

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. Teams can purchase an event cancellation insurance policy through ViCoverage for 10% of the team's base entry fee. This policy can be purchased up to 15 days prior to the start of the tournament. Reimbursement of entry fees, for eligible teams, will be remitted directly to the individual, or organization, that paid for the policy. All purchased policies are a contract between ViCoverage and the purchaser. SAC/Elite Tournaments will not be the issuer of refunded entry fees.
- 1.5. Upon notice of acceptance, any team that withdraws from the tournament will forfeit the entry fee in its entirety.
- 1.6. Non-local teams are required to use the tournament's hotel booking service. Any team who does not use this system will be subjected to a fine of \$700 or refusal of entrance to any future tournament.
- 1.7. No performance bonds are required for this event.
- 1.8. First and second place awards will be presented to all age groups.
The Tournament Committee has the authority to remove any person(s) from the tournament for abuses in conduct.
- 1.9. 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.

1.9.1. PETS ARE PROHIBITED WITH THE EXCEPTION OF SERVICE ANIMALS.

1.9.2. OUTDOOR GRILLING IS NOT PERMITTED.

1.9.3. ALCOHOLIC BEVERAGES AND SMOKING ARE STRICTLY PROHIBITED.

1.9.4. ARTIFICIAL NOISE-MAKERS ARE PROHIBITED

1.9.5. RECREATIONAL VEHICLES (RV's) ARE PROHIBITED AT ALL TOURNAMENT VENUES.

1.9.6. FAILURE TO COMPLY WITH PARKING INSTRUCTIONS FROM SIGNAGE, EVENT STAFF, AND/OR FACILITY STAFF MAY RESULT IN TICKETS AND/OR TOWING. ELITE TOURNAMENTS AND THE HOST CLUB ARE NOT RESPONSIBLE FOR TICKETING OR TOWING.

1.9.7. ALL VIDEO RECORDING EQUIPMENT MUST BE PROPERLY ANCHORED AND SHALL NOT INTERFERE WITH GAME PLAY. IF CAMERAS/TRIPODS ON THE TEAM SIDELINE, OPERATORS MUST BE PROPERLY CARDED ON THE TEAM'S OFFICIAL ROSTER.

2. TEAM REQUIREMENTS FOR CHECK-IN AND TEAM ELIGIBILITY

- 2.1. Teams are required to check-in online via GotSport 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. Copy of the current year 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. **No player shall play or be rostered for more than one team in during the tournament.**
 - 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)
 - 2.2.6. Signed Tournament Liability Waiver (can be found on Tournament Website)

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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. Players who do not present a valid player pass will not play.

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 Online 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, USYS teams may only take guest players registered with properly stamped USYS player pass cards, they may not have a player use a US Club Pass when using a USYS 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.

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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.

Age Group	# of players on the field	Roster Size (maximum)
U8 - U10	7v7	14 players
U11 - U12	9v9	16 players
U13- U15	11v11	22 players
U16- U19	11v11	22 players

3.2. U13-U19 teams that use the 22 player roster may only dress a total of 18 players per game. All players over the 18 designated players must remain on the spectator side of the field.

3.3. **No player shall play or be rostered for more than one team in during the tournament, unless approved prior to the event by the Tournament Director. Teams found in violation are subject to removal from the event without a refund.**

3.4. A maximum of five (5) guest players will be allowed during the tournament. All guest players are required to have the same information included on the roster as the 'original' team members.

4. LAWS OF THE GAME

4.1. All games shall be played in accordance with IFAB Laws, except as specifically modified by these rules in this document.

4.2. The Tournament committee has made the commitment to the use of the three-man referee system for all 11v11 matches and the one- man referee system for small sided games (7v7 & 9v9).

4.3. Heading Rules for U11 and Younger

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.

4.4. 7v7 (U9 - U10) Build Out Line

4.4.1. When the goalkeeper has the ball, either during play (from the opponent) or from a goal kick, the opposing team must move behind the build out line until the ball is put into play.

4.4.2. Once the opposing team is behind the build out line, the goalkeeper can pass, throw or roll the ball into play (punting is not allowed).

4.4.3 After the ball is put into play by the goalkeeper, the opposing team can cross the build out line and play resumes as normal.

4.4.4. If a goalkeeper punts the ball, an indirect free kick should be awarded to the opposing team from the spot of the offense.

4.4.4.1. If the punt occurs within the goal area, the indirect free kick should be taken on the goal area line parallel to the goal line at nearest point to where the infringement occurred.

4.4.5. Offsides

4.4.5.1. The build out line will also be used to denote where offside offenses can be called. Players cannot be penalized for an offside offense between the hallway line and the build out line. Players can be penalized for an offside offense between the build out line and goal line.

4.5. Any Player or Coach that receives a Red Card will be removed from the game and will serve a minimum 1 game suspension. The Tournament Committee has the right to shorten or lengthen the suspension.

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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. The home team is to wear light colored uniforms, while the away team is to wear darker colored uniforms. If the uniform colors are similar, the designated **home team** on the schedule will change jerseys.
- 5.3. Players are **required** to wear shin guards in accordance with IFAB Laws of the Game.
- 5.4. Players playing with protective casts will require approval prior to each match by the referee(s). If the referee(s) on the field deem 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. Bubble wrap or another soft wrap material is recommended to cover a hard cast.
- 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 game.
- 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 game (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.

7. DURATION OF GAMES

- 7.1. The following table shows the length of game halves for the tournament. There is **no** overtime for this tournament.

Age Group	# of players on the field during play	Half length	Halftime Length	Ball Size
U8- U10	7v7	25 minutes	5 minutes	Size 4
U11 - U12	9v9	25 minutes	5 minutes	Size 4
U13 - U15	11v11	30 minutes	5 minutes	Size 5
U16 - U19	11v11	35 minutes	5 minutes	Size 5

- 7.2. 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.
- 7.3. In the event of an injury, stoppage 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.

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8. FAILURE TO SHOW AND FORFEITS

- 8.1. 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:
 - 8.1.1. Seven (7) for any full-sided (11v11) game
 - 8.1.2. Six (6) for any small sided (9v9) game
 - 8.1.3. Five (5) for any small sided (7v7) game
- 8.2. Once a game has started, it may not continue with fewer than the stated minimum. If a game cannot start or continue because of a team having fewer than the minimum, that team shall forfeit the game.
- 8.3. A team shall have a five (5) minute grace period from the scheduled kick off time to take the field before the game is awarded to their opponent as a 5-0 forfeit win.
- 8.4. If a team through the actions of its players, coaches, and/or spectators, is the cause for a termination of a game, the game will be scored as a 5-0 forfeit win for the opposing team.
- 8.5. A team that forfeits a game for any reason will not be eligible to advance to the playoff rounds (semi-final/final) or receive awards.
- 8.6. If a team has forfeited a game during the tournament, their performance bond will be cashed for the full amount.

9. DETERMINATION OF DIVISION WINNERS

- 9.1. At the end of the tournament, the division winner shall be the team with the most points in their group.

Teams will be awarded points on the following basis:

- 9.1.1. Three (3) points for each win
- 9.1.2. One (1) point for each tie
- 9.1.3. Zero (0) points for each loss
- 9.2. Tie-Breaker System after division play, in the order listed below:
 - 9.2.1. When the tie-breaker system is used, the following criteria is followed in order until one or more team(s) are superior at any given step. The tiebreaker system will not 'reset' in the case of a 3-team tie.
 - 9.2.1.1. Head-to-head results between two tied teams (***if there is a 3-team tie, proceed to the next tie-breaker***)
 - 9.2.1.2. Most wins during division play
 - 9.2.1.3. Goal Differential (the difference between goal scored and goals allowed) with a **maximum difference** of five (5) goals per game. For example, an **8-1 final score** calls for a +5 goal difference for the winning team, and a -5 goal difference for the losing team. For example, a **3-1 final score** calls for a +2 goal difference for the winning team, and a -2 goal difference for the losing team.
 - 9.2.1.4. Most shutouts during division play
 - 9.2.1.5. Fewest goals allowed during division play
 - 9.2.1.6. Penalty Kicks – FIFA penalty kick procedure will be used to determine a winner
 - 9.2.1.6.1. In the case that none of the criteria can determine superior teams in a 3-team tiebreaker, a random draw will be conducted by the tournament committee to determine seeding/advancements.
 - 9.3. In the event that a wildcard team must be selected for the playoff rounds, the above procedure will be used across the entire flight.
 - 9.4. During a semifinal and final game, if a tie score exists at the end of regulation, the FIFA penalty kick procedure will be used to determine a winner. Overtime periods will not be used. No substitutions are permitted
 - 9.5. **Penalty Kick Procedure:**
 - 9.5.1. Each team will select five (5) players to kick – only players on the field at the end of the game may be selected.
 - 9.5.2. Teams will alternate kicks – first team to kick will be determined by the referee's coin flip.
 - 9.5.3. If the score remains tied after five (5) kicks, teams will alternate kicks one at a time from the remaining players on the field until a winner is determined.
 - 9.5.4. No player may shoot more than once until all eligible players have taken a kick.
 - 9.5.5. Goalkeepers may be changed after any shot from the list of participating players for the penalty kicks.

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9.5.6. If at the end of the game and before the kicks start to be taken from the penalty mark, one team has a greater number of players than its opponents, it must reduce its number to equate with that of its opponents and the team captain must inform the referee of the name and number of each player excluded. Any player thus excluded may not participate in kicks from the penalty mark or serve as the goalkeeper.

9.5.7. Unless participating in the penalty kicks as a kicker or goalkeeper, team members, coaches and other bench personnel shall remain on designated sideline (off the field)

10. GAME AND SCORE REPORTING

- 10.1. 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.
- 10.2. 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.
 - 10.2.1. Once the team official representative has verified and signed the official game report that information will stand as reported and will not be modified.
- 10.3. If a team outscores a team by more than ten (10) goals, the score that is reported officially will not exceed a ten (10) goal difference. For example, a 17-2 final score will be reported as 12-2 online.

11. INCLEMENT WEATHER

- 11.1. 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:
 - 11.1.1. Relocate or reschedule game(s);
 - 11.1.2. Change the duration of game(s);
 - 11.1.3. Cancel preliminary game(s) that have no bearing on the selection of division winners.

12. PROTESTS AND DISPUTES

- 12.1. 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.
- 12.2. 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. **Videos and/or game footage will not be accepted or viewed by the Tournament Committee concerning on-field decisions.**
- 12.3. A protest of player eligibility ("roster-check") must be made by an official team representative (coaches and managers listed on the official roster provided to the tournament) at least 20 minutes prior to kickoff with the site coordinator and/or Tournament Director. If a player is ruled ineligible, the player will be prohibited from participating for any team for the remaining games of the event. The Tournament Committee reserves the right to determine the fate of the team's previous matches, along with their remaining participation and official standings in the tournament. **No roster- checks will be conducted after a match kicks off.**

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13. CONDUCT

- 13.1 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 midfield 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.
- 13.2 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.
- 13.3 **HARASSMENT 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.**
- 13.4 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.)
 - 13.4.1 If a game is terminated or suspended due to the misconduct of one or multiple representatives of a single team, the game will be scored as a 0-5 forfeit loss for the team responsible. In addition, the team responsible for the termination will not be eligible to advance to the playoff rounds (semi-final/final) or receive any awards. If applicable, the team responsible will have their performance bond cashed.
 - 13.4.2 Team officials are responsible for the behavior of the spectators. Team officials can be disciplined by the referee for failure to control their spectators. The competition authority has the ability to ban a spectator, forfeit a match, or expel a team from the competition for violations or abuse of a referee or the referee crew.
 - 13.4.3 The tournament committee reserves the right to request and review video footage only when ruling on incidents related to unruly conduct. The tournament committee will not accept video to review on-field decisions made by tournament officials.
- 13.5 **Report of Disciplinary Action:**
 - 13.5.1 For United States teams, the tournament will notify the Federation Organization member of that team of the disciplinary action taken or required.
 - 13.5.2 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

14. CONCUSSION POLICY

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.