

## TOURNAMENT RULES

### 1. General Rules

Tournament Committee, Danville Area Soccer Association, Central Susquehanna Soccer Club, or any of their affiliates, will not be responsible for any expenses incurred by any team, club or individual if the tournament is canceled in whole or in part. There is no make-up or rain date planned for the tournament. No refunds will be issued to teams if inclement weather forces the tournament to be cancelled once it has begun. Tournament committee will make every effort to continue the tournament before cancellation. In the event of cancellation prior to the beginning of the tournament, Each team will be entitled to a refund of \$250 for u9-U11(8v8) or \$300 for U11(11v11) and above

The Tournament Committee's interpretation of these rules shall be final and binding. All decisions by the tournament committee are FINAL

All teams are responsible for their own insurance. In the case of injury during travel or while participating in the tournament, D.A.S.A, CSSC, D.A.S.D, D.S H. and the Tournament Committee will not be liable.

**Teams are guaranteed to play scheduled 4 GAMES**

**A State approved stamped roster must be submitted by each team prior to registration. This should be included with payment and registration form.** Tournament registration may be completed online at [www.csscsoccer.net](http://www.csscsoccer.net).

**Maximum of 3 Guest players allowed to bring your roster to no more than 14( u9-U11-8v8) or 18 for U11 ( 11v11)-U15**

**MANDATORY TEAM REGISTRATION will be held Friday August 24 from 6pm-9:00pm.**  
**Tournament website will list the location and directions.** Teams must present a current stamped state roster (07-08), Player passes for all players including the PRIMARY pass for guest players, Medical release forms for each player, and a Tournament roster form available on the Tournament website.

**First and second place awards will be presented to winners and runner-ups in each division.**

Teams must be at the field ready to play 15 minutes before game time.

Referee will toss coin with team captains to start the game and choose goal.

Game reports must be signed by both coaches at the end of each game.

Post-game Handshakes are required as a show of good sportsmanship by both teams

Tournament committee demands that ALL parking regulations be met. Parking will be limited at some sites.

Alcoholic beverages are not permitted at any game sites. Grills are not permitted on ANY site.

This is a PATCH EXCHANGE TOURNAMENT

**Any player must play for only one registered team during the tournament. Any Player caught playing for more than 1 team will have BOTH teams games declared as Forfeits for the entire tournament. NO EXCEPTIONS. Teams playing against a forfeited team will receive 4 points total( 3 points for the win and 1 point for shutout) translating to a 1-0 decision).**

## 2. Laws of the Game

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

## 3. Eligibility

All participating teams must be currently registered with their State association. All **non-USYS** teams from outside Pennsylvania must have Permission to Travel forms authorized by their State association. Rosters, player passes and medical release forms for all players will be required at registration. **Referees may check player passes at their discretion prior to any game** Coaches must keep passes with them for the duration of the tournament.

## 4. Ball Size/Duration of Game

ALL GAMES AND DIVISIONS WILL PLAY 25 MINUTE HALVES

U9-U12 SIZE 4 BALL

U12-U15 SIZE 5 BALL

## 5. Inclement Weather

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

- Relocate or reschedule any game;
- Consider as complete a game that has been call by an official once 50% of the game has been played;
- Cancel any preliminary games that have no bearing on the selection of division winners or runners-up;
- Reduce the duration of any game as needed.

No refunds will be made for cancellation in whole or in part due to severe inclement weather once the tournament play has begun play.

## 6. Substitutions

Substitutions may be made without limit, with the permission of the referee as follows: after a goal has been scored, at any goal kick, at **any** throw in with possession, after an injury 1 for 1, for a yellow carded player. **Please note that a team may substitute on the opposing team's throw in only if the opposing team makes a substitution.**

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

## 7. Protests

There will be no protests allowed.

## 8. Games and Equipment

All uniforms must be numbered. In the event of conflicting color jerseys the home team will be required to change (home team is listed first on the schedule). Players are required to wear shin guards in accordance with the Laws of the Game.

## 9. Conduct

Players, coaches and spectators are expected to conduct themselves within the spirit and laws of the game. Players, coaches or spectators ejected from a game by the referee will be required to leave the field area. Severe misconduct and/or failure to comply with a referee could result in disqualification from the remainder of the tournament. A player receiving 3 yellow cards will be suspended for 1 game.

A red-carded player will not be permitted to play in the next game. Any player receiving 2 red cards will be suspended for the remainder of the tournament. Any player Red carded for fighting will be banned from the remainder of the tournament.

Disciplinary measures are for this tournament only.

All red and yellow cards and other matters involving the conduct of a team, its players, coaches and supporters will be reported to the home State association. Home club or may impose additional penalties

**Players, coaches and spectators of opposing teams shall occupy opposite sides of the field.**

No one will be permitted behind either end line.

**10. Failure to Show and Forfeits**

There will be no grace time allowed for teams not at the field of play at the scheduled time of kick-off. The opponent shall be awarded a 1-0 win for the match. A minimum of seven players is required for play to begin.

In no event shall a team who forfeits a game be eligible for first or second place awards. The team with the next best record or point total shall be declared the award winner.

**11. Scoring and Bracketing to Determine Winners**

Each team will be awarded 6 points for a win, 3 points for a tie and 0 points for a loss. In addition, the winning team will earn 1 point for each goal differential, to a maximum of 3. **ONE** extra point will be awarded for a SHUTOUT. **(In the case of a 0-0 tie, each team is awarded one shutout point.)** The maximum points earned by a winning team is therefore 10 by a team winning 3-0.

**Brackets will be constructed of 5 teams with each team playing each other team in the bracket one time for a total of 4 games.**

**At the end of play, the division champion will be the team with the most win/tie points.** The finalist will be the team with the second best win/tie points. In the event of a tie within the division, the following criteria will be used to determine the division champion and finalist, in the following order:

- *Head to head competition (this will not be used in the case of a three way tie);*
  - *Fewest goals allowed;*
  - *Best goal differential (maximum of +3 per game for a win, -3 per game for a loss);*
  - *Penalty kicks*
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**4 TEAM BRACKETS ( possible)**

4 Team brackets will hold a playoff between the 1<sup>st</sup> and 2<sup>nd</sup> place teams AFTER round robin competition to determine the champion.

3<sup>rd</sup> and 4<sup>th</sup> place will play as a consolation game in order to guarantee each team 4 games played. A tie at the end of regulation for these playoff games will be determined by 2- 5 minute sudden victory periods at full team strength. A tie after OT play will be determined by Penalty Kicks in accordance with FIFA rules. Each team will select 5 shooters that were on the field of play at the end of OT. Teams alternate shots until 5 shots for each team is reached, or a winner is determined prior. In the event of a tie at the end of 5 penalty shooters, each team will select a shooter from the players remaining that were not selected for the initial 5 shots. These shooters will now face sudden victory penalty shots until a winner is declared. No shooter may shoot more than 2 times until all players on the field at the end of regulation have shot at least 1 time.

Tournament committee reserves the right to change brackets to accommodate fair competition.