

Tournament Rules

DE Rush Spring Classic Tournament March 25th and 26th, 2017

The Tournament Committee's interpretation of these rules shall be final and binding. The Tournament Committee reserves the right to decide on all matters pertaining to the tournament. During the tournament itself, the Tournament Director in consultation with the designated club official is considered to be the Tournament Committee.

TEAM CHECK-IN REGISTRATION

All participating teams must be currently registered with their State association, or US Club Soccer. We will have Mandatory Electronic Registration Check-in online through Got Soccer. Please log into your account and upload the required separate file documents in PDF format. Player Cards, Medical Releases, Permission to Travel and Roster must be from the same association. **Deadline to upload your documents is 3/21/17.** We will not have on-site registration check-in.

- Roster – Scan your official State stamped approved roster (US Youth, US Club) as one PDF file to upload.
- Medical Releases - Scan each player form into one PDF file to upload.
- Permission to Travel - if required by your State. Not required by US Club or USYS Region 1 registered teams. All teams outside Region 1 must have Permission to Travel forms authorized by their State Association. Scan into one PDF file to upload.
- Player Pass – Scan each player pass (front side) into one PDF file to upload. Include as many passes on each sheet (8.5 x 11) as possible.
- Guest Player – Player Pass, Medical Release & Guest Player form as required by your state association.

Tournament Rules

ROSTERS

- Up to 4 guest players are allowed per team.
- Players are only allowed to play for one team at the tournament. No player may be rostered to more than one team.

TEAMS

- Be at your field ready to play 20 minutes before game time.
- Referee will toss a coin with team captains to start the game and choose goals.

- Game reports must be signed by both coaches and the Center Referee.
- It is expected that each team will participate in the customary handshake and exchange of patches at the completion of each game.
- Players and coaches shall occupy one side of the field and spectators the other.
- No one will be permitted behind either side of the end line.
- Alcoholic beverages are not permitted at any game sites.
- Dogs are not permitted on premises, with the exception of service dogs.

AWARDS

U8-12 teams: Awards will be given to winners and runners up after the last game for the bracket.

Laws of the Game

All games will be played in accordance with FIFA and USYSA laws, except as specifically modified by these rules.

□ Goal kicks for the U8 brackets can be taken from any point within the 14 yard goal area (note they do not need to be from within the 6 yard goal area).

□ Ball Size/Duration of Game Size 4 ball for ages U8, U9, U10, U11, U12:

U8 – U10 games consist of two 25 minute halves.

U11 and U12 games consist of two 30 minute halves.

□ Substitutions

Substitutions may be made without limit, with the permission of the Referee as follows:

After a goal has been scored

At any goal kick

On YOUR throw-in

On the other teams throw-in IF THEY Substitute

After an injury, one player for the injured player and if desired one player for the opposing team.

For a yellow carded player.

There will be no substitutions for a player who has received a red card.

Protests

There will be no protests allowed.

All decisions of the Referee on the field are final.

Games and Equipment

All uniforms must be numbered.

In the event of conflicting color jerseys the home team will be required to change (home team is listed first in the schedule).

Players are required to wear shin guards in accordance with the Laws of the

Game.

Conduct

- Players, coaches and spectators are expected to conduct themselves within the spirit and laws of the game. The coach is responsible for their behavior, for the behavior of their players and for the behavior of their spectators.
- Coaches or spectators ejected from a game by the referee will be required to leave the field area immediately. A coach, who is ejected, will not be permitted to coach their team's next game.
- Referees will collect the card of ejected coaches; the card may be returned from the headquarters tent after the suspension has been served.
- In addition to the above, the following conduct requirement/rule will apply: Players, coaches and spectators must respect the rights, dignity and worth of every person regardless of their gender, ability, cultural background or religion. A violation of this rule will result in an immediate red card.

Player Cautions and Ejections

Yellow cards - do not carry forward.

Red Card – if a player receives a Red Card, the player may not play in the next game, unless the Red card is for fighting then they are ineligible to play for the remainder of the tournament. Referees will collect the player card of red-carded players; they may be returned from the headquarters tent after the suspension has been served.

Failure to Show and Forfeits

There will be no grace time allowed for teams not at the field of play at the scheduled time of kick-off. Failure to be present at start time will be considered a forfeit and the opponent shall be awarded a 2-1 win for the match. A minimum of 5 players is required for play to begin.

Determination of Division Winners

- Each team will be awarded 6 points for a win, 3 points for a tie and 0 points for a loss.
- Each team will earn 1 point for each goal, to a maximum of 3.
- The winning team will lose one of these three goal points for each point of goal differential over 7.
- One point will be awarded to the winning team who shuts out its opponent.
- In case of a 0-0 tie, each team is awarded one shutout point.
- The maximum points earned by a winning team is therefore 10.

☐ At the end of play, the division champion will be the team with the most win/tie points. The finalist will be the team with the second best win/tie points.

☐ In the event of a tie within either division, the following criteria will be used to determine champion finalist, in the following order:

Head to head

Least goals conceded

Most goals scored

Flip of a coin

WEATHER

The Tournament Committee and DE Rush Soccer will not be responsible for any expenses incurred by any team, club or individual if the tournament is canceled in whole or in part. Every effort will be made to play the tournament in full, however, should weather conditions or the state of the fields make it impossible to carry out the tournament to its full extent, it is up to the tournament committee to make the necessary decisions concerning the rearrangement or cancellation of games for any reason.

Inclement Weather

In case of severe inclement weather, the Tournament Committee shall have the authority to change the format as follows:

☐ Relocate or reschedule any game;

☐ Consider as complete a game that has been called by an official once 50% of the game has been played;

☐ Cancel any preliminary games that have no bearing on the selection of division winners or runner-ups;

☐ Reduce the duration of any game as needed.

REFUND POLICY

This tournament carries full tournament insurance, as defined by Elite:

Elite Tournaments will refund all tournament entry fees in full when the tournament is cancelled or postponed, so long as the cancellation or postponement is the sole and direct result of a cause not otherwise excluded. The cause of the cancellation or postponement must occur during the period of insurance and be beyond the control of both Elite Tournaments and the participant(s). Full refunds will only be applicable in the instance that no games have been completed. A partial refund may also be granted if a tournament is shortened due to reasons out of our control. Any partial refunds will be at the sole discretion of Elite Tournaments and only after confirmation from Insurers.