

CFC Invitational TOURNAMENT RULES

REGISTRATION AND CREDENTIALS

HEADQUARTERS: United Sports Training Center, 1426 Marshallton-Thorndale Road, Downingtown, PA 19335. 610-466-7100
Contact: Alex Kulp – aakulp@gmail.com or 215-801-4726

REGISTRATION: Teams must check in at the MANDATORY REGISTRATION. Mandatory Registration will be done as follows:
All check in will be done online.

Failure to check in will result in automatic disqualification (without a refund of the fee) from the Tournament. At the discretion of the Tournament, the team may be allowed to compete as a “Guest team.” (See Guest Team rule.) Games not played will be classified as “Forfeits and Byes.”

CREDENTIALS: At Mandatory Registration, teams must provide the required credentials.

US Club Teams

1. US Club Roster and 1 copy.
2. Valid US Club Players Passes.
3. Current US Club signed Medical Release forms for every player

US Youth Soccer Teams

1. Original State Approved Roster and 1 copy.
2. Validated US Youth Soccer Player Passes.
3. Current, signed Medical Release for every player – forms do not have to be notarized.
4. Permission to Travel – Region 1 teams, with the exception of Connecticut and New Jersey, do not require a Permission to Travel. Connecticut and New Jersey teams must provide a Permission to Travel. All other teams that are not from Region 1 must provide a Permission to Travel.
5. Guest Players – Player Pass, Medical Release and Guest Player forms as required by your state association.

ROSTERS: Teams may register a maximum of eighteen (18) players (U09-U10 7v7 – no more than 12; U11-U12 9v9 – no more than 16). A team may use up to five (5) guest players but any team utilizing loaned players is still limited to the 18 player maximum. 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. A player can only play with one (1) team during the tournament weekend regardless of different age divisions or level of play. If a player is used on multiple teams, both teams will forfeit their matches.

RULES OF PLAY

FIFA Laws of the Game will apply as modified by USYSA and EPYSA as described herein.

Duration of Games & Overtimes, by Halves, and Ball Size are as follows:

<u>Division</u>	<u>Length</u>	<u>Overtime **</u>	<u>Ball Size</u>
U8	20 Minutes		4
U9	20 Minutes		4
U10	20 Minutes		4
U11	25 Minutes		4
U12	25 Minutes		4
U13	30 Minutes		5
U14	30 Minutes		5
U15	30 Minutes		5

HALF TIME: Half Time will be exactly five minutes.

CHECK-IN CONDUCT: Failure of a team to report within five minutes of a scheduled kick off will be considered to have forfeited the game.

SUBSTITUTIONS: Free substitution will be allowed in all age groups through Under 13's. Age groups, However, teams may substitute only with referee's permission and only at the following times (including overtimes):

- ◆ Prior to a throw-in by the team in possession;
- ◆ Prior to a goal kick, by either team;
- ◆ After a goal, by either team;
- ◆ After an injury on either team when the referee stops play;
- ◆ At halftime;
- ◆ On a caution, only the cautioned player may be substituted at that time.

PLAYERS EQUIPMENT: It will be at the Referee's discretion to determine the safety and suitability of player equipment including the wearing of an orthopedic cast or hard brace. Shin guards are mandatory for all players. No jewelry.

COACHING: All Coaches have total responsibility for the conduct of their players, substitutes, friends and spectators at all times. Coaching from the sideline (giving direction to one's own team on points of strategy and position) is permitted, provided:

- ◆ No mechanical devices are used;
- ◆ The tone of the voice is instructive and not derogatory;
- ◆ Each coach or substitute remains within 10 yards of their side of the halfway line;
- ◆ No coach, substitute, or spectator makes derogatory remarks or gestures to the referees, other coaches, players, substitutes, or spectators;
- ◆ No coach, substitute, or spectator uses profanity or incites, in any manner, disruptive behavior.

CAUTIONS AND EJECTIONS: 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. A player or coach who is ejected for **violent conduct** or **serious foul play** may be subject to further sanctioning. Any player or coach who assaults a referee will be expelled from the Tournament.

SUSPENDED AND TERMINATED GAMES: If in the opinion of game officials, a game must be suspended for any reason the game may be resumed but is subject to being ended not less than five (5) minutes prior to the scheduled start of the next game. If in the opinion of game officials, a game must be terminated for misconduct of players, bench coaches, or spectators, the offending team could be suspended from further play and forfeits that game and all remaining games. All previous points earned remain as played. Additionally, the home league and State Association will be contacted as appropriate.

INJURY: Delays of the game due to injury will result in appropriate time being added to the full game time, based on the judgment of the referee. However, all preliminary games will be terminated not less than five (5) minutes prior to the scheduled start of the next game.

TOURNAMENT COMPETITION

DETERMINING WINNERS: Teams will be awarded points on the following basis:

- Six (6) points for each Win
- Three (3) points for each Tie
- Zero (0) points for each Loss
- One (1) point for each goal scored up to a maximum of three (3) per game.
- One (1) point for each shutout

MINUS ONE (-1) FOR EACH PLAYER OR COACH EJECTED

A 0-0 tie will be scored as 4 points for each team (3 for tie, 1 for shutout)

A 4-2 game will be scored as 9 points for the winning team (6 for win, 3 for goals) and 2 points to the losing team (2 for goals).

In the event of a tie in points at the end of bracket play, the winner for advancement to Semi-Final will be determined as follows:

1. The winner in head to head competition. (If there is a 3 team tie, proceed to the next tie breaker)
2. Fewest goals against.
3. Goal differential, maximum of +/-3 per game (Team wins 4-0, only gets 3 points, losing team gets -3)
4. Most total wins.
5. Most shut outs.
6. 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-Final game.

NO RULES WILL BE REVISITED

HOME TEAM: The Home Team will be the team which appears first on the game schedule. The Home Team will supply the game ball, unless supplied by the Tournament. The game ball will be subject to Referee approval. The Home Team will be required to switch to alternate jerseys to accommodate a color conflict as declared by the referee. If the Home Team cannot supply alternate jerseys, the

Visitor Team will change. The Home Team should be on the Left Bench when facing the field. Teams are on the SAME SIDE. Spectators are opposite the bench areas.

FORFEITS AND BYES: Teams failing to report ready to play within five minutes of the scheduled kick off time. Teams failing to check in at the Mandatory Registration or for taking actions which cause a game to be terminated will forfeit the game(s) 1-0. The winner will be awarded eight points (six for the win, one for a goal, and one for a shut out).

PROTESTS: NO PROTESTS WILL BE ALLOWED.

DISPUTES: All disputes will be settled by the Tournament Director or his designee and the decision will be final.

REFUND POLICY: Once a team is accepted into the tournament, there will not be a refund issued. If a team must withdraw before the acceptance list is posted, a full refund will be issued.

CANCELLATION POLICY: In the event of inclement weather, every attempt will be made to reschedule games using any available means. If games are canceled due to weather, refunds will be determined based on the number of completed games played.