

Tournament Rules:

CRUSA / FC Bucks Adidas Classic

CREDENTIALS

At the Mandatory Registration, teams must provide the required credentials:

US Club Teams:

1. US Club Roster
2. Valid US Club Players Passes.
3. Current US Club signed Medical Release forms on hand for every player.
4. Valid player passes and loan papers for guest players.

US Youth Soccer Teams:

1. Original State Approved Roster
2. Validated US Youth Soccer Player Passes.
3. Current, signed Medical Release for every player on hand - forms do not have to be notarized.
4. Guest Players - Player Pass, Medical Release and Guest Player forms as required by your state association.

PLAYER AGE & ELIGIBILITY

Boys & Girls:

- U-19 - Year of Birth - 2007
- U-18 - Year of Birth - 2008
- U-17 - Year of Birth - 2009
- U-16 – Year of Birth - 2010
- U-15 – Year of Birth - 2011
- U-14 – Year of Birth - 2012
- U-13 – Year of Birth - 2013
- U-12 – Year of Birth - 2014
- U-11 – Year of Birth - 2015
- U-10 – Year of Birth – 2016
- U-09 – Year of Birth - 2017

ROSTERS

U9 & U10 (7v7) Teams:

-May register a maximum of 12 players. A team may use up to 5 guest players but any team utilizing guest players is still limited to a total of 12 players.

U11 & U12 (9v9) Teams:

-May register a maximum of 16 players. A team may use up to 5 guest players but any team utilizing guest players is still limited to a total of 16 players.

U13, U14, U15, U16, U17, U18 and U19 (11v11) Teams:

-May register a maximum of 22 players. A team may use up to 5 guest players but any team utilizing guest players is still limited to a total of 22 players. Only 18 players may dress per game.

US Club Soccer teams may only take guest players registered under US Club Soccer, and USYSA teams may only take guest players registered with properly stamped USYSA player pass cards. No roster may be comprised of players with different passes from different organizations, or no “mixed rosters”.

No player may play for multiple teams during the course of the entire tournament – the player may be ROSTERED on more than one team, but cannot PLAY for more than one team.

TEAMS

The home team is determined by the tournament scheduler. The first team listed in the tournament program (and website) is the home team. The home team will be responsible for using an alternate color uniform if necessary, and shall supply a suitable game ball if the tournament does not provide one. (as determined by the Referee). If the home team cannot supply an alternate jersey, then the visiting team will.

Spectators are not permitted behind the goals. All spectators shall use appropriate behavior and language and are subject to ejection from the premises for verbal abuse subject to the discretion of the match referee, the tournament referee assignor, or the tournament director.

LAWS OF THE GAME

All matches must be played in accordance with FIFA Laws of the Game, except as specifically modified as follows in the tournament rules:

A. Substitution Time: Substitutions may be made, **with the consent of the referee;**

- After a caution, one for one by both teams, if the cautioned player is substituted. Cautioned player does not have to be substituted.
- At any stoppage

B. Games will consist of two halves of equal length. The Directors reserve the right to adjust game length for conditions beyond their control.

- U9 and U10 Game Lengths: (2) 25 minute halves.
- U11 to U14 Game Lengths: (2) 30 minute halves
- U15 to U18 Game Lengths: (2) 30 minute halves

C. The game clock will not be stopped because of injury to any player. Due to the time allowed for the completion of all games, the clock should run continuously.

D. Semi- Final and Final matches that end in a tie will go directly to a FIFA Penalty kick shootout. Players must be on the field at the final whistle to participate in penalty kicks.

Games that end in tie will remain as a tie except for semi final matches and championship games. There will be no overtime periods; these games will go straight to a penalty kick shoot out.

REFEREES

Referees will be USSF certified

PLAYER EQUIPMENT

It will be the referees' discretion to determine the safety and suitability of player equipment. All players are required to wear shin guards.

FORFEITS

The score of a forfeited game shall be recorded as 1-0 in favor of the team not forfeiting, if; 1) the game has not commenced, or 2) the game has commenced and the non-forfeiting team has less than a 2-goal lead at the time of cessation.

If the non-forfeiting team has a 2 goal, or more than a 2-goal lead, at the time of cessation the score shall stand as it is. Forfeiture will be declared for a failure to begin play within ten (10) minutes of game time. Failure to complete a match or a team leaving the field during play may

result in forfeiture. In no case will a team, which has forfeited a game, be declared a group winner or wild card.

STANDINGS & TIE-BREAKERS

Win = 6 Points.

Tie = 3 point.

Loss = 0 points.

Bonus points: 1 per goal scored, up to 3. 1 for a shut out.

Maximum points earned in any one game is 10.

Example, 3-0 or 6-0 = 10 points.

A 0-0 game will be scored as 4 points for each team (3 for a tie, 1 for a shutout)

DETERMINING WINNERS: Teams will be awarded points on the following basis:

Six (6) points for each Win

Three (3) points for each Tie

Zero (0) points for each Loss

One (1) point for each goal scored up to a maximum of three (3) per game.

One (1) point for each shutout

A 0-0 tie will be scored as 4 points for each team (3 for tie, 1 for shutout)

In the event of a tie in points at the end of bracket play, the winner for advancement to Semi-Final will be determined as follows:

A. The winner in head to head competition. In the event of a 3-way tie, even after the elimination of 1 team through tie-breakers "B", "C", "D", and "E", the head to head tie breaker is NOT used. There is no reverting back to tiebreaker "A" in a 3-way tie.

B. Goal differential, maximum of 3 per game (Team wins 4-0, only gets 3 points)

C. Goals Against

D. Most shut outs.

E. Goals For, maximum of 6 per game

If a tie still exists after steps (A) through (F), FIFA Kicks from the Penalty Mark will be taken fifteen (15) minutes prior to the scheduled start of the Semi-Final game. Tournament Director may alter the time based on field availability and tournament needs.

MATCH & SCORE REPORTING

Match scores will be recorded by the match official following the game and game cards will be returned to the tournament tent by officials. Winning teams will enter their game score after each game via Got Soccer APP or telephone.

The comprehensive list of score updates for all ages, flights, and brackets, for the entire tournament will be posted on our tournament website – <http://crusa.net/tournaments-and-leagues/crusa-fc-bucks-adidas-classic---november>

PROTESTS & DISPUTES

No Protests will be allowed

FINAL RULINGS

The final interpreter of the foregoing rules and regulations, and also any matters not provided for in these rules will be the Tournament Directors, whose decisions shall be final.

CONDUCT & DISCIPLINE

Disciplinary action taken against a coach will be levied in the next game in which he/she coaches the team playing at the time of the original infraction, or to the next game coached if the violation occurred during the last game for that team. If additional behavior problems occur, the Directors reserve the right to levy additional discipline up to and including expulsion from the Tournament.

Players that are red carded or receive two yellows in a single game must sit out the next game. A player or coach who is ejected for violent conduct or serious foul play may be subject to further sanctioning. Any player or coach who assaults a referee will be expelled from the Tournament and the home club will be notified.

Not permitted at our tournament includes: pets, alcoholic beverages, barbecue grills and verbal abuse.

WEATHER

In the event of inclement weather, the Tournament Committee will have the authority to change games as follows:

- Relocate or reschedule any game(s)
- Change the duration of the game(s)
- Cancel any game(s), which have no bearing on the selection of the division winners.

REFUND POLICY

In the event the tournament has to be cancelled, partial refunds and/or credits will be granted after the tournament director and the tournament staff reviews the entire event.

LIABILITY

Council Rock United is not responsible for injury, loss of property, or damage to any personal property that occurs during the CRUSA/FC Bucks Adidas Classic. This includes, but is not limited to, all; participants, spectators, parents of participants, relatives of participants, coaches, officials, or anyone associated in any way with the CRUSA/FC Bucks Adidas Classic. Additionally, anyone entering the parking facilities with a vehicle at any tournament field venue understands that there is an inherent risk associated with parking their vehicle near a sporting event, and that Council Rock United, or anyone associated with the organization, is not liable for damages that the vehicle may sustain.