

Fall Kickoff Friendlies

Rules & Regulations



1. General

- 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.
- 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.
- The Tournament Committee and Keystone Football Club will not be responsible for any expenses incurred by any team, club or individual. Every effort will be made to play the tournament in full; however, should severe inclement weather, force majeure, or other circumstances beyond the control of the tournament organizers cause partial cancellation, there will be no refunds.
- All teams are responsible for their own insurance. In the case of injury during travel or while participating in the tournament, neither Keystone FC, members of its Tournament Committee or Board of Directors or other agents of the Club may be held liable.
- Upon notice of acceptance, any team that withdraws from the tournament will forfeit the entry fee in its entirety.
- Non-local teams (outside of the 100 mile radius of the event) 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.
- First and second place awards will be presented to age groups U9 to U14.
- 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.
 - **PETS ARE PROHIBITED WITH THE EXCEPTION OF SERVICE ANIMALS.**
 - **OUTDOOR GRILLING IS NOT PERMITTED.**
 - **ALCOHOLIC BEVERAGES, SMOKING/VAPING ARE PROHIBITED.**
 - **ARTIFICIAL NOISE-MAKERS ARE PROHIBITED.**
 - **RECREATIONAL VEHICLES (RV's) ARE PROHIBITED.**
 - **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/Eligibility

- 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. The website will provide detailed instructions on how to upload the documents, but these items will be required for check-in:
 - **A copy of the 2021-2022 team roster** stamped by the team's US Youth Soccer State association or US Club Soccer. Players on the roster who are not competing in the event should be cross off the roster.
 - Guest players who are not listed on the roster should be written at the bottom of the roster, including player jersey numbers, birth date, and player identification number. All guest players must present



player passes issued by the same organization as the team with which they are competing during the tournament.

- **A photo player pass** for all participating players and coaches issued by the same organization as the team roster.
- Medical release for each individual participating player including guest players.
- 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.
- 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.
- 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.
- All participating teams must be currently registered with their US Youth Soccer State association (e.g., EPYSA) or US Club Soccer.
- USYSA member teams from Region 1 do not need to provide permission to travel. USYSA teams participating in the tournament from outside Region 1 must provide at the time of registration (not at check-in) their state associations properly executed "Permission to Travel Form." No such permission is required of US Club Soccer member teams.
- **Prior to the beginning of the tournament, we will require that:**
 - Outstanding registration balance is paid, if applicable.
 - Teams collect and bring to the tournament medical releases for all participating players (both rostered and guest). The medical releases do not have to be presented at check-in.
- **Regardless of player status (guest or rostered), no player may play for more than one team during the tournament.**

Age Group	# of Players on the Field During Play	Roster Size (Maximum)	Max # of Guest Players
U9 - U10	7v7	12 players	4
U11 - U12	9v9	16 players	4
U13- U14	11v11	18 players	4

3. Laws of the Game

- All games will be played in accordance with FIFA and USYSA laws, except as specifically modified by these rules.
 - **No deliberate heading of the ball is allowed in U9-U11 games.** Infractions will result in an indirect free kick at the spot of the violation.
 - **No punting is allowed in U9 or U10 games.** Infractions will result in an indirect free kick at the spot of the violation.
 - **U9 and U10 games will include the use of "build-out lines".** The lines are located halfway between the top of each penalty area and the half-field line. Once a goalkeeper picks up the ball with his/her hands, and during goal kicks, the team not in possession must retreat behind the build-out line, at which point play may proceed once the ball is put into play. In addition, in U9 and U10 games, players may not be in an offside position until they are beyond the build-out line.



4. Uniforms & Equipment

- The Home Team will be required to switch to alternate jerseys to accommodate a color conflict at the discretion of the referee. If the Home Team cannot supply alternate jerseys, the Visiting Team will change. 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.
- 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.
- Players are **required** to wear shin guards in accordance with the Laws of the Game.
- No jewelry of any kind is permitted, including earrings of any type (even if covered), necklaces or bracelets. The only exception will be players wearing medical bracelets.

5. Duration of Games

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	30 minutes	5 minutes	Size 4
U13 – U14	11v11	35 minutes	5 minutes	Size 5

- Teams should be at the designated field ready to play at least 15-minutes before game time. The referee will toss a coin with team captains to start the game and choose a goal.
- Match time will be kept on the field by the referee and will be kept on a running clock with no "injury time" or "stoppage time." **There will be no overtime in this tournament.**
- Game reports must be signed by both coaches.

6. Substitutions

- At all ages (U9-U14), substitutions may be made without limit from midfield with the permission of the referee at any stoppage of play. The referee may disallow a substitution if the request is judged to be for the sole purpose of delaying the game.

7. Failure to Show and Forfeits

- There will be no grace time allowed for teams not at the field of play at the scheduled kick-off time.
- A minimum of:
 - five players are required for play to begin for 7v7 games.
 - six players are required for play to begin for 9v9 games.
 - eight players are required for play to begin for 11v11 games.
- A team without the minimum number of players available at the scheduled kick-off time will forfeit the game, and their opponent will be awarded a 1-0 win.
- In the event neither team has the minimum number of players available at the scheduled kick-off time, the game will be recorded as a double forfeit with neither team receiving points.
- 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.



8. Inclement Weather

- Regardless of weather conditions, players and coaches must be present at the scheduled 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:
 - Relocate or reschedule any game;
 - Consider as complete a game that has been called by an official once at least 50% of the game has been played;
 - Cancel any preliminary games that have no bearing on the selection of division winners or runners-up and/or;
 - Reduce the duration of any game as needed.
- In the event that the tournament cannot be played on the make-up date due to inclement weather, force majeure, or other circumstances beyond the control of the tournament organizers, a partial refund will be made to teams once all tournament expenses have been paid. Once the tournament commences, there will be no refund if the tournament is canceled before completion.

9. Conduct

- Players, coaches, and spectators are expected to conduct themselves within the spirit and laws of the game. Players, coaches, or spectators ejected from a game by the referee will be required to leave the field area. Severe misconduct and/or failure to comply with a referee could result in a team's disqualification from the remainder of the tournament.
- A player or coach who has been ejected will not return for that game and will not be allowed to participate in the next scheduled game. A player or coach who is ejected for violent conduct or serious foul play may be subject to further sanctioning.
- Players and coaches of each team shall occupy opposite sides of the field from spectators (that is, Team A and its spectators on one sideline, Team B and its spectators on the other sideline). No one will be permitted behind either end line.
- **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.**
- 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.
- 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.)
- **Report of Disciplinary Action:**
 - For United States teams, the tournament will notify the Federation Organization member of that team of the disciplinary action taken or required.
 - 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.

10. Concussion Policy



- 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.