

Hempfield Fall Classic 2026 Rules - Girls and Boys Weekend

CREENTIALS

For mandatory registration, done on-line via the team GotSPORT account, teams must provide the following required credentials:

US Club Teams:

1. US Club Roster.
2. Designated "Tournament Teams" are also permitted.
3. Valid US Club Players Passes.
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. (Some state associations who use GotSport as their registration platform will have official rosters with player pass pictures on them. This will satisfy the requirement for both a roster, and player passes)
3. Designated "Tournament Teams" are also permitted.
4. Permission to Travel forms, should your state association require them.
5. Valid player passes for guest players.

All teams are responsible for their own player/team insurance. In case of accident or injury while traveling to or from and during the tournament, Penn Legacy/PA Classics AC/PA Classics USA Corp and its Executive Board, volunteers, contractors, or any teams participating in the tournament, will not be held liable.

E-Waivers:

1. Every player, coach, and team manager must complete the online Tournament E-Waiver to participate in the event. The waiver is available on the tournament website.
2. Players found to be participating in the event without a completed waiver risk expulsion from the event and having their team games forfeited.
3. Spectators do NOT have to complete an E-Waiver, only participants.

PLAYER AGE & ELIGIBILITY

(A player must be born in the listed year, or after, to be eligible for an age group)

Age Group	Birthdate	Gender	Max Roster Size
9U	August 1, 2017 - July 31, 2018	Boys & Girls	14
10U	August 1, 2016 - July 31, 2017	Boys & Girls	14
11U	August 1, 2015 - July 31, 2016	Boys & Girls	18
12U	August 1, 2014 - July 31, 2015	Boys & Girls	18
13U	August 1, 2013 - July 31, 2014	Boys & Girls	18
14U	August 1, 2012 - July 31, 2013	Boys & Girls	18*
15U	August 1, 2011 - July 31, 2012	Boys & Girls	18*
16U	August 1, 2010 - July 31, 2011	Boys & Girls	18*
17U	August 1, 2009 - July 31, 2010	Boys & Girls	18*
18U	August 1, 2008- July 31, 2009	Boys & Girls	18*
19U	August 1, 2007 - July 31, 2008	Boys & Girls	18*
*Extended rosters are permitted; only 18 may dress for each game.			
Teams at older age groups may be combined.			

ROSTERS & GUEST PLAYERS

U8 and U10 Teams: 7v7

May register a maximum of 14 players. A team may use up to 5 guest players but any team utilizing guest players is still limited to a total of 14 players.

U11 and U12 Teams: 9v9

May register a maximum of 18 players. A team may use up to 5 guest players but any team utilizing guest players is still limited to a total of 18 players.

U13 and U14 Teams: 11v11

U13 may register a maximum of 18 players. A team may use up to 7 guest players but any team utilizing guest players is still limited to a total of 18 players. U14 may utilize an extended roster as indicated below in the U15 and older teams.

U15 and Older Teams: 11v11

May register a maximum of 22 players. A team may use up to 7 guest players but any team utilizing guest players is still limited to a total of 22 players. Only 18 players may dress for any one particular game. No more than 18 players may participate in any one match. A team using more than 18 individual players in a match will forfeit that match by the score of 2-0. A team registering 19 to 22 players for the tournament are advised not to have more than the 18 participating players in the "technical area" (bench) during the game. Players 19-20-21-22, if they are in the technical area, should not be in uniform and should be clearly unavailable for use in the match.

The Tournament Directors reserve the right to amend the guest player limits per team as needed.

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 more than one team in the tournament for the duration of the event. A player who plays for a team that he/she is not registered to for the event will cause that team to forfeit the match. Players are only eligible to participate with one team.

LODGING/HOTELS

All teams requiring hotel/motel accommodations are required to book rooms through the service listed on the lodging page. Any team found booking rooms on an individual basis or outside of this service will risk acceptance to or ejection from the Tournament. It is your responsibility to note any cancellation deadlines and adhere to the booking service and hotel rules regarding cancellation periods.

GAME JERSEYS, GAME BALL, AND SPECTATORS

The tournament scheduler determines the home team for each match. The first team listed on the match card, and the official tournament website, is the home team. The home team will be responsible for using an alternate color uniform should there be a conflict with the away teams' uniform.

If necessary, the home team shall supply a suitable game ball if the tournament does not provide one. Should both teams agree on the use of a ball that is not the tournament ball, that is acceptable. Both teams and the match official must consent to this.

Spectators are not permitted behind the goals and shall be on the sideline opposite the team benches. All spectators shall use appropriate behavior and language. Spectators are subject to ejection from the premises for verbal abuse, at the discretion of the match referee, the tournament referee coordinator, or the tournament director(s). Head coaches are responsible for the behavior of their teams' parents and spectators. Head coaches and teams risk sanctions, up to and including forfeiture of a match or expulsion from the tournament, if team spectators are out of control and deemed by any tournament official or director to be a threat to the continuance of the event. Any spectator who is told to leave a match by an official must do so without delay or the Tournament reserves the right to forfeit the game to the detriment of the offending team.

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:

- Substitutions may be made, with the consent of the referee, at any moment during the match.
- No heading permitted for U9-U11 games.
- Games will consist of two halves of equal length. The Directors reserve the right to adjust game length for conditions beyond their control or for the good of the entire event.
 - U09 to U12 Game Lengths: (2) 25-minute halves (with a 5 minute break between halves)
 - U13 to U19 Game Lengths: (2) 30-minute halves (with a 5 minute break between halves)
- The game clock will not be stopped because of injury to any player, except if deemed necessary by the referee in extreme circumstances. Due to the time allowed for the completion of all games, the clock should run continuously. Tournament Directors have the right to halt the clock as deemed necessary, and to declare a match over or postponed to a later time.
- Group play games, and consolation games, that end in tie will remain as a tie. Only semifinal matches and championship matches, which must have a winner, will partake in penalty kicks. Semifinal and Final matches that end in a tie will go directly to a FIFA Penalty kick shootout. There will be no overtime periods; these games will advance straight to a penalty kick shootout.
- Teams will have their bench area on the same sideline, on opposite sides of the midfield line, from one another. Under no circumstance will teams have their benches on opposite sides of the field. Spectators are to be on the opposite side of the field from teams and should not stand on the goal ends of the field.
- There will be no overtimes, and/or games may be shortened at the sole discretion of the directors.

REFEREES

Referees will be USSF certified. It is the intent of the tournament to utilize 3-person referee crews for all matches U13 and older. As of 1/1/22 there is a shortage of USSF Certified officials in Eastern PA which could affect the tournament. Should a situation require it, the tournament reserves the right to use 1 official to

operate a match. This would be a last resort. Should there be only 2 officials present for any game the distribution of those officials will be as follows: 1 center official and 1 linesman. There will not be a “two-whistles” system utilized.

PLAYER EQUIPMENT

It will be the referees' discretion to determine the safety and suitability of player equipment. Any player with a cast or brace must meet with the match official prior to kick-off of every match to determine the viability of playing with the cast/brace. Any cast/brace that the official deems allowable must also be wrapped in padding to eliminate the risk of injury to other players. All players are required to wear shin guards.

FORFEITS

Any team that has forfeited a game, or caused the abandonment of a game, is prohibited from advancing to a semifinal or final match.

The score of a forfeited game shall be recorded as 2-0, 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 the following reasons, with the Tournament Directors reserving the right to declare additional reasons for forfeiture beyond the causes listed here, which are:

- A failure to begin play within ten (10) minutes of game time. Failure to appear may result in a monetary fine among other sanctions.
- Failure to complete a match where a team leaves the field during play prior to the match official terminating the game.
- Abandonment of the match by the official for actions by one, or both, teams. The match officials report will determine which team is culpable for the abandonment. The responsible team will forfeit the match. Should the match official determine that both teams are culpable for the abandonment then the score shall be recorded as 0-0.
- A team utilizing more than the maximum number of players allowed in any one match.
 - U09 to U10 = 14 players
 - U11 to U19 = 18 players
- A team utilizing non-rostered players, or those unverified through the online check-in process, during a match.
 - Players are not permitted to play for more than one team in the tournament. Not even if in different age groups.
 - A player who is rostered with “Team A” for the tournament and then goes and plays with “Team B” for the tournament (even if “Team B” is from the same club as “Team A”) will cause “Team B”, the one he/she is not officially rostered with, to forfeit the match.

- A team utilizing any player(s), or coaches, that were red carded in their immediately previous match and therefore should be serving the requisite 1-match suspension.

FORMAT

The following format will be used to determine bracket winners and advancement to the playoff rounds:

- Six-team divisions will be drawn into two (2) brackets of three (3) teams. Each team will play the others within its Group for a total of two (2) preliminary games. The 3rd Place team of Group A will play the 3rd Place team of Group B for their third and final game of the tournament. The winner of Group A will play the 2nd Place team of Group B in one Semi-Final. The winner of Group B will play the 2nd Place team of Group A in the other Semi-Final. The winners of the Semi-Finals will play each other in the Championship.
- In eight-team age divisions, teams will be drawn into two (2) brackets of four (4) teams. The team with the highest point totals in each bracket after the preliminary round of games will advance to the final round.
- In age divisions containing one bracket of three teams or five teams, a four-game round-robin will be played, with NO playoffs. Teams with the two highest point totals will be the champion and finalist.
- Bracket of 7 Teams: Teams will be assigned to play 2 matches on Saturday (Day 1) of the event. The matchups will be set up as follows: Teams 1 v 2, 3 v 4, 5 v 6, 7 v 1, 2 v 3, 4 v 5 and 6 v 7.

Following the conclusion of play on Day 1, based on the results of the matches played on Day 1, teams will officially be seeded, 1-7, in order to determine Day 2 matches.

On Day 2 of the event all teams will play at least 1 game, and 3 teams will actually play 2 games. The matchups for Day 2 of the event are:

- SemiFinal #1: Seed #1 v Seed #4 (winner plays again)
- SemiFinal #2: Seed #2 v Seed #3 (winner plays again)
- Consolation #1: Seed #6 v Seed #7 (winner plays again)
- Consolation #2: Seed #5 v. Winner of Seed #6 v Seed #7
- Final: Winner of SemiFinal #1 v. Winner of SemiFinal #2

Potentially any team, except seed #5, could play twice on Sunday. The only way to play a second game on Sunday is if you win a semi-final match or win Consolation Match #1.

The tournament guarantees all teams 3 matches and all teams will receive 3 matches, with 2 on Day 1 of the event and at least 1 on Day 2 of the event.

- In age groups containing one four-team bracket, teams will play each other once, and the teams with the two highest point totals will be the champion and finalist. Alternatively, teams will play each other once, and the teams with the two highest point totals will play in the Championship game. The Tournament Committee reserves the right to determine which format will be implemented to meet the schedule requirements.
- 4-team bracket: If all 4 teams are tied after tiebreakers 1-6 have been considered, then coin tosses will be conducted to separate the teams into 2 pairs. Then each pair will contest PK shootouts following FIFA rules to determine the top 2 teams. Those 2 teams will shootout again to determine who advances to the final. In the event of a 3-way tie after tie-breakers 1-5 have been considered, a coin toss will be held. The winner of the coin toss will advance into the 2nd PK shootout. The other 2 teams will conduct a PK shootout to determine who plays the coin toss winner in the 2nd

shootout. The winner of the 2nd shootout advances.

- **Groups of 10 and 12 see final page.**

STANDINGS, TIES-BREAKERS, AND DETERMINING WINNERS

The official event standings will be posted online via the tournament website. Standings are determined, and teams will be awarded points, using the following:

- Win = 3 Points
- Tie = 1 points
- Loss = 0 points

In the event of a tie in points at the end of bracket/group play, the winner for advancement to a semifinal or finals match will be determined as follows:

1. The winner in head-to-head competition. In the event of a 3-way tie, even after the elimination of 1 team through tiebreakers "2", "3", "4", and "5", the head-to-head tie breaker is **NOT** used. **There is no reverting back to tiebreaker "1" in a 3-way tie.**
2. Goal differential, maximum of 4 per game either way, for or against. (Team wins 4-0, scored as +4 Goal Differential. Team wins 8-2, scored as +4 Goal Differential. Team loses 4-0, scored as a -4 Goal Differential). There are no tiebreakers involving "most goals scored". Continuing to score goals does nothing for your goal differential once +4 is achieved and will not assist you in any way for advancement. The Tournament reserves the right to edit scores above a 5-goal margin. (Example: A 9-1 win is edited to 6-1 or a 7-0 win is edited to 5-0)
3. Fewest goals against, up to 4 per game. A team may only have a max of 4 goals against in a match. Losing a match with a scoreline of "0-5" or "4-10" will still only count as 4 total goals against and "-4" for that particular game.
4. Most total wins.
5. Most shut outs.

If a tie still exists after steps (1) through (5), FIFA Kicks from the Penalty Mark will be taken fifteen (15) minutes prior to the scheduled start of the Semi-Finals or Championship ("Finals") game. Tournament Director(s) 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. A tournament representative or field marshal will collect the score from the match official, and have both coaches sign the score sheet, if/when they are available. The score will then be communicated to the tournament HQ for posting online. It is the responsibility of the head coaches of each team in a match to sign the scorecard directly following the game to verify the proper result.

The comprehensive list of score updates for all ages, flights, and brackets, for the entire tournament will be posted online via the tournament website.

EJECTIONS, CONDUCT & DISCIPLINE

Any player or coach who is ejected from a game must serve a mandatory 1-game suspension for the next game that the team plays. Any player or coach who is found to participate in the next game when they should be serving a suspension will cause that game to be forfeited.

Players can be ejected for accumulation of 2 yellow cards in the same match, or a straight red card. Coaches do not need to be shown a red card to be ejected. If an official tells a coach to leave the field, that is an ejection and will constitute a 1-game suspension for the coach. There will be no appeals of ejections/red cards unless a team feels there has been a case of mistaken identity for the player or coach ejected. In that situation a registered team representative needs to bring their concerns to the Tournament Director at the Tournament HQ for review.

A player, coach, team official, or spectator who is ejected for violent conduct, serious foul play, or racist remarks/actions may be subject to further sanctioning beyond a 1-game suspension. Any player, coach, team official, or spectator who assaults a referee will be expelled from the Tournament with further disciplinary action possible, up to and including contacting local authorities.

Tournament Directors reserve the right to levy additional discipline, up to and including expulsion of the entire team from the Tournament, at their discretion, should a situation warrant.

Pets, alcoholic beverages, aerial drones, firearms, outdoor grilling, propane tanks, smoking or other illegal substances, and verbal or racial abuse are not permitted at any tournament venue. Parking is not permitted in areas not designated as tournament parking areas, this includes farmers' fields. This applies to all participants and spectators. Failure to adhere to these rules can result in forfeiture of games or ejection from the premises.

PROTESTS & VIDEO FOOTAGE SUBMISSION

Protests are not allowed, and none will be permitted.

Video footage submitted to the tournament for the purpose of overturning results or re-officiating live game action will not be permitted. The Tournament Directors / Committee reserve the right to utilize video footage to determine disciplinary measure against players, coaches, or teams in the event of violent conduct/actions perpetrated by players, coaches, or spectators.

FINAL RULINGS

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

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)
- Cancel the tournament

- Games terminated after one half of play for any reason shall be considered final. In the event games are cancelled or shortened for any reason, bracket winners will be determined using the point system presented in STANDINGS, TIE-BREAKERS , AND DETERMINING WINNERS of the rules. No awards shall be given unless all teams in a bracket play more than one game.

REFUND POLICY

- Please see the “Refund Policies” Document located on the Tournament website
- For all cancellations or withdrawals: Under no circumstances, whatsoever, will the Tournament Committee or the Penn Legacy/PA Classics be responsible for any expenses (hotel, travel, food, etc.) incurred by the team.

LIABILITY

Penn Legacy and Pennsylvania Classics AC, and each of its affiliates, subsidiaries, and parent entities, along with all owners of any facilities that host the Hempfield Fall Classic, and all present and past officers, directors, investors, managers, employees, coaches, administrators, executives, and representatives are not responsible for injury, loss of property, or damage to any person(s) or personal property that occurs during the Hempfield Fall Classic. This includes, but is not limited to, all; participants, spectators, relatives of participants, coaches, officials, or anyone associated in any way with the Hempfield Fall Classic.

Additionally, anyone entering a parking facility with a vehicle at any tournament field venue understands and acknowledges that there is an inherent risk associated with parking their vehicle near a sporting event, and that Penn Legacy/PA Classics AC, nor any of the above-mentioned parties, affiliates, organizers, or directors associated with these organizations, are not liable for damages that the vehicle may sustain.

As a condition of team acceptance to, and for individual participation in, the Hempfield Fall Classic, all players, coaches, and team officials must complete and E-sign the Hempfield Fall Classic Invitational E-Waiver Form. This document is available on the tournament website home page, via the “Online Team Registration & Waivers” tab of the left side menu bar.

Note: Regarding 10 and 12 Teams

Flight of 12 Teams:

The flight is divided into 4 groups, A-B-C-D, of 3 teams each. On Match Day 1 (Saturday) each team will play the other two (2) teams in their respective group, A-B-C-D. On Saturday night GotSport will reseed the teams in each group, A-B-C-D, into an order of 1-2-3. This will determine your opponent for Match Day 2 (Sunday).

On Match Day 2 (Sunday) 4 teams will be competing in the "Semi-Finals". The other eight (8) teams will play a consolation match. The matches are as follows;

Semi-Final #1: A1 v. B1

Semi-Final #2: C1 v. D1

Consolation Match #1: A2 v B2

Consolation Match #2: A3 v B3

Consolation Match #3: C2 v D2

Consolation Match #4: C3 v D3
FINAL = Winner of Semi-Final #1 -v- Winner of Semi-Final #2

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Flight of 10 Teams:

The flight is divided into three (3) groups. Group A will have four (4) teams. Groups B and C will have three (3) teams each.

Group A teams will play each other, with two (2) scheduled matches on Match Day 1 (Saturday) and one (1) match on Match Day 2 (Sunday). At the conclusion of those three (3) games for each team in group A, the team with the most overall points will advance to the "FINAL", which will be their fourth (4th) game of the weekend.

Groups B & C will play exactly like a Flight of 6 teams does. On Match Day 1 each team will play the other two (2) teams in their respective group. On Saturday night, at the conclusion of the two (2) matches, each group, B&C, will be reseeded into B1, B2, B3, C1, C2 and C3. This reseed will determine a team's match on Match Day 2 (Sunday).

Match Day 2 for groups B&C will play as follows:

Semi-Final #1: A1 v B2
Semi-Final #2: B1 v A2
Consolation Match: A3 v B3

FINAL = Winner of Group A -vs- Winner of Semi-Finals #1 v. Semi-Final #2

All teams will play at minimum of three (3) matches over the course of the weekend with at two (2) matches on Match Day 1 (Saturday) and at least one (1) match on Match Day 2 (Sunday). There are two (2) teams who will play a 4th game for the "FINAL" with this being a team's 2nd game on Match Day 2.