

2015 Hempfield Adidas Fall Classic - Tournament Rules

1. Schedule Changes

No requests for schedule changes will be honored once the preliminary tournament schedule is posted. The Tournament Committee reserves the right to make schedule changes to accommodate field conditions or no shows. Please review the final schedule on Friday Nov 20, prior to registration on the tournament website.

2. Eligibility

The Hempfield Adidas Fall Classic hosted by Penn Legacy/Hempfield Soccer Club is an EPYSA and USYSA approved/sanctioned tournament. USYSA member teams from Region 1, except CT and NJ, DO NOT need to provide permission to travel. Teams from CT, NJ and USYSA Region 2 must provide their state association's properly executed "Permission to Travel Form." No such permission is required of US Club Soccer member teams.

Participation in the tournament is open to accepted teams consisting of 18 or fewer players meeting the age limit of the specified division. Accepted teams must consist of 18 or fewer players for ages U12 and up 11v11 teams (see below for teams ages U15 and up with extended rosters), and 14 or fewer players for ages U9-U12 8v8 teams. U15-U19 teams may submit 22 player rosters but may only dress 18 players for each game and a game lineup sheet listing 18 players for all U15-U19 age teams must be submitted to the referee prior to the start of each game. Failure to submit the game lineup sheet may result in disqualification. Players must have been born after:

U-9	August 1, 2006 and younger	Boys & Girls	U-15	August 1, 2000 and younger	Boys & Girls
U-10	August 1, 2005 and younger	Boys & Girls	U-16	August 1, 1999 and younger	Boys & Girls
U-11	August 1, 2004 and younger	Boys & Girls	U-17	August 1, 1998 and younger	Boys & Girls
U-12	August 1, 2003 and younger	Boys & Girls	U-18	August 1, 1997 and younger	Boys & Girls
U-13	August 1, 2002 and younger	Boys & Girls	U-19	August 1, 1996 and younger	Boys & Girls
U-14	August 1, 2001 and younger	Boys & Girls	<i>Teams at older ages may be combined to balance brackets</i>		

Designated "tournament team rosters" will only be considered for acceptance for teams age U13 and up (this means teams U12 and below must participate in either spring or fall league play to be eligible). Each travel team must be registered with a national soccer association affiliated with the USSF, either USYSA or US Club Soccer, and must possess a state-approved roster, or US Club Soccer roster. US Club Soccer U9 and U10 DDP competitive teams are also eligible. Each player and coach must present a valid USSF, State, or National registration card that includes a photograph of the player or coach. Players who do not present valid primary player passes will not play. Any team fielding an ineligible player will be disqualified and its tournament fee forfeited. **A player may compete for only one team for the duration of the tournament.**

Individual players participating in the college showcase individual player event to be held on Friday, Nov 20 at Lanco Fieldhouse will be provided with information regarding those rules of play specific to that portion of the event and any additional requirements separately. The tournament rules within this document apply to this Friday Nov 20 event also.

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.

All teams are responsible for their own insurance. In case of accident or injury while traveling to or from and during the tournament, the Hempfield Soccer Club and its Executive Board, or any teams participating in the tournament, will not be held liable.

a. Rosters, Guest Players and Secondary Players

- Team rosters for U9, U10, U11 and U12 8v8 are limited to a maximum of 14 players, including guests. Team rosters for U12 11v11 and above age groups are limited to a maximum of 18 players, including guests, except where leagues allow larger rosters at the older age groups. Regardless of roster size, a maximum of 14 players for U9-U12 teams playing 8v8, and 18 players for U12 and up 11v11 teams can appear on the game line-up sheet submitted at Friday Night team registration and will be allowed to play at the event. For U15-U19 teams with larger rosters the team may dress only 18 players and a game line-up sheet for all U15-U19 teams must be presented to the referee prior to the start of each game. Failure to submit the game lineup sheet may result in disqualification.
- Teams participating in 8v8 league play at ages U12 must contact their state or governing association to determine if they may participate in an 11v11 format prior to applying. The tournament will not be responsible to refund fees after acceptance if teams applied and later find out they are not permitted to participate due to rules of their governing organization.
- Five (5) guest players are allowed for U9 - U14 and U15 and older teams may have seven (7) guest players. Primary team player cards for guests must be submitted at Team Check-in.
- **Secondary players must appear on your official roster and can play for only one team in event.** All players and guest players must present their primary pass and medical release form at registration. Please check with your club registrar, USYSA state association, US Club Soccer, or SAY Soccer, etc. to determine if a form or notification is necessary to bring guest players.
- Players with US Club Soccer player cards may not guest for a USYSA team, and players with USYSA player cards may not guest for a US Club Soccer team. Organizations may not be mixed within the roster.
- **All players may compete for only one team in the tournament.** If a player appears on another team's official roster, player must be crossed off of the copy of the team roster submitted for registration if they are not playing for that team in the event.
- All players and coaches must be carded and associated with the USYSA and the appropriate state association, or US Club Soccer or SAY Soccer, etc. and present coach's cards with photo on it.
- **Teams may elect to check-in/register in-person on Friday evening, Nov 20, or via Electronic check-in. E-check-in required documents must be submitted for approval by Nov 10. Electronic submissions will be reviewed and teams will be notified if their submissions were approved or not approved by Nov 15. Unapproved teams then must attend In-person Check-in/Registration on Friday evening prior to event.**

b. Laws of the Game

All games shall be played in accordance with FIFA Laws, except as modified by these rules.

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C. Substitutions

FIFA Laws of the game concerning substitutions will be followed with the referee's permission:

- After a goal has been scored.
- Before a goal kick by either team.
- At the beginning of the second half of play.
- At a throw-in by the team in possession.
- At a throw-in by the team without possession if, and only if, the team with possession elects to substitute. (This is done in an effort to minimize the time lost due to substitutions.)
- Limited substitutions may be made with the referee's permission: (exception: see Item #10.1)
- To replace a cautioned player. Players receiving a red card may not be substituted for.
- In case of a stoppage of play for an injury on a one-for-one basis for the injured player(s). The opposing team may substitute one player for each substituted injured player.
- **No substitutions will be permitted on corner kicks or after the game has ended in a tie prior to penalty kicks (See 12.2).**
- All substitutions must enter from mid-field with the permission of the referee. ***The referee may disallow substitutions if that request is judged to delay the game.***

5. Field and Game Equipment

- No metal cleats will be worn.
- No jewelry will be allowed.
- Players are required to wear shin guards in accordance with FIFA Laws of the game.
- Players must wear numbers on the back of their uniforms and these numbers shall coincide with those listed on the team's official roster.
- Where uniform colors are similar, the designated home team will change colors. Home team is listed first on the schedule.
- No one will be allowed behind the end line.
- Players are not allowed to wear hard casts, unless they are prepared in a way to prevent injury to all players, subject to the referee's discretion.

6. Duration of Games

- All 11 v 11 games at U13 and older will consist of two 30-minute halves (exception: see Item #13), with a 3 minute break between halves. All U9-U12 games will consist of two 25-minute halves (exception: see Item #13), with a 3 minute break between halves. There are no overtimes.
- Games may be shortened at the sole discretion of the referee.

7. Games and Score Reporting

- Both teams will set up on the same side of the field for the game. Parents and fans will stay on the opposite side of the field.
- The Field Marshall will ensure game report cards are properly completed and presented to the referee immediately following each game.
- The Referee will indicate the official score of the game on the card and sign the card. The coach from each team may also sign the card.
- The Referee will record names of players or coaches receiving caution (yellow) or ejection (red) cards and the reason for the card on the game report card.

Game report cards are returned to the Tournament Headquarters at the end of the day.

8. Failure to Show and Forfeits

- A team is allowed a 5-minute grace period after scheduled kick-off time to field a team before the match is forfeited. A minimum of seven (7) players constitutes a team for 11v11 teams, and (5) players for 8v8 teams; and if min. number of players are present, the game will not be delayed.
- In no case shall a team which forfeits a game be declared a bracket winner or a wild card team. If an apparent bracket winner forfeits a game, the bracket team with the next best record shall be named the bracket winner.
- A forfeit in the preliminary round shall be awarded three (3) points for the win. For tie-breaking purposes, the score shall be 1-0.

9. Protests: No protests will be entertained

10. Conduct

- Players, coaches, and spectators are expected to conduct themselves within the spirit and the laws of the game. Displays of temper or dissent are cause for ejection from the game and surrounding field area. Repeated violations may result in a game forfeit or suspension of the team from the tournament as decided by the Tournament Committee.
- Players, coaches, and team officials ejected from a game by the referee shall be ineligible for the next scheduled game.
- In accordance with USYSA Tournament Hosting Agreement, all red and yellow cards and other matters involving team conduct will be reported to the home club and state association of the team involved.
- Alcoholic beverages and other illegal substances are not permitted at game sites or on any parking areas.

11. Determination of Bracket and Division Winners

- The following format will be used to determine bracket winners and advancement to the playoff rounds:
 - a. In six team age divisions, teams will be drawn into one bracket of six teams. Teams with the two highest point totals after the preliminary round will advance to the final round.
 - b. In eight team age divisions, teams will be drawn into two brackets of four teams. The team with the highest point totals in each bracket after the preliminary round will advance to the final round.
 - c. In age divisions containing one bracket of five teams or one bracket of 7 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.

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d. 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.

- **POINT SYSTEM** - Each team will be awarded three (3) points for a win, one (1) point for a draw, and zero (0) points for a loss. At the end of the preliminary round, the bracket winner will be the team with the most win/tie points. In the event of a tie in a bracket or within an age division, the criteria listed below will be used to determine the winner and placement within the bracket and which teams advance to the finals.
- **TIE-BREAKERS:** The following list is the order of priority for breaking ties:
 1. **Head-to-Head Competition** - In the event of a tie among more than two teams, this criterion will not be used except in 5 team bracket, where the head-to head criteria will be used for affected teams.
 2. **Goal Differential** – max of +/-4 per game (Team wins 5-0, only gets +4 GD, losing team gets -4)
 3. **Goals For** - With a maximum of four (4) per game.
 4. **Goals Against** – With a maximum of four (4) per game.
 5. **Most total shutouts**
 6. **Penalty Kicks following FIFA Rules** - to be taken 15 minutes prior to the scheduled start of the final game on a designated field at the final game site. The coach or assistant coach of affected teams must be present at the headquarters at the scheduled final game site 30 minutes prior to the final to determine if PK's are required.
 7. In the event there is a three-way tie after steps 2-5, the three teams will participate in a three-way coin toss on a designated field at the final game site. The first two teams tied in the coin toss will participate in Penalty Kicks following FIFA Rules. The winner will then participate in Penalty Kicks following FIFA Rules with the third team. The winner of this round will advance to the finals.

In the event of darkness, final games may be shortened at the sole discretion of the referee. See Rule 14 on Darkness.

12. Finals

- Winners of each bracket will advance to the finals – note: see 11. - Determination of bracket and Division Winners.
- If game is tied at the end of regulation play, there will be no overtime and penalty kicks will follow FIFA rules. Penalty kicks taken alternately by each team will determine the winner. If the penalty kick score is tied at the end of five kicks, the teams will continue to take alternating penalty kicks until there is a winner. All players on the field (including the keeper) must kick before any player may kick a second time.

13. Inclement Weather or Other Emergency Situations

The coach will receive safety information at registration. It is the coach's responsibility to read the information and implement when necessary.

In the event of inclement weather, unsafe field conditions, or other unforeseen circumstances, the Tournament Committee has the authority to change games as follows:

- a. Relocate or reschedule any game(s).
- b. Change the duration of the game.
- c. Cancel any game(s).
- d. Cancel the tournament.

Games terminated after one half of play because of the weather 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 section 11 of the rules. No awards shall be given unless all teams in a bracket play more than one game.

14. Darkness

Termination of a game due to darkness shall be at the sole discretion of the referee. The referee's decision shall be final. Games terminated after one half of play because of darkness shall be considered final.

15. Team Contact Person

At application we requested that you provide a team contact in addition to the coach. Please be sure your GotSoccer account is accurate and current for this event's coach and team contact.

16. Concussion

A player who, as determined by a game official, coach from the player's team or tournament certified athletic trainer, exhibits signs or symptoms of a concussion or head trauma while participating in a game shall be removed from participation immediately. The player will not be permitted to participate in any further game in the tournament until the player is evaluated by a licensed medical professional and submits a signed, written release to return to play to the Tournament Headquarters. Violations of this rule will result in disqualification of the player's team with no registration refunds.

17. General

- There will be no registration refunds for partial cancellation of the tournament for any reason. In the event of a full tournament cancellation (no games played), the tournament may consider providing partial refunds of team application fees. In such cases, however, refunds will be taken under consideration by the Board after the event dates and after all tournament costs are covered. Under no circumstances, whatsoever, will the Tournament Committee or the Hempfield Soccer Club/Penn Legacy be responsible for any expenses (hotel, travel, food for example) incurred by the team.
- The Tournament Committee's interpretation of these rules shall be final.
- The Tournament Committee reserves the right to decide on all matters pertaining to the tournament.