

SPECIFIC TOURNAMENT RULES

TOURNAMENT HEADQUARTERS

Tournament Headquarters will be located at 1098 County Welfare Road, Leesport PA 19533

Tournament Director:

Marc Meoli: marc_meoli@edpsoccer.com

(610) 955-9988

REGISTRATION

Team Check-in/Registration Requirements

Original current Player Passes; either EPYSA State Association or US Club Soccer passes.

Original current Official Roster; either EPYSA State Association or US Club Soccer roster.

Guest Players identified: Written on front or back of Roster (Maximum of 5 guest players allowed)

There will be one (1) registration moment: 1) Handing in a roster 30 minutes before your first game at the tournament HQ, or location HQ.

This tournament is sanctioned with EPYSA, which means that players with any valid player card issued by a USSF national association member is eligible to play. More Information on sanctioned tournaments, is available at <https://www.epysa.org>

Roster Sizes:

Teams are limited to players identified at registration

A team may use up to 5 Guests

Players can play for one team only in the weekend

18 players for 11v11 teams

14 players for 9v9 teams

12 players for 7v7 teams

Ball Size:

Size 5 11v11

Size 4 9v9, 7v7

Game Duration:

The duration of play will be as shown below. There will 5-minute half times. There will be a running clock. Time will not be added for any reason.

Age Groups:

7v7- 3 x 40-minute games

9v9- 3 x 45-minute games

11v11- 3 x 50-minute games

If one team appears later than the scheduled time for the start of the match, but within the ten- (10) minute grace period, the match will be played, however, the game time will be reduced.

* All teams are guaranteed 3 games in one day

FIFA Rules will be used with the following exceptions:
EPYSA U09 / U10 – 7v7 Rules

Roster Size

No more than 12 players should be on the roster.

Heading

Deliberate heading is NOT allowed in 7v7 games.

If a player deliberately heads the ball in a game, an indirect free kick should be awarded to the opposing team from the spot of the offense.

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

Build Out Line

The build out line promotes playing the ball out of the back in a less pressured setting.

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.

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).

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

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

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 the nearest point to where the infringement occurred.

Offsides

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 halfway line and the build out line.

Players can be penalized for an offside offense between the build out line and goal line.

Modified Laws of the Game

Law 1 - Field of Play

55-65 yards (length)

35-45 yards (width)

Goals will be 7x21 for the Kickoff Classic due to the 6.5 x 18.5 goals not being available.

Build out lines should be equidistant between the penalty area line and halfway line.

Players should be 8 yards away from all free kicks.

Law 2 – Ball

Size 4

Law 3 – Players

7v7 (6 field players and 1 goalkeeper)

Game may not start or continue if there are less than 5 players on a team.

Substitutions are unlimited and can occur at any stoppage.

Law 5 – Referee

Minimum certification as a U.S. Soccer Grade 9 Referee

Law 6 – Other Match Officials

Used at the discretion of the competition

Law 7 – Duration of the Match

2 halves

25 minutes halves

5-minute halftime

No added time

Standard Laws of the Game

Law 4 – Players' Equipment

Law 12 – Fouls and Misconduct*

Law 8 – Start and Restart of Play

Law 13 – Free Kicks

Law 9 – Ball in and Out of Play

Law 14 – Penalty Kicks

Law 10 – Method of Scoring

Law 15 – Throw-in

Law 11 – Offside

Law 17 – Corner kick

*Except for deliberate heading and punting

EPYSA U11 / U12 – 9v9 Rules

Roster Size

No more than 14 players (allowing 16 for the tournament) should be on the roster.

Heading

Deliberate heading is NOT allowed in U11 games.

If a player deliberately heads the ball in a game, an indirect free kick should be awarded to the opposing team from the spot of the offense.

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

Heading is allowed in U12 games without limitations.

Modified Laws of the Game

Law 1 - Field of Play

70-80 yards (length)

45-55 yards (width)

Goals should be no larger than 7 feet (height) x 21 feet (width).
Players should be 8 yards away from all free kicks.

Law 2 – Ball
Size 4

Law 3 – Players
9v9 (8 field players and 1 goalkeeper)
Game may not start or continue if there are less than 6 players on a team.
Substitutions are unlimited and can occur at any stoppage.

Law 5 – Referee
Minimum certification as a U.S. Soccer Grade 9 Referee

Law 6 – Other Match Officials
Used at the discretion of the competition

Law 7 – Duration of the Match
2 halves
30 minutes halves
5-minute halftime
No added time

Standard Laws of the Game

Law 4 – Players' Equipment
Law 12 – Fouls and Misconduct*
Law 8 – Start and Restart of Play
Law 13 – Free Kicks
Law 9 – Ball in and Out of Play
Law 14 – Penalty Kicks
Law 10 – Method of Scoring
Law 15 – Throw-in
Law 11 – Offside
Law 17 – Corner kick

*Except for deliberate heading in U11 games

Substitutions:

Free substitution will be allowed in all age groups. However, teams may substitute only with the referee's permission.

Home Team / Away Team:

Team listed first is the designated Home Team and must change jerseys when the referee determines a conflict to exist. The Away Team starts with kick-off. Home team decides which goal to defend.

Forfeits:

Teams not at the field ready to play with a minimum number of eligible players at the scheduled game time will forfeit the match at the discretion of the tournament director. Forfeited scores will be counted 5 – 0.

Player's Equipment:

All players must wear shin guards. No metal-rimmed glasses or jewelry of any kind will be allowed. Casts, splints, or body braces made of a hard substance in its final form such as leather, rubber, plastic, plaster, or fiberglass must be covered on all exterior surfaces with no less than ½ inch thick, high-density polyurethane, or an alternate material of the same thickness and similar physical properties to protect the injury. A medical release for the injured player signed by a licensed physician must be available at the game site. Players may not play with these casts without the approval of the Referee.

Rules for determining the winner:

Teams will be awarded points on the following basis:

Three (3) points for each win, one (1) point for each tie, zero (0) points for each Loss.

Bracket Play:

Six-team bracket two brackets, A and B, (Round Robin 2 group games then 3rd game crossover, Final, 3rd place consolation and 5th place consolation, A1vB1, A2vB2, A3vB3).

Resolving Ties in Final Match:

If the finals match is tied at the end of regulation time, kicks from the penalty spot procedure will decide the game. 5 Penalty Kicks per team. Using only the players remaining on the field at the end of the game. It will go to "sudden death" Penalty Kicks in case there is a tie after the first 5 penalty kicks for each team.

Four-team bracket, round robin.

Resolving Ties in group play:

In the event of a tie at the end of group play, the tiebreaker system is used. Home team in the head-to-head round match is designated "HEADS," away team is designated "TAILS."

The winner in head-to-head competition.

(If there is a 3-team tie, proceed to the next tiebreaker)

Goal differential

Goals For

Goals Against

Most Shut outs.

Coin Toss.

When the tiebreaker system is used, the criteria are followed from 1 through 4 until one team is eliminated and then the criteria start over again at Rule #1. Rules are repeated until one team remains.

Protest:

There will be no protests. All officiating decisions are final.

Sideline Behavior:

Both teams will sit on the same side of the field. Only coaches and trainers may stay on the player's sideline. Spectators are only allowed on the opposite side of the field. No spectators are allowed behind the goal areas. Harassment of the officials from coaches, spectators or players will not be tolerated. Coaches. A maximum of 3 coaches is allowed per team at games. No exceptions!

Cards:

1. A player or coach receiving two cautions (yellow cards) in a single game is considered to have been given an Ejection (red card) for the purposes of awarding points for the Tournament competition. A player who has been ejected (sent off), will not be replaced. 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.
2. A player or coach who is ejected for violent conduct or serious foul play will not be allowed to participate in the next TWO scheduled games.
3. Any player or coach who assaults a referee will be expelled from the Tournament.
4. For this Tournament, a Coach can be carded.

FORFEITS:

A team shall be allowed a ten-minute grace period after the scheduled kickoff time in the preliminary rounds before the match is awarded to their opponent. A minimum of seven (7) players constitutes a team (11v11), (6) players constitute a team (9v9), (5) players constitute a team (7v7) and if that number of players are present the match may not be delayed. If during the match a team falls below the minimum number of players, the game will be forfeited to their opponent.

A team that has forfeited a game may not be decided a group winner or wild card team. If an apparent group winner forfeits, the group team with the next best record will be named the group winner.

A forfeit in the preliminary rounds shall be awarded as three (3) points for win.

AWARDS:

All team winners will receive 1st place awards.

GENERAL EDP TOURNAMENT RULES OF PLAY

Teams must be duly registered with and in good standing with an appropriate governing body. Players must be instructed to compete in the spirit of the game and according to the laws of the game. EDP Tournaments shall use only USSF referees, in a three-referee system at U11 and older to the fullest extent possible. Field Marshals will be assigned to fields and will assist in the safe and orderly completion of events and should expect cooperation from all tournament participants.

Injuries:

In the event of an injury contact your field marshal or the tournament control center. An EMT will be dispatched to assist you.

Abusive Behavior:

While at the fields, any coach, parent, team official, player or spectator threatening violence or engaging in verbal abuse will be subject to ejection from the tournament and the team may be ejected from the tournament as well if appropriate. This type of behavior is not acceptable at this event and will not be tolerated.

Lodging:

A requirement for acceptance for out-of-area teams that will not be day tripping is that teams utilize sanctioned tournament lodging. Note that we reserve blocks of rooms for EDP events well in advance to ensure that our participating teams' needs are met. If we do not utilize these reserved rooms, the hotels may not make these rooms available at future events, especially at times of the year when lodging demands in the area are greatest. Therefore, your cooperation in this matter is expected.

Additional Lodging Information is found at <http://www.edpsoccer.com/titanlodging>

Teams and affiliated persons that are disrespectful and/or damage hotel property will be ejected from the tournament and will not be accepted for future participation. Additionally, those team(s) will be responsible for all expenses. Security and a reporting network are in place at all properties throughout the weekend.

SMOKING AND ALCOHOLIC BEVERAGES ARE NOT PERMITTED ON OR NEAR ANY PLAYING FIELD, ANY FOOD SERVICES OR ANY AREA WHERE THE PUBLIC CONGREGATES.

PETS ARE NOT ALLOWED ON OR NEAR ANY PLAYING FIELD OR EXTENDED AREAS DECREED BY TOURNAMENT OFFICIALS. SERVICE ANIMALS MUST BE CLEARLY MARKED AS SUCH.

IT IS THE RESPONSIBILITY OF EACH COACH / MANAGER TO INFORM THEIR PLAYERS AND PARENTS OF THESE GUIDELINES.

1. General Rules of the Game

- a. All games shall be played under the laws set forth by F.I.F.A., except as modified by these rules.
- b. US Soccer rules requiring the exclusive use of US Soccer registered referees shall be strictly enforced.

2. Registration and Eligibility

a. Tournament headquarters for the direction of all administrative matters is EDP, 8 Cornwall Court, East Brunswick NJ 08816. 732-432-7200. The contact person is Bohdan Porytko. 973-998-9731 / 973-698-6655 / bohdan@edpsoccer.com.

b. All teams must register at least one full hour before their first game at the Field Headquarters at the site of their first game. (Should a pre-Registration be scheduled, team managers will be notified by email communication.)

c. At initial registration each team shall provide a photocopy of the official team roster. The roster must include a uniform number for each rostered player and each guest / loan player, which must remain constant for the entire event and match the number on the Player Profiles submitted. If circumstances require a change in uniform number for any game, that change must be reported in advance to the officials on-site.

d. At Check-in, one hour prior to game time, a team representative must present and leave a copy of the properly certified roster for the team for the event (specifically indicating which players will be participating each day of the event). The team representative must also present player passes with photo IDs for each participating player and an Authorization for Medical Treatment form (commonly referred to as a Medical Release) executed for each player. The Authorization must have been executed within the last twelve months and preferably should be notarized. Information will be presented to the site HQ registration desk designated as such at each venue at the event.

e. All players must be registered youth soccer players in good standing with an appropriate governing body. Players must either be on a team's official roster or be an approved loan player or a guest player duly registered with a separate team.

f. Rosters submitted at registration for full-sided teams may contain up to twenty-two (22) players who will be deemed eligible to play for the team during the event, including any combination of both rostered players and up to five (5) guest / loan players from outside teams. For 9v9 teams, eighteen (18) players can be made eligible, including up to five (5) guest / loan players. For 7v7 teams, sixteen (16) players can be made eligible, including up to three (3) guest / loan players. Secondary passes are allowed but count toward the guest player limit.

g. Up to eighteen (18) players may be in uniform and present on the team's sideline technical area for any single full-sided game at the event. Fourteen (14) players may be in uniform and present on the team's sideline technical area for any single small-sided 9v9 games. Twelve (12) players may be in uniform and present on the team's sideline technical area for any single small-sided 7v7 games. The players eligible to participate in any given game can vary from game to game at the event, provided all the players used are listed on the roster submitted at registration. Any player ineligible for a given game may not be in the vicinity of the team's technical area if wearing a game jersey or team warm-up.

h. Players may only play with a single team during an event. Should a player appear on more than one roster, the first team with which the player participates on the field shall be deemed the player's primary team for the event. Should a player participate with more than one team, the player can be barred from further participation at the event with any team. Teams that allowed such player to participate can also be sanctioned with a forfeit in any game where such ineligible player was used, and the Tournament Committee may fashion such other remedies as are deemed appropriate under the circumstances.

i. All players on the same team, rostered or guest, must use Player Passes from the same governing body.

j. USA teams must present picture identification cards issued by the team's Federation Organization member (USYS, AYSO, US Club, etc.). Teams from outside the State Association where the tournament is located must provide proof of permission to travel, if their governing body so requires.

3. Player's Equipment and Field Regulations

- a. All soccer equipment must adhere to F.I.F.A. laws. A player must not use equipment or wear anything that is dangerous to himself or another player (including any kind of jewelry).
- b. Shin guards are mandatory.
- c. Game Referee shall inspect all casts, braces, and their protective coverings, and determine whether a player's participation presents an unreasonable risk to the player and/or the player's opponents. Such determination is specific to the game for which the inspection is being conducted and is independent of inspection and participation in other games at the tournament.
- d. Players' numbers must coincide with numbers listed on the roster.
- e. All teams must have two sets of jerseys in contrasting colors. All players must wear matching color team shorts and team socks; one set of each will be acceptable for the team.
- f. If team colors are similar, the home team will change colors. The home team is the team listed first on the schedule, if not clearly designated as "home."
- g. Each team's players and coaches shall take one side of the field, and all spectators shall take the opposite sideline. On the team's sideline, the home team has the choice of side with respect to the centerline, and coaches and players must stay within the technical area on their side.
- h. On the spectators' sideline, spectators are to remain behind the designated line. No one will be allowed behind the end line.
- i. Player picture identification cards are required to be checked by the referee prior to each match.

4. Substitutions

- a. Unlimited substitutions are allowed, with the referee's permission, at every stoppage in play (for example, throw-ins, goal kicks, corner kicks, after goals, upon stoppages for fouls, etc.). Free substitution is allowed for all age groups unless teams are advised in advance otherwise.
- b. Players must be clearly standing and waiting AT THE MID-FIELD LINE to be substituted (and not merely waiting "in the vicinity of mid-field"), and the referee's assistant should be alerted, to the extent possible, of the request to substitute at the next stoppage of play.
- c. Players standing at midfield should be substituted into the game at the next stoppage of play unless they remove themselves from the mid-field position prior to the stoppage of play.

5. Game Duration, Ball Size & Age-Specific Rules

- a. Games are two (2) halves of twenty (25) minutes each for ages U13 and older, two (2) halves of twenty-two and a half (22.5) minutes each for small-sided competition at U10 through U11, and two (2) halves of twenty (20) minutes each for U9-U10.

b. FIFA Inspected/Approved size 5 balls shall be used at ages U-13 through U-19, and FIFA Inspected/Approved size 4 balls shall be used at ages U-8 through U-12, to be supplied by the Tournament.

c. 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 their 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 inadvertent, then the proper restart is a dropped ball.

a. A forfeit will be recorded as a five to zero result.

b. The Tournament Committee will review abandoned games on a case-by-case basis.

c. No team that forfeits a game will be eligible to win any championship awards at the event.

d. The determination of the Tournament Committee is final.

g. If a forfeit is anticipated, teams will NOT release their players until the team manager has conferred with the Tournament Director / Committee. Teams must recognize that the cancellation of a competitive game may create a lost opportunity for an expected showcase evaluation for one or more players and is disrespectful to teams that travel significant distances to attend the Tournament. (The Tournament Committee will consider numerous possibilities to permitting game action, including the possible availability of guest players, mutual agreements to play 10v10, 9v9 or 8v8, or declaring a forfeit but then scrimmaging with guest players supplied by the opponent or otherwise.)

7. Inclement Weather

a. All teams and coaches must show up at the scheduled field and time regardless of weather conditions, unless otherwise notified by a League Official. Failure to appear may result in a forfeit, which is scored as a two to zero loss, and may result in the rescheduling or loss of a team's future games at the Tournament.

b. In the event of stoppage of play due to severe weather conditions, teams should retreat to a safe location; teams should ensure in advance that there is a means to communicate with team members in the event of stoppage. One team representative is required to report to the venue HQ fifteen minutes after stoppage has occurred, at which time notice will be provided whether the remaining schedule will be resumed, cancelled, modified, or further postponed for another defined length of time, pending receipt of information allowing formulation of a definitive resolution. Do NOT assume comments by anyone other than Tournament personnel at HQ are authoritative on issues regarding the resumption or cancellation of the schedule in the event of stoppage.

c. In the case of inclement weather, the Tournament Committee has the authority to change, cancel or reschedule any game and / or its format.

d. The determination of the Committee is final.

8. Discipline

- a. Coaches, players and spectators are required to conduct themselves within the Laws of the Game.
- b. All disciplinary measures imposed by the Tournament Committee shall be limited to participation in the Tournament.
- c. Notwithstanding section 8.b. above, cautions and ejections beyond the normal course of play (such as violent behavior, referee assault, outrageous conduct, racial, ethnic, or sexual abuse) may be referred to, and in some cases are required to be referred to the appropriate league or governing body, which may pursue their own sanctions. This includes referral to the host league sponsoring the event.
- d. A player or coach receiving a red card in a game will normally be suspended for one game. A player or coach accumulating 2 yellow cards in one game will be suspended for one game. Violent behavior may subject a player or coach to multiple game suspensions or ejection from the tournament. A player or coach receiving a single yellow card in multiple games will not be subject to a yellow card accumulation penalty. Suspended players and coaches will not be with the team during the next match(es). They can be on the opposite side of the field and watch the game as spectators, unless notified otherwise.
- e. Spectators ejected from the field must leave promptly, and failure to do so may result in forfeiture of the game in which their team is participating and / or resort to civil authorities.
- f. Additional penalties may be imposed, as deemed fit and necessary by the Tournament Committee.
- g. Appeals and protests may be filed with the Tournament Committee immediately after the incident in question, and in all events before the next game involving the team in question is played. Such notices shall be lodged at the HQ station designated at each venue. The determination of the Tournament Committee, should a review be granted, is final.

9. Standings and Championships

- a. All game scores are recorded and will be posted on the website after the Tournament. During the event, manual scoreboards at HQ will be controlling, and any concerns about posted scores should be brought to the attention of the scorekeepers at HQ as soon as possible, and certainly before the start of any subsequent game.
- b. Game cards will be used by the referee to record game results and disciplinary actions. A team coach or team manager should approach the game referee following the game, verify the score and initial the gamecard. (Referees are not expected to seek out team officials following games, as often recovery time between games is limited.) Field marshals will collect the game cards and them to the HQ scorekeeper desk.

10. Communications

- a. The official Tournament website is found at "www.edpsoccer.com/tournaments."

b. Teams are responsible for accessing the website for schedules and other relevant information. Note that upon accessing a frequently updated webpage, individuals should click Refresh on their web Browsers to ensure that the information being accessed is the most current.

c. Teams must leave a cell phone number at the registration desk at the start of each weekend event, at check-in, as well as the name of their hotel if requested, to assist in communications in the event of weather-related issues. The Team Contact's cell phone must be in operation over the course of the event.

d. Event officials will attempt to update the website, email and text team members and call cell phone numbers to provide necessary information but are not responsible for any failure to reach any given team or its members, during an event. Alerts during an event may also be sent via Twitter, for those signed into @EDPsoccer

11. General Information

a. Only USSF registered Referees will be utilized, assigned by a USSF certified Referee Assignor.

b. Coaches, players and their fans are expected to conduct themselves within the Spirit of the game. In this regard the Tournament Committee reserves the right to take disciplinary action, as necessary.

c. Only individuals with a valid Driver's License may operate a golf cart or other motorized vehicle at the event. No unauthorized use is permitted.

d. If the tournament is cancelled prior to the start of play, teams will receive no less than a 70% refund of their entry fee, or a 100% credit toward a future event, at their option. If the tournament is shortened after play has commenced, appropriate credits toward a future will be issued, as determined by and solely at the discretion of the Tournament Committee

e. Under no circumstances will the Tournament Committee or staff be responsible for any part of any other expenses, incurred by any team due to, but not limited to, part or whole cancellation of the Showcase due to circumstances beyond the Committee's control (e.g., weather, facility operations, road closings).

f. The Tournament Committee reserves the right to decide on any/all matters and its interpretation of these rules shall be final. No protests will be entertained. No team or team official shall claim that the Tournament Committee approved a divergence from the posted Rules and Regulations unless they can provide documentation of such approval in writing.

g. All teams shall shake hands at the end of each game as a gesture of friendship and sportsmanship.

h. Final Referee decisions may not be protested or disputed.

i. The Tournament Committee may photograph and / or video participants and spectators at the event, on the playing fields, in areas adjacent to the fields, at the medal stand and in food and event courts adjoining the event. Such images may be posted on websites and in social media, and used in connection with providing information about, and coverage of the event. No individuals will be identified by name

in connection with such images, without their consent.

j. Teams, players, coaches, and team officials acknowledge, by their participation in the event, that they have reviewed these rules and regulations as instructed in several communications and postings prior to the event, and that they will abide by said rules and regulations.

EDP TOURNAMENTS - KEY PROCEDURES SHEET

CHAMPIONSHIP PLAY (when applicable)

- Team standings based on won-lost record.
- Wins count for three points, ties for one point.
- Forfeits are recorded as a 5-0 score.
- In the event of a 2-way tie only, the tiebreaker is used.

CONDUCT FOR PLAYERS, STAFF AND FANS

- Obey all traffic directives and speed limits. Park in designated spaces only. No parking on grass.
- No smoking on or near playing fields.
- No alcoholic beverages on premises.
- Use only designated sanitary facilities.
- No pets on grounds.
- Use trash receptacles & clean up after your team.

ONSITE CONTACT CELL PHONE NUMBER

- HQ has a printout of the mobile numbers entered for the Team Contact on the online Registration. Each team should ensure that its Contact's mobile phone number has been correctly provided and that it is in operation during the event.
- If possible, the Committee will attempt to contact that number in the event of schedule or field changes, shootouts needed to determine group winners, inquiries about game results, etc.