

## **General Rules**

This tournament is approved by EPYSA (Eastern Pennsylvania Youth Soccer Association), which is affiliated with USYSA, USSF and FIFA.

Council Rock United Soccer Association, Inc., its affiliates, associates, employees, volunteers, officers, directors, players, or assigns (collectively referred to as ("CRUSA") and EPYSA will not be responsible for any expenses incurred by any individual, team, or club. All teams are responsible for their own medical and liability insurance coverage. In the event of an accident or injury while in transit to or from, or while participating in the tournament, CRUSA and EPYSA shall not be held liable. All teams must have proof of insurance. Check with your club or state office about your proof of insurance.

Each team is scheduled to play three games. A single referee will be used for U9 through U12. A three-person referee system will be used for U13 and above.

Individual awards will be given to first and second place team members on the tournament roster.

The CRUSA Board of Directors and CRUSA Tournament Directors reserve the right to decide all matters pertaining to the Tournament and their judgment is final.

## **General Conduct**

Only the coach who registers the team may speak with the Field Marshal on matters pertaining to the tournament. Each team shall have a designated speaking captain during the games. Coaches are responsible for the actions of their players, assistant coaches, parents, and spectators. Each team must have a carded coach on the sidelines of all games.

- **NO ALCOHOLIC BEVERAGES are allowed at any field site.**
- **NO FOUL OR ABUSIVE LANGUAGE is allowed at any field site.**
- **NO HARASSMENT of referees (including assistant referees/linesmen) will be tolerated.**
- **NO DISSENT of referee's decisions (including assistant referees/linemen's) will be tolerated.**
- **NO SMOKING at any of the fields.**
- **NO DOGS at any of the fields.**

The coach is expected to control his/her sideline and to put an end to any conduct detrimental to the good of the game. The coach is also expected to address any problem that the referee may bring to his/her attention. Failure of the coach to keep control of self, players, assistant coaches, parents, or spectators may result in forfeiture of a game or the suspension of the team for the balance of the tournament by the referee, referee coordinator, Field Marshal, site coordinator or Tournament Director without refund.

**PERSONS EJECTED** – Coaches or Parents ejected from a game by the referee or asked to leave by tournament officials will leave the tournament grounds immediately and in an orderly fashion. Failure to leave the grounds immediately or continued abusive or threatening behavior will result in the manner being turned over to the Northampton Twp. Police. Abusive behavior by parents, players, or coaches may also result in forfeiture of the current game and/or expulsion of the team from the tournament and forfeiture of all remaining games.

### **Team and Spectator Location**

For both teams, players and coaches will take the opposite side of the pitch as their spectators.

No coaches, players, or spectators are authorized within eighteen yards of the end of the field, and no one is permitted behind the end line.

All spectators must remain behind the spectator's lines.

It is the responsibility of the team's coach or the person acting on the coach's behalf to control the conduct of the parents and other spectators. Failure to do so may result in a warning by the referee to the coach or the person acting on the coach's behalf.

### **Player / Coach Conduct**

Two yellow cards in the same game result in the ejection of the player from that game and the player must sit out the next game. There shall be no substitution for the ejected player.

One red card results in the ejection of the player from that game and the player must sit out at least the next game. Based on the referee report, the site coordinator, field marshal or referee coordinator may impose additional penalties for violent or dangerous play up to and including banning the player from further participation in the tournament. There shall be no substitution for the ejected player. Two ejections of the same player during the tournament result in the banning of that player from competition for the rest of the tournament.

Coach ejections will be treated the same as player ejections. For the game to continue after a coaching ejection, an assistant coach must show a valid pass to the referee, or the game is a forfeit. If no assistant is available for the next game, then that game is also a forfeit. Ejected coaches must leave the field immediately and may not attend the following game. If not, the game is a forfeit.

Per EPYSA tournament rules, all referee assaults and all yellow and red cards will be reported to EPYSA and the respective state associations.

### **Age, Eligibility and Guest Player Policy**

**All passes must be current original players passes either USYS State Association or US Club, no mix and match.**

- U09-U10 (7v7): up to twelve players

- U11-U12 (9v9): up to sixteen players
- U13-U18: up to twenty-two players on the Tournament Roster but only eighteen dressed and rostered per game including up to five guest players. All players (including guests) must be registered with their respective state, provincial or national association. All teams from outside EPYSA must supply a copy of their Permission to Travel Form signed by their state, provincial or national association. According to EPYSA rules, secondary players registered on your roster are considered guest players for the purpose of traveling to tournaments and will be counted toward your 5-guest maximum if they attend.

Current player passes authorized by their respective state, provincial or national association will be required as proof of age for each player, including guests. Current coach passes authorized by their respective states, provincial or national association will be required as proof of good standing.

Official team rosters will be checked against coach and player passes during online registration. The Field Marshal or referee may use a copy of this tournament approved roster to verify player eligibility before or during each game. Use of an illegal player (a player not registered with the tournament or a player who received a red or two yellow cards in the prior game) will result in the immediate dismissal of the team from the tournament without a refund. ***No player may play on more than one team in the tournament for the duration of the event.***

### **Laws of the Game**

All matches will be played in accordance with [FIFA Laws of the Game](#), except as specifically superseded by these rules.

### **Build-Out Line:**

The build out line promotes playing the ball out of the back in a less pressured setting. When the goalkeeper has the ball in his or her hands during play from the opponent, the opposing team must move behind the build out line until the ball is put into play. Once the opposing team is behind the buildout line, the goalkeeper can pass, throw, or roll the ball into play (punts and drop kicks are 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. The opposing team must also move behind the build out line during a goal kick until the ball is put into play. If a goalkeeper punts or drop kicks the ball, an indirect free kick should be 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 should be taken on the goal area line parallel to the goal line at the nearest point to where the infringement occurred. 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. Ideally, the goalkeeper will wait to put the ball into play once all opponents are past the build out line. However, the goalkeeper can put the ball into play sooner but he or she does so accept the positioning of the opponents and the consequences of how play resumes. To support the intent of

the development rule, coaches and referees should be mindful of any intentional delays being caused by opponents not retreating in a timely manner or encroaching over the build out line prior to the ball being put into play. Coaches are responsible for addressing these types of issues with their players.

Referees can manage the situation with misconduct if deemed appropriate. Referees should be flexible when enforcing the eight second rule and counting the time of possession should only begin when all opponents have moved behind the build out line.

- On a goal kick, a defensive free kick inside the penalty area, or when the goalkeeper has possession of the ball with their hands, the opposing team must move behind the build-out line until the ball is put back into play.
- The goalkeeper can pass, throw, or roll the ball to put it back into play (punts and drop kicks are not allowed).
- On a goal kick, a defensive free kick inside the penalty area, or when the goalkeeper has possession of the ball with their hands, the opposing team may cross the build-out line when:
  1. The goalkeeper changes possession from their hand to play the ball with their feet, or
  2. A second touch is made by another player on the goalkeeper's team, or
  3. The ball comes to a complete stop, or
  4. The ball crosses the buildout line.

## **Player Equipment**

Each team is required to have alternate-colored jerseys or pinnies. When the referee determines that the colors are similar, the home team is responsible for changing their jersey. The home team is the first team listed (left) on the schedule. In consolation or championship games, the home team will be determined by the referee's coin toss.

Shin guards must be worn during all games and socks are to cover shin guards during the match. All players must wear numbered jerseys. The numbers must match the player's number that is turned in on the tournament roster.

Goal keepers must wear a jersey color that contrasts with both team's jerseys and the referee's jersey.

No metal cleats may be worn during soccer games. Players may not wear jewelry on the playing field, including metal hair clips.

## **Substitutions**

There will be no limit to substitutions at any stoppage, **subject to permission of the referee**. When a yellow card is given, the carded player **MUST** be substituted for. The player may re-enter at the next available opportunity, subject to the permission of the referee. The opposing team has the right to one substitute at that time. If an injured player is addressed on the field, the injured player **MUST**

be substituted for. The player may re-enter at the next available opportunity, subject to the permission of the referee. The opposing team has the right to one substitute at that time.

### **Balls**

BALLS – Under-12 and younger play with a size four, everyone else a size five. The home team supplies the game ball.

### **Protests**

There will be no protests. In matters pertaining to the game, all decisions of the referees are final. All scheduled center referees are USSF certified and are assigned by a local, state approved, referee assignor. The Tournament Committee, Tournament Director, Site Coordinators, Field Marshals, Council Rock Soccer Association, and its officers have no control over referee assignments.

### **Forfeits**

A 5-minute grace period will be allowed after the scheduled kick off time before the game is awarded to the opponent. A minimum of seven players constitutes a team (11v11), six players constitute a team (9v9), five players constitute a team (7v7). Teams that fail to field the minimum at the start of the game or who fall below the minimum during the game forfeit the game regardless of the score at the point of forfeiture. Every team must have a coach with a valid pass at each game or the game is forfeit. A forfeit will be recorded as a 0-3 loss for the forfeiting team and a 3-0 win for the opponent.

### **Duration of Play**

Weather permitting, 7v7 will play 40-minute games; 9v9 will play 45 minutes games; 11v11 will play 50 minutes games. The referee, the site coordinator or the Field Marshal may shorten or cancel games to preserve the field or to keep the tournament on schedule. A game will be deemed official, and its score stand if 50% of the game has been played as of the scheduled start of the next game.

### **Inclement Weather or Poor Field Conditions**

Regardless of weather or field conditions, coaches and their teams must appear at the field, ready to play as scheduled. Failure to appear will result in forfeiture of the game unless approved by the site coordinator ahead of time. Due to the one-day format, rescheduled games may be impractical.

INCLEMENT WEATHER or POOR FIELD CONDITIONS BEFORE A GAME: An individual game may be cancelled, or the players may be prohibited from warming up on the field and the game length may be reduced. Only the Tournament Committee, the Tournament Director, the site coordinator, the referee, or the Field Marshal may shorten or cancel a game. In the event of lightning or other severe weather: the tournament director will be notified by local authorities of approaching severe weather

and may take the action of stopping tournament play before the severe weather is observable at the tournament sites.

The Referee, Field Marshal, or Site Director will also have the authority and responsibility to stop play if lightning or other severe weather is observed locally.

The game in progress may be terminated or the length of this and subsequent games may be reduced upon resumption of play. Only the tournament director, site coordinator, the referee or the Field Marshal may shorten a game. Should a game be terminated with 20 or more minutes played, the game will be considered official, and the score will stand.

Cancelled games or games terminated before 20 minutes of play shall be considered a 0 to 0 tie for purposes of tournament standings.

**ALL CLEAR** - The Tournament Director will determine when to give the All-Clear Signal. Instructions for resumption of play will be given to the Field Marshals who will then inform the referee and coaches.

**EXCESSIVE HEAT** - exists when there is a combination of elevated temperatures, high humidity and/or bright sunshine and it can be extremely dangerous for anyone performing physical activities outdoors but even more so for young athletes participating in a highly competitive activity such as soccer. In the event of excessive heat, the tournament committee will add an additional 5-minute water break at the midway point of each half. This will change the games to quarters.

If games switch to quarters during play, the Tournament Director will inform the Field Marshal, who will then notify the referee at the next stoppage. The referee will then inform the coaches of each team.

- If the current half is less than halfway complete, then the referee will stop the half at the midway point for a 5-minute break.
- If the current half is past the midway point but still has more than 5 minutes remaining, then the referee will stop the game at this point for a 5-minute break.
- If the current half has less than 5 minutes remaining, then the game will continue to half time (if in the first half) or to the conclusion (if in the second half).
- Teams will switch goals only at half time, not at quarters.

In addition, the Tournament Director may allow modify substitution rules allowing both teams to substitute players when an inbound team substitutes players.

In the event of an approaching hurricane or tropical storm or other severe weather activity, the tournament committee may elect to cancel the tournament. Cancellation will be made at the earliest possible time to minimize inconvenience to participants.

## **REFUND POLICY**

Once the schedule is posted, there are no refunds. In the event the tournament must be cancelled, partial refunds and/or credits will be granted after the tournament director and staff review the entire event.

## **Score Reporting**

A Field Marshal will fill out a game report for each game played. The report will include game related information such as goals scored, yellow card and red card information and injuries.

In the event of disagreement, the referee's score is final. At the conclusion of each match the Field Marshal will take this information to the site headquarters where the scores will be posted. Yellow and red card information will be used for tie breaker scoring and for the Post Tournament report to the state.

## **Determination of Division Winners**

1) **Four team division** with each team playing each other once and the division champion and finalist being determined on total points. (See below)

2) **Six team divisions** are comprised of two 3-team brackets where each team plays the other two teams in their bracket once. The third game is first place in Bracket A, plays first place in Bracket B, second place in Bracket A plays second place in Bracket B. 3rd place in Bracket A plays third place in Bracket B. First and second place winners are determined by winner and finalist of first place in Bracket A v first place in Bracket B game.

All teams are guaranteed three games. Teams will be awarded points on the following basis: Six points for each win. Three points for each Tie. Zero points for each Loss. One point per goal up to 3 max. One point per shut out.

## **FOUR TEAM DIVISION**

At the end of play, the division champion will be the team with the most win/tie points based on the scoring system above. The finalist will be the team with the second-best win/tie points. In the event of a tie within the division, the following criteria will be used to determine the division champion and finalist, in the following order:

In the event of a tie in points at the end of bracket play, the winner and second place for advancement will be determined as follows:

1. The winner in head-to-head competition. (If there is a 3-team tie, proceed to the next tiebreaker
2. Goals Against
3. Goal Differential
4. Penalty Shootout

When the tiebreaker system is used, the criteria are followed from 1 through 4 until one team is eliminated and then the criteria start over again at Rule #1. Rules are repeated until one team remains.

### **SIX TEAM DIVISION**

Where appropriate; we have grouped some divisions with six teams (Two 3-team brackets scheduled together). Each team will play the other 2 teams in their 3 team bracket and their 3rd game opponent will be determined as follows: 1st place of Bracket A will play 1st place of Bracket B, 2nd place of Bracket A will play 2nd place of Bracket B and 3rd place of Bracket A will play 3rd place of Bracket B. At the end of play, the division champion will be the team who wins the first-place game, and the finalist will be the team who is the finalist in the first-place game.

In the event of a tie in points at the end of bracket play, the winner and second place for advancement will be determined as follows:

1. The winner in head-to-head competition. (If there is a 3-team tie, proceed to the next tiebreaker
2. Goals Against
3. Goal Differential
4. Penalty Shootout

When the tiebreaker system is used, the criteria are followed from 1 through 4 until one team is eliminated and then the criteria start over again at Rule #1. Rules are repeated until one team remains.

Any FINAL game in a six-team division that is tied at the end of regulation will go directly to penalty kicks.

### **Protest:**

There will be no formal protests. The tournament committee's interpretation of the rules shall be final. The tournament committee reserves the right to decide on all matters pertaining to this tournament.