



# TOURNAMENT RULES

## 1. GENERAL TOURNAMENT RULES

- a. 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.
- b. 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.
- c. 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.
- d. If the event is cancelled in its entirety, meaning no games have kicked off for the event, refunds will be decided by the tournament committee after all tournament expenses have been paid. If the event is cancelled in part, the tournament committee reserves the right to refund teams with a credit towards future events and will be determined after the conclusion of the event.
- e. Upon notice of acceptance, any team that withdraws from the tournament will forfeit the entry fee in its entirety.
- f. 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.
- g. All U14 - U19 teams are required to submit a separate refundable \$350 performance bond with the application fee. The performance bond is lost if the team withdraws from the event AT ANY TIME, regardless if accepted or not prior to schedules being released through the completion of the event and/or there are any violations of the tournament, which may include but are not limited to the following examples: behavioral misconduct, forfeits, and destruction of property (i.e. leaving trash at team's bench.)
- h. Any Coach that receives a Red Card will automatically forfeit their Tournament Bond. No Exceptions!!!
- i. First and second place awards will be presented to age groups U9-U15

- j. U16 and Up will play Showcase Format
- k. The Tournament Committee 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.
  - i. **PETS ARE PROHIBITED WITH THE EXCEPTION OF SERVICE ANIMALS.**
  - ii. **OUTDOOR GRILLING IS NOT PERMITTED.**
  - iii. **ALCOHOLIC BEVERAGES AND SMOKING ARE PROHIBITED.**
  - iv. **ARTIFICIAL NOISE-MAKERS ARE PROHIBITED. 1.9.5. FAILURE TO COMPLY WITH PARKING INSTRUCTIONS FROM SIGNAGE, EVENT STAFF, AND/OR FACILITY STAFF. SPORT-11 TOURNAMENTS AND THE HOST CLUB ARE NOT RESPONSIBLE FOR TICKETING OR TOWING.**

## **2. TEAM REQUIREMENTS FOR CHECK-IN AND TEAM ELIGIBILITY**

- a. Teams are required to check-in prior to the start of the tournament. The tournament check-in procedure can be located on the Tournament Website.
- b. What is needed for Check-In:
  - c. Two copies of the current official USYS State Association, US Club, SAY, or AYSO approved roster. Rosters must include player jersey numbers, birth date and player identification number.
  - d. Player identification cards for each individual participating player, issued by the same organization as the team roster.
  - e. Medical releases for each individual participating player.
  - f. 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.)
  - g. Permission to Travel (if applicable)
- h. 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.
- i. **Teams from the United States:**
  - i. 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.
  - ii. Teams registered outside of the region (Region 1 – see below.) 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.

### **National State Associations in Region 1**

Connecticut Jr Soccer Association  
Delaware Youth Soccer Association  
Eastern New York Youth Soccer Association  
Eastern Pennsylvania Youth Soccer Association  
Soccer Maine  
Maryland Youth Soccer Association  
Massachusetts Youth Soccer Association  
New Hampshire Soccer Association  
New Jersey Youth Soccer Association  
New York State West Youth Soccer Association  
Pennsylvania West State Soccer Association  
Soccer Rhode Island  
Vermont Soccer Association  
Virginia Youth Soccer Association  
West Virginia Soccer Association

j. **Foreign Teams:**

- i. 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.
  - ii. Teams are required to have player identification cards.
  - iii. Teams must present travel forms completed from their Provincial or National Association approving participation.
- k. Rosters submitted at Team 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.
- l. No roster may be comprised of players with different passes from different organizations (no “mixed rosters.”) For Example, USYSA teams may only take guest players registered with properly stamped USYSA player pass cards, they may not have a player use a US Club Pass when using a USYSA Roster.
- m. 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.

### 3. AGE GROUP AND ROSTER REQUIREMENTS

- a. 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 during play	Maximum Roster Size
U9-U10	7v7	12 players
U11-U12	9v9	16 players
U13	11v11	18 players
U14-U19	11v11	22 players

- b. Teams that use the 22-man 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 during the games.
- c. No player shall play for more than one team during the tournament.
- d. A maximum of three (3) 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

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

### 5. EQUIPMENT, UNIFORM AND FIELDS

- a. 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.
- b. When the uniform colors are similar, the designated home team will change jerseys. The home team is listed first on the schedule.
- c. Players are required to wear shin guards in accordance with FIFA Laws of the Game.
- d. Players playing with protective casts may require approval by a tournament director as well as the referee. If the referee on the field deems 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.
- e. 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 match.

- f. 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.
- g. No jewelry may be worn by any player during a match (earrings, watches, necklaces, etc.).
- h. 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

- a. 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. **NO Substitutions may be made during a Kick from the Penalty Mark**

## 7. DURATION OF GAMES

- a. The following table shows the length of game halves for the tournament's matches. 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	30 minutes	5 minutes	Size 4
U13	11v11	35 minutes	5 minutes	Size 5
U14-U15	11v11	35 minutes	5 minutes	Size 5
U16-U19	11v11	40 minutes	5 minutes	Size 5

## 8. EXTERNAL CONDITIONS, WEATHER, ETC

- a. Regardless of weather conditions, players and coaches must be present at the scheduled 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:
  - i. Relocate or reschedule game(s);
  - ii. Change the duration of game(s);
  - iii. Cancel preliminary game(s) that have no bearing on the selection of division winners.
- b. The tournament officials cannot control the weather, nor can they control whether the fields remain playable. Regardless of weather conditions, players and coaches must be on the field at the scheduled time, ready to play. In the case of inclement weather or field conditions, the tournament will strive to keep teams informed through the website, email, texts, Facebook and Twitter. Please **do not call for information as we** will work diligently to keep you informed.
- c. Any disruption to the tournament because of inclement weather will be communicated to all teams via the website, social media, email and text.

In the case of inclement weather, the following may occur:

- Matches may be shortened. The Tournament Director may reduce the length of matches due to weather conditions before the start of a match; all such matches will be considered official.
- Halves may be shortened. The Tournament Director may reduce the length of halves before the restart of a match once delayed due to weather; all such matches will be considered official.
- Some matches or the entire event may be canceled.
  - 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.
- Matches may be rescheduled (time and location determined by Tournament Director).
- Matches may go to "Taking of Kicks from the Penalty Mark" (time and location determined by Tournament Director)
- In the event of an injury, make up 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.

If the Tournament Director rules that during the group play rounds “Taking of Kicks from the Penalty Mark” will be done due to inclement weather or field conditions, the following rule will apply:

- Each team will take a maximum of five penalty kicks.
- At the end of five kicks, the match will be scored as a 1-0 win for the team that has scored more penalty kicks, or a 0-0 tie if both teams are tied in penalty kicks at the end of five kicks.
- In the overall standings, three points will be given for the win, one point for a tie and zero points for a loss.
- The 1-0 win in penalty kicks will not be counted for or against to determine the tie breaker for advancement.
- If regular matches have been played in the bracket and the Tournament Director has determined that other matches go to penalty kicks due to inclement weather or field conditions, the regular match score will revert-back to a 1-0 win or a 0-0 tie.

Only referees or a facility manager can suspend a match already started due to weather conditions. Any one single suspension of a match may last no longer than 60 minutes or to the next scheduled match start time whichever is later. The tournament director has sole discretion to reschedule and/or shorten any matches to accommodate the special needs of our participants. While we request that teams make travel plans that do not interfere with planned match schedules, sometimes unexpected events (e.g. flight cancellations) occur that make playing on schedule impossible. If a match can reasonably be rescheduled and/or shortened, it will be. If it cannot, the team that was unavailable to comply with the originally scheduled match shall forfeit that match.

## 9. TERMINATED MATCHES

**If due to inclement weather matches must be prematurely terminated, the following rules will apply:**

### **Group Play:**

- In the event a referee terminates a match (different from suspended), before halftime, it will be up to the Tournament Director whether to record the score at the time of the termination or finish the match at a rescheduled time and location.
- In the event a referee terminates a match (different from suspended) after halftime, the score will be recorded as it was when the match was stopped.

### **Semi-Finals:**

- In the event, a referee terminates a match (different from suspended) the score will be recorded as it was when the match was stopped. In the event the match ends in a tie,

the team that earned the most points during group play will be declared the winner. If the teams have the same number of points, the criteria in the tie-breaker scenarios of the **determination of group winners** will be applied, including head-to-head, if applicable.

#### **Finals:**

- In the event, a referee terminates a Final match (different from suspended) while the teams are tied, co-champions will be declared.
- Matches terminated for other than inclement weather (e.g. violent play or uncontrollable situations) will not be replayed.
- The decision as to the score of such matches and whether teams advance will be made by the Tournament Director after receiving reports from match officials. The decision of the Director will be final and is binding on all parties. Further disciplinary actions may be taken, depending upon the circumstances.

#### **10. FAILURE TO SHOW AND FORFEITS**

- a. 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:
  - i. Seven (7) for any full-sided (11v11) match,
  - ii. Six (6) for any small sided (9v9) match,
  - iii. Five (5) for any small sided (7v7) match.
- b. Once a game has started, it may not continue with fewer than the stated minimum. If a match cannot start or continue because of a team having fewer than the minimum, that team shall forfeit the game.
- c. A team shall have a five (5) minute grace period from the scheduled kick off time to take the field before the match is awarded to their opponent as a 3-0 forfeited win.
- d. If a team through the actions of its players, coaches, and/or spectators, is the cause for a termination of a game, the match will be awarded to their opponents as a 3-0 forfeit win.
- e. If a team has forfeited a game during the tournament, their performance bond will be lost in full.
- f. If a team has forfeited a game during the tournament, they are deemed ineligible to advance past the group stage



## 11. DETERMINATION OF DIVISION WINNERS

- a. 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:
  - i. Three (3) points for each win
  - ii. One (1) point for each tie
  - iii. Zero (0) points for each loss
- b. Tie-Breaker System after division play, in the order listed below:
- c. When the tie-breaker system is used, the criteria are followed in order until one or more team is eliminated at any given step. The criteria then starts' over again at the top of the tie breaker system with the remaining teams. Rules are repeated until a winner is determined.
  - i. Head-to-head competition **(if there is a 3-team tie, proceed to the next tie-breaker)**
  - ii. Most wins
  - iii. Positive Goal Differential (the difference between goals for and goals against) with up to three (3) bonus points per game. For example, 4-1 and 3-0 scores each earn three bonus points. There will be no negative points awarded, zero points will be awarded for a loss.
  - iv. Most shutouts
  - v. Fewest goals against
  - vi. Penalty Kicks – FIFA-Penalty Kick procedure will be used to determine a winner
- d. In the event that; a wildcard team must be selected for the playoff round; the above procedure will be used across the entire flight.
- e. During a semifinal and final match, 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. The winner of the penalty kick shootout will be awarded with 1 additional point to be added to the final score (for example, at the end of regulation, if the score is tied 1-1 the winner of the penalty kick shootout will be awarded 1 additional point to the final score. The final score will be 2-1.)
- f. **Penalty Kick Procedure:**
  - i. Each team will select five (5) players to kick – only players on the field at the end of the game may be selected.
  - ii. Teams will alternate kicks – first team to kick will be determined by the referee's coin flip.
  - iii. 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.
  - iv. No player may shoot more than once until all eligible players have taken a kick.
  - v. Keepers may be changed after any shot from the list of participating players for the penalty kicks.

- vi. If at the end of the match 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 keeper.
- vii. 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).

## 12. GAME AND SCORE REPORTING

- a. After each game, a Field Marshal will retrieve 3 names from each Coach for nomination to the All-Tournament Team. A Coach that refuses to provide the information will risk forfeiture of game.
- b. 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 card are reported to the site and tournament headquarters at the end of every game.
- c. The field marshal will obtain signatures from the referees, home and visiting team official representative (coaches or manager) to verify all information reported on the game report.
- d. Once the team official representative has verified and signed the official game report that information will stand as reported and will not be modified.
- e. **Mercy Rule:** If a team outscores a team by more than ten (10) goals, the score reported online will not exceed a ten (10) goal difference. This will have no effect on tie-breaker rules as the maximum goal difference for calculating tie-breaker rules as the maximum goal difference for calculating tie-breaker is 3 goals.

### 13. SIDELINE CONDUCT AND DISCIPLINE

- a. It shall be the team's responsibility to provide the eligibility status of each of its players. Any active suspension from the tournament, local league, etc. must be reported to the Tournament Director at the time of the team's check in.
- b. The tournament has a Discipline Committee of no less than three members. The Discipline Committee will review and rule on all reports of unacceptable conduct by players, manager, coaches, referees, spectators, etc.
- c. All players and managers/coaches shall be subject to State (DE or VA) Youth Soccer Association Discipline and Sanctions, depending on location of Event
- d. A player, manager, or coach ejected will have an automatic minimum one-match suspension regardless of the reason for the ejection.
- e. A coach who is ejected must leave the field area immediately (out of sight and sound). Failure to comply will result in suspension from the entire event and may jeopardize inclusion into future events.
- f. Suspended Coaches must not be present in the field area while serving the suspension. Suspended players may sit with the team but must not be in uniform. Depending on the severity of the unacceptable conduct, the Discipline Committee may recommend the suspension of up to the duration of the tournament, with further disciplinary action subject to appropriate National and State Associations, Federations or any other USSF affiliated organization. Discipline Committee recommendations will be available to that affected parties no later than before the start of the next scheduled match.
- g. At the conclusion, of the tournament, it is the responsibility of the team's coach or manager to pick up the passes of suspended players and coaches from the tournament office (even if the suspension has not been completed). A complete report will be sent to the State (DE or VA) Youth Soccer Association Review & Discipline Committee for forwarding to the appropriate State and National Association.
- h. Players, managers, coaches, and team supporters are expected to conduct themselves within the letter and spirit of "The Laws of the Game." The Site Director has the authority and the responsibility to remove any person(s) from the tournament for abuses of conduct, in addition to any specific disciplinary action brought about by any other authority.
- i. Both teams will share one sideline. Spectators will occupy the opposite sideline, with supporters of a given team sitting directly across the field from the team. While the match is in progress the manager/coach/trainer and all reserve players must remain on their respective benches and may not roam the sidelines, except as necessary to warm up for entry into the match. The manager/coach is responsible for the behavior of their team's supporters. The referees will have the authority to warn and ultimately send off, any manager/coach whose supporters behave in an abusive or disruptive manner. **Artificial noise - making devices are prohibited.**
- j. 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 mid field 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.

- k. 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.

- i. **Ejection (see below)**

**Players:** Any player receiving two (2) yellow cards or one (1) red card in a match will be ejected from the match and will not be allowed to play in the next match. Suspended players may sit with the team but may not be in uniform; however, the Referees, Site Coordinator and/or Tournament Director reserve the right to remove the carded player from the field as they deem necessary.

**Coach:** Should a coach be ejected from a game, they must leave the sidelines and be at least 100 yards from the field. Additionally, they may not communicate with or coach the team in any manner including through electronic communications. The coach shall be ineligible for the next scheduled game of carded team, and at the discretion of the tournament committee, may be subject to additional disciplinary action. The tournament committee also reserves the right to suspend the coach from all scheduled games, even if the coach has multiple teams entered into the tournament.

- m. **HARRASMENT 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.**

- n. In the event of assault / abuse on a game official the game may be terminated, and a judiciary hearing shall immediately be convened at a tournament site to be designated by the tournament director. All terms described in the USSF Official Administrative Rule Book under Rule 3.2.8, Suspension for Assault on an Official, shall apply. In any event a player, coach, or other team official who is charged with assault on a game official is suspended from further participation in the tournament and team will forfeit their performance bond in its entirety

- o. **RACIAL SLURS and/or FIGHTING will result in immediate suspension from the game and the duration of the event and is not subject to protests. Offending team will also forfeit their performance bond in its entirety**

**p. ANY STRAIGHT Red Card will result in forfeiture in performance bond.**

- q. 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.)
- r. Any Coach receiving two yellows, resulting in a red card or a straight red card will forfeit their team's performance bond in its entirety.
- s. **Report of Disciplinary Action:**
  - i. For United States teams, the tournament will notify the Federation Organization member of that team of the disciplinary action taken or required.
  - ii. 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. PROTESTS AND DISPUTES**

- a. Any Protest must be submitted in writing with a check for \$500 that is non-refundable
- b. 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 Spor-11 Tournament 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.
- c. 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.
- d. A protest of player eligibility must be made by the official team representative (which consists of the coaches and managers listed on the official roster provided to the tournament) 20 minutes prior to a game starting with the site coordinator or Tournament Director. If a player is ruled ineligible, once the game commences, that game will be forfeited and the player will be prohibited from participating in the remaining games of the event. The Tournament Director reserves the right to determine the fate of the teams remaining participation in the tournament and the teams' official standings in the tournament.

## 15. CONCUSSION POLICY

- a. 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.

### **Additional Info:**

APC Premier Cup, Sport-11 and the Tournament Committee, Delaware Youth Soccer Association Virginia Youth Soccer and/or the host affiliate will not be responsible for any expense incurred by any team due to the cancellation in part or whole of this tournament.

The Tournament Committee's interpretation of the tournament rules and regulations shall be deemed final and the Committee reserves the right to decide on all tournament matters.

The Tournament Committee has the responsibility to uphold any previous suspension imposed by ALL Youth Soccer Associations, US Youth Soccer and/or affiliates of USSF. APC Premier Cup, Sport-11 and/or the host affiliate will not be responsible for the behavior of players, coaches, and spectators off the field, or damages resulting from such behavior. Coaches and players committing breaches of the law may be ejected from the tournament at the discretion of the tournament committee.

### **Please Remember:**

- **At the end of each match, a team representative must sign/initial the match report**
- **Pick up your player cards from the field marshal tent at the end of each match**
- **Red cards must be retrieved from tournament headquarters.**
- **Please ensure your team removes all trash from the sideline after each match.**
- **In the event of a medical emergency, there are certified athletic trainers on site.**
- **Coaches are responsible for the behavior of their own spectators.**
- **Coaches must submit 3 players after each game to nominate for all-tournament team**



## US SOCCER DEVELOPMENT ACADEMY FESTIVAL RULES

- **Game Check-In Procedure**
  - Each team must supply a Game Sheet prior to each game
  
- **Game Schedule:**
  - Saturday and Sunday
  
- **Game Length:**
  - Two (2) 50-minute modified games in Saturday
  - One (1) 70-minute game on Sunday (06, 05)
  - One (1) 80-minute game on Sunday (04, 03)
  
- **Substitutions:**
  - Academy games will have a unlimited number of substitutions (re-entry permitted)
  
- **Format**
  - Round Robin Group Games
  
- **Illegal Player:**
  - Any player that does not appear on the Master Roster shall be considered an illegal player. Any Academy Club using an illegal player shall be subject to a fine as determined by the Academy Staff, a deduction of three points in the Academy League standings, as well as a forfeiture (by a 0-3 margin) of any Academy Games in which the illegal player participated.

- **Player Registration Cards:**

- All Academy Players and Academy Coaches must present their U.S. Soccer Development Academy Game Sheet
- If the individual's picture is not on the U.S. Soccer Development Academy Player / Coach Identification Card, the individual will not be eligible for the game.
- Academy Teams will be notified by the Academy Staff of any missing documents. Until these documents are received, the player cannot play in an Academy Competition. Additionally, a player is not considered registered until the team receives a U.S. Soccer Development Academy Player Identification Card from the Academy Staff.
- Other organization passes may not be used as a form of identification. The only identification for an Academy Game is the Academy Player Card.
- Academy Staff will be responsible for setting up the procedures for issuing the Player Academy Cards and notifying Academy Clubs regarding this procedure.
- Temporary player cards may be issued for temporary Developmental Players not included on the Master Roster.

- **Roster Freeze:**

- At any time during the season prior to April 1st, Academy Teams may add a player to its official Team Roster.

- **Results**

- Results will not be recorded except on each game card. No results will be made public via website, social media or any other medium.