer Association

2.3.1.2.1.1.15. West Virginia Soccer Association

2.2.8. *Foreign Teams:*

2.2.8.1. Players must present passports at Team Check-In, or if traveling from a nation that the United States does not require a passport, proof of entry into the United States.

2.2.8.2. Teams are required to have player identification cards.

2.2.8.3. Teams must present travel forms completed from their Provincial or National Association approving participation**.**

2.3. Rosters submitted at Team Check-In shall govern and **must be present at every game** (*the roster must also be properly stamped by its state or regional association*). At the discretion of the site coordinator, rosters may be reviewed to identify ineligible players. A question of roster ineligibility must be brought to the site coordinator's attention at least 20 minutes prior to the start of the team's game.

2.4. No roster may be comprised of players with different passes from different organizations (no "mixed rosters.") For Example, USYSA teams may only take guest players registered with properly stamped USYSA player pass cards; they may not have a player use a US Club Pass when using a USYSA Roster.

2.5. For information regarding the carding of a guest player that is not already registered with US Club Soccer or USYS, check with your local club, state, or regional registrar on how to card a guest player.

TOURNAMENT RULES

3. AGE GROUP AND ROSTER REQUIREMENTS

3.1. Participation is open to accepted teams meeting the roster limit and player age limit as defined by US Soccer Guidelines and the tournaments' permission to host.

Age Group	# of Players on the Field During Play	Roster Size (Maximum)
U9 – U10	7v7	14 players
U11 – U12	9v9	16 players
U13 – U15	11v11	18 players
U16 – U19	11v11	22 players

3.2. Teams that use the 22-man roster may only dress a total of 18 players per game. All players over the 18 designated players must remain on the spectator side of the field during the games.

3.3. No player shall play for more than one team during the tournament.

3.4. A maximum of six (6) guest players will be allowed during the tournament. All guest players are required to have the same information included on the roster as the 'original' team members.

4. LAWS OF THE GAME

4.1. All games shall be played in accordance with FIFA Laws, except as specifically modified by these rules in this document.

4.2. The Tournament committee has made the commitment to the use of the three-man referee system for all U13 – U19 matches.

4.3. Heading Rules for U11 and Younger

Whenever the ball strikes a player in the head, play is stopped. The proper restart depends upon whether the player deliberately played the ball with his or her head. If deliberate, the proper restart is an indirect free kick to the opposing team. If this occurs within the goal area, the indirect free kick should be taken on the goal area line parallel to the goal line at the point nearest to where the infringement occurred. If the play by the head is deemed inadvertent, then the proper restart is a dropped ball.

4.4. 7v7 (U9 and U10) Build Out Line

4.4.1. When the goalkeeper has the ball, either during play (from the opponent) or from a goal kick, the

4.4.2. opposing team must move behind the build out line until the ball is put into play.

4.4.3. Once the opposing team is behind the build out line, the goalkeeper can pass, throw or roll the ball into

4.4.4. play (punting is not allowed). After the ball is put into play by the goalkeeper, the opposing team can cross the build out line and play resumes as normal.

4.4.5. If a goalkeeper punts the ball, an indirect free kick should be awarded to the opposing team from the spot of the offense.

4.4.6. If the punt occurs within the goal area, the indirect free kick should be taken on the goal area line parallel to the goal line at nearest point to where the infringement occurred.

4.4.7. Offsides

4.4.7.1. The buildout line will also be used to denote where offside offenses can be called. Players cannot be penalized for an offside offense between the hallway line and the build out line. Players can be penalized for an offside offense between the build out line and goal line.

TOURNAMENT RULES

5. EQUIPMENT, UNIFORM AND FIELDS

5.1. Players of the same team must wear uniforms of similar design and color with numbers on the back of their uniforms. The numbers must coincide with the numbers listed on the team's official state / provincial roster. If the numbers do not match those of the roster, the player may not participate in tournament games.

5.2. The home team is expected to wear light colored uniforms, while the away team is expected to wear a dark colored uniform. When the uniform colors are similar, the designated **home team** will change jerseys. The home team is listed first on the schedule.

5.3. Players are **required** to wear shin guards in accordance with FIFA Laws of the Game.

5.4. Players playing with protective casts may require approval by a tournament director as well as the referee. If the referee on the field deems a player's protective cast is unsafe in any way, the player will not be allowed to play regardless of approval from a medical professional.

5.5. Teams must be at the fields 20 minutes prior to the scheduled kick-off. Regardless of weather conditions, coaches and teams must appear on the field ready to play as scheduled, unless otherwise directed by the Tournament Director. Failure to appear will result in forfeiture of the game, as only the referees and/or tournament committee can postpone or cancel a match.

5.6. Game balls will be provided by the referees at the start of the match. If the balls provided are lost or damaged throughout the course of the day, the home team will provide the ball.

5.7. No jewelry may be worn by any player during a match (earrings, watches, necklaces, etc.).

5.8. Coaches and players shall stand on opposite sides of the field from parents and spectators. No coaching shall be permitted within 18 yards of the goal line, from behind the goal line, or from the parent/spectator sideline.

6. SUBSTITUTIONS

6.1. Substitutions without limit may be made during any stoppage of play at the referee's discretion. This can include throw-ins by either team, goal and corner kicks, free kicks by either team, etc.

7. DURATION OF GAMES

7.1. The following table shows the length of game halves for the tournament's matches. There is **no** overtime for this tournament.

Age Group	# of Players on the Field During Play	Half Length	Halftime Length	Ball Size
U9 – U10	7v7	25 minutes	5 minutes	Size 4
U11 – U12	9v9	25 minutes	5 minutes	Size 4
U13 – U19	11v11	30 minutes	5 minutes	Size 5

7.2. In the event that inclement weather forces a cancellation of a game after at least 20 minutes (or at the discretion of the tournament director) have been played, the game shall be considered official; the score at the point of cancellation will stand as the final score. If the game is stopped before 20 minutes have passed, the match may be rescheduled for complete replay, resumed, or considered final at the discretion of the tournament committee.

7.3. In the event of an injury, make up time will not be awarded. The clock will continue to run and the game will resume once the player has left the field. If the duration of the game runs out of time while the injury is still in progress, the score will stand as final.

8. FAILURE TO SHOW AND FORFEITS

8.1. A game may not start with fewer than the required minimum number of properly uniformed players on each team. The minimum number of players for a game is as follows:

8.1.1. Seven (7) for any full-sided (11v11) match,

8.1.2. Six (6) for any small sided (8v8/9v9) match,

8.1.3. Five (5) for any small sided (7v7) match.

8.2. Once a game has started, it may not continue with fewer than the stated minimum. If a match cannot start or continue because of a team having fewer than the minimum, that team shall forfeit the game.

8.3. A team shall have a five (5) minute grace period from the scheduled kick off time to take the field before the match is awarded to their opponent as a 5-0 forfeited win.

8.4. If a team, through the actions of its players, coaches, and/or spectators is the cause for a termination of a game, the match will be awarded to their opponents as a 5-0 forfeit win.

8.5. If a team has forfeited a game during the tournament, their performance bond will be lost in full. Additionally, the team that forfeited will not be eligible to receive either first or second place medals (if playing in a championship format).

9. DETERMINATION OF DIVISION WINNERS

9.1. At the end of the tournament, the division winner shall be the team with the most points in their group.

Teams will be awarded points on the following basis:

9.1.1. Three (3) points for each win

9.1.2. One (1) point for each tie

9.1.3. Zero (0) points for each loss

9.2. Tie-Breaker System after division play, in the order listed below:

9.2.1. When the tie-breaker system is used, the criteria are followed in order until **one or more** team is determined at any given step. The criteria then starts over again at the top of the tie breaker system with the remaining teams. Rules are repeated until a winner is determined.

9.2.1.1. Head-to-head competition ***(if there is a 3 team tie, proceed to the next tie-breaker)***

9.2.1.2. Most wins

9.2.1.3. **Positive** Goal Differential (the difference between goals for and goals against) with up to five (5) bonus points per game. For example, 6-1 and 5-0 scores each earn five bonus points. There will be no negative points awarded; zero points will be awarded for a loss.

9.2.1.4. Most shutouts

9.2.1.5. Fewest goals against

9.2.1.6. Penalty Kicks – FIFA penalty kick procedure will be used to determine a winner (*see Rule 9.5*)

9.3. In the event that a wildcard team must be selected for the playoff rounds, the above procedure will be used across the entire flight. In a typical flight with multiple brackets, a team would not move forward against someone in their own bracket, per the standard semifinal protocol. As a result, if it is determined that the Wildcard would play the winner of their own Bracket; the semi-finals will be adjusted to represent the following match-ups: Bracket B (2) #1 vs Wildcard #1 and Bracket A (1) #1 vs Bracket C (3) #1.

9.4. During a semifinal and final match, if a tie score exists at the end of regulation, the FIFA penalty kick procedure will be used to determine a winner (*see Rule 9.5*). Overtime periods will not be used. The winner of the penalty kick shootout will be awarded with 1 additional point to be added to the final score (for example, at the end of regulation, if the score is tied 11 the winner of the penalty kick shootout will be awarded 1 additional point to the final score. The final score will be 2-1.)

9.5. Penalty Kick Procedure:

9.5.1. Each team will select five (5) players to kick – only players on the field at the end of the game may be selected.

9.5.2. Teams will alternate kicks – first team to kick will be determined by the referee's coin flip.

9.5.3. If the score remains tied after five (5) kicks, teams will alternate kicks one at a time from the remaining players on the field until a winner is determined.

9.5.4. No player may shoot more than once until all eligible players have taken a kick.

9.5.5. Keepers may be changed after any shot from the list of participating players for the penalty kicks.

9.5.6. If, at the end of the match and before the kicks start to be taken from the penalty mark, one team has a greater number of players than its opponents, it must reduce its number to equate with that of its opponents and the team captain must inform the referee of the name and number of each player excluded. Any player thus excluded may not participate in kicks from the penalty mark or serve as the keeper.

9.5.7. Unless participating in the penalty kicks as a kicker or goalkeeper, team members, coaches, and other bench personnel shall remain on designated sideline (off the field).

10. GAME AND SCORE REPORTING

10.1. Each tournament field will have an assigned field marshal responsible for the reporting of the final game report, which includes the match score and cards issued. They will ensure that the scores of each game and subsequent cards are reported to the site and tournament headquarters at the end of every game.

10.2. The field marshal will obtain signatures from the referees, home and visiting team official representative (coaches or manager) to verify all the information reported on the game report.

10.2.1. Once the team official representative has verified and signed the official game report that information will stand as reported and will not be modified.

10.3. **Mercy Rule:** If a team outscores a team by more than ten (10) goals, the score reported online will not exceed a ten (10) goal difference. This will have no effect on the positive goal differential tie-breaker rule and will only come into play if the fewest goals against tie breaker is used to determine the seeding.

11. INCLEMENT WEATHER

11.1. Regardless of weather conditions, players and coaches must be present at the schedule field at the scheduled time, ready to play. In the event of inclement weather, the tournament committee will have the authority to change any game as follows:

11.1.1. Relocate or reschedule game(s);

11.1.2. Change the duration of game(s);

11.1.3. Cancel preliminary game(s) that have no bearing on the selection of division winners.

12. PROTESTS AND DISPUTES

12.1. All disputes for non-referee decisions are submitted through the Site Coordinator in writing to the Tournament Director and the Judicial Committee (consisting of the Tournament Director and other Elite Tournaments Staff). The Judicial Committee will consider and hear protests and disputes from official team representatives only; which consists of the coaches and managers listed on the official roster provided to the tournament. Appeals of misconduct reports shall be settled by the Judicial Committee with input from the referee assignor. All protests and disputes, except for roster eligibility issues (*see Rule 12.3*), must be made with the Site Coordinator within 30 minutes of the completion of the match. The Tournament Director and Judicial Committee will take such actions necessary to resolve the dispute.

12.2. Decisions by referees regarding the outcome of the game are final and may not be appealed; any decisions by the tournament director or tournament committee deciding a protest or dispute are final and may not be appealed.

12.3. A protest of player eligibility must be made by the official team representative (which consists of the coaches and managers listed on the official roster provided to the tournament) 20 minutes prior to a game starting with the site coordinator or Tournament Director. If a player is ruled ineligible, that game will be forfeited and the player will be prohibited from participating in the remaining games of the event. The Tournament Director reserves the right to determine the fate of the teams remaining participation in the tournament and the teams' official standings in the tournament.

13. CONDUCT

13.1. Tournament staff will designate one sideline to be used by the players, coaches, and managers listed on the official roster provided to the tournament. Any individual not listed on the official roster must remain in the area selected for spectators. Teams will be separated by the mid field line. The tournament staff will then designate the opposite sideline for the use of parents and spectators. No one will be allowed behind either end line.

13.2. Players, coaches and spectators are expected to conduct themselves within the letter and the spirit of "The Laws of the Game." Any displays of temper and/or dissent are cause for removal from the game and surrounding field area. The Site Coordinator has the authority to remove any person(s) from the tournament for abuses in conduct. Repeated violations may result in the suspension of the team or person from the tournament and/or future tournaments as decided by the tournament committee.

13.3. Ejection (see below)

Players: Any player receiving two (2) yellow cards or one (1) red card in a match will be ejected from the match and will not be allowed to play in the next match. Suspended players may sit with the team but may not be in uniform; however, the Referees, Site Coordinator and/or Tournament Director reserve the right to remove the carded player from the field as they deem necessary.

Coach: Should a coach be ejected from a game, they must leave the sidelines and be at least 100 yards from the field. Additionally, they may not communicate with or coach the team in any manner including through electronic communications. The coach shall be ineligible for the next scheduled game of carded team, and at the discretion of the tournament committee, may be subject to additional disciplinary action. The tournament committee also reserves the right to suspend the coach from all scheduled games, even if the coach has multiple teams entered in the tournament.

13.4. HARRASMENT OF ANY TOURNAMENT OFFICIALS (INCLUDING REFEREES) FROM COACHES, PLAYERS OR SPECTATORS WILL NOT BE TOLERATED AND WILL RESULT IN THE IMMEDIATE AND PERMANENT REMOVAL FROM THE FACILITY AND THE TOURNAMENT.

13.5. In the event of assault / abuse on a game official the game may be terminated, and a judiciary hearing shall immediately be convened at a tournament site to be designated by the tournament director. All terms described in the USSF Official Administrative Rule Book under Rule 3.2.8, Suspension for Assault on an Official, shall apply. In any event a player, coach, or other team official who is charged with assault on a game official is suspended from further participation in the tournament.

13.6. The tournament committee reserves the right to suspend or cancel game play due to circumstances deemed necessary, including but not limited to, misconduct of any team representatives including players, coaches, and spectators. This can additionally result in a team being disqualified from the remainder of the tournament. A written complaint will be filed with the team's state, provincial, or national association (if applicable.)

13.7. Report of Disciplinary Action:

13.7.1. For United States teams, the tournament will notify the Federation Organization member of that team of the disciplinary action taken or required.

13.7.2. For Foreign teams, the tournament committee will notify the US Soccer Federation of Disciplinary action taken, and the Federation will transmit the disciplinary action taken or required to the team's provincial or national association.

TOURNAMENT RULES

14. CONCUSSION POLICY

14.1. Pursuant to State law, coaches, referees, medical staff or tournament officials must remove from play, an athlete exhibiting the signs and symptoms of a concussion during practice or a game. Once a coach, referee, medical staff or tournament official removes an athlete from a game, the decision cannot be overturned. Once the athlete is removed from play for symptoms of a concussion the player, is not permitted to return to play until he or she has been assessed by a physician or licensed health care provider and received written clearance, signed by the physician or licensed health care provider. This written clearance must be submitted to, and approved by, a tournament director before the athlete is permitted to return to play.