



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 tournaments and 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 therefore 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 canceled in whole or part.
- 1.4. If the event is cancelled in its entirety, meaning no games have kicked off for the event, refunds will be decided 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 and 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. First and second place awards will be presented.
- 1.7. 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.
 - 1.7.1. **PETS ARE PROHIBITED WITH THE EXCEPTION OF SERVICE ANIMALS.**
 - 1.7.2. **OUTDOOR GRILLING IS NOT PERMITTED.**
 - 1.7.3. **ALCOHOLIC BEVERAGES AND SMOKING ARE PROHIBITED.**
 - 1.7.4. **ARTIFICIAL NOISE-MAKERS ARE PROHIBITED.**
 - 1.7.5. **FAILURE TO COMPLY WITH PARKING INSTRUCTIONS FROM SIGNAGE, EVENT STAFF, AND/OR FACILITY STAFF. 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.
- 2.2. What is 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 releases 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)
- 2.3. 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.
 - 2.3.1. Teams from the United States:
 - 2.3.1.1. Player identification cards authorized by the team's Federation Organization Member (USYS, US Club) will be required as proof of age.



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2.3.1.2. 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

2.3.2. Foreign Teams:

2.3.2.1. 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.

2.3.2.2. Teams are required to have player identification cards.

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

2.4. 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.

2.5. 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.

2.6. 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.

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.



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Age Group	# of players on the field during player	Roster Size to include guest players (maximum)	Guest Players
U9 – U10	7v7	14 players	3
U11 - U12	9v9	16	3
U13 - U19	11v11	18 players	4

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

3.3. **Guest Players:** U12 (9v9) and younger may have a maximum of three (3) guest players on their roster. U12 (11v11) and older may have four (4) guest players on their roster.

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. Heading Rules for U11 and Younger

4.2.1. 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 in advertent, then the proper restart is a dropped ball.

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. 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.



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7. QUALIFICATION GAME FORMAT

- 7.1 In the qualification format, all teams will play three (3) 25-minute mini-games on Saturday morning. After the mini games are completed on Saturday morning, game times will be determined for the Championship round format in which teams will play (3) 50 minute games (1 on Saturday afternoon and 2 games on Sunday). Saturday afternoon begins your bracketed championship round tournament play.
 - 7.1.1. Once the qualification games are completed, the points will be totaled. The team with the highest points will be seeded in the highest position. Should 2 teams have the same number of game points, tie breakers will take effect (see section 7.2).
 - 7.1.2. Teams will be placed into brackets based on their point totals
 - 7.1.2.1 Three (3) points for a win
 - 7.1.2.2 Two (2) points for a tie with a score
 - 7.1.2.3 One (1) point for a scoreless tie
 - 7.1.2.4 (Zero) 0 points for a loss.
 - 7.1.3. Schedules will be posted following the mini games, then the three (3) 50-minute championship round games will be played.
- 7.2. Tie-Breaker System after the mini game play ends, in the order listed below:
 - 7.2.1 Goal differential (the difference between the goals scored and goals allowed with the maximum differential points allowed for a single match being + (-) 4
 - 7.2.2 Fewest goals allowed
 - 7.2.3 Most goals scored
 - 7.2.4 Head-to-head competition from the qualification round OR if teams didn't meet in mini games, then a coin toss
 - 7.2.5 Coin Toss

8. Championship Round Format

- 8.1. In the Championship round format groups of 10 teams and groups of 8 teams will play (3) 50 minute games (1 on Saturday afternoon and 2 games on Sunday). Saturday afternoon begins your bracketed championship round tournament play. Groups of 6 teams will begin their Championship Round format in their first match Sunday Morning (all matches played on Saturday will be used for determine seeding for Sunday's Championship round).
- 8.2. Tie-Breaker System after each game in the Championship Round
 - 8.2.1. Tie games will be sudden death overtime
 - 8.2.2. All 11v11 games (U13 and above) will be 7v7; 9v9 will play 6v6; 7v7 will play 5v5. The players who are on the field at the end of regulation are the only players who may be selected for overtime.
 - 8.2.3. Red cards will carry over into overtime, meaning a team will play one player down.
 - 8.2.4. Once regulation ends, players on the field will report to center circle. Coaches will be given 3 minutes to select players.
 - 8.2.5. A coin toss will take place, home team calling the flip will be held. The winner of the toss will determine which goal they want to defend. The game will commence with a drop ball at midfield.**
 - 8.2.6. All regular FIFA rules will apply during Championship Round Overtime with the exception:
 - 8.2.6.1. There are no substitutions. That includes substitutions due to injury.
 - 8.2.6.2. There are no goalkeepers allowed during the sudden death period.
 - 8.2.6.3. If a penalty kick is awarded during sudden death, the defending team may place a player on the goal line. The player may use every part of his body **EXCEPT** his hands during the penalty kick.
 - 8.2.6.4. There will be no offside called during the sudden death period.
 - 8.2.6.5. If the game is still scoreless at the end of five (5) minutes, one (1) player from each team will be removed from the field. Coaches will have 20 seconds to remove the player or the referee will designate a player to be removed. At each 5 minute increment, teams are required to remove 1 additional player until a goal is scored and the game is ended. Game will restart with a drop ball at midfield.**
 - 8.2.6.6. The game will end when the first team scores a goal.
 - 8.2.6.7. Any cards given during the sudden death period will be treated as if issued during a regular match.



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9. DURATION OF GAMES

9.1. The following table shows the length of game halves for the tournament's matches in the:

Qualification Format (Mini-games)

Age Group	# of players on the field during play	Game Length	Halftime Length	Ball Size
U9 -U10	7v7	25 minutes	0 minutes	Size 4
U11- U12	9v9	25 minutes	0 minutes	Size 4
U13-19	11v11	25 minutes	0 minutes	Size 5

9.2. The following table shows the length of game halves for the tournament matches in the

Championship Round Format

Age Group	# of players on the field during play	Game Length	Halftime Length	Ball Size
U9 – U10	7v7	50 minutes	5 minutes	Size 4
U11- U12	9v9	50 minutes	5 minutes	Size 4
U13-19	11v11	50 minutes	5 minutes	Size 5

9.3. In the event, 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.

9.4. 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. In the event that the duration of the game runs out of time while the injury is still in progress, the score will stand as final.

10. FAILURE TO SHOW AND FORFEITS

10.1. 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:

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

10.1.2. Six (6) for any small sided (9v9) match,

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

10.2. 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.

10.3. 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 1-0 forfeited win.

10.4. 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 1-0 forfeit win.

10.5. If a team has forfeited a game during the tournament, their performance bond cashed be lost in full.

10.6. Any team that forfeits a match is unable to advance into the championship format round, they will be automatic placed into the consolation matches.



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11. GAME AND SCORE REPORTING

- 11.1. 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.
- 11.2. The field marshal will obtain signatures from the referees, home and visiting team official representative (coaches or manager) to verify all of the information reported on the game report.
 - 11.2.1. Once the team official representative has verified and signed the official game report that information will stand as reported and will not be modified.
- 11.3. **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 tie-breaker rules as the maximum goal difference for calculating tie-breaker rules as the maximum goal difference for calculating tie-breaker is 4 goals.

12. INCLEMENT WEATHER

- 12.1. 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:
 - 12.1.1. Relocate or reschedule game(s);
 - 12.1.2. Change the duration of game(s);
 - 12.1.3. Cancel preliminary game(s) that have no bearing on the selection of division winners.

13. PROTESTS AND DISPUTES

- 13.1. 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 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.
- 13.2. 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.

14. CONDUCT

- 14.1. 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.
- 14.2. 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.
- 14.3. **Ejection (see below)**



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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 into the tournament.

14.4. 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.

14.5. 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.

14.6. 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.)

14.7. Report of Disciplinary Action:

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

14.7.2. 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.

15. CONCUSSION POLICY

15.1. 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.