

Penn Legacy “Academy Cup” Tournament Rules

1. Schedule Changes

No requests for schedule changes will be honored once the preliminary tournament schedule is posted. The Tournament Committee reserves the right to make schedule changes to accommodate field conditions or no shows. Please review the final schedule on Monday, March 1st, prior to registration at:

<http://www.hempfieldsoccerclub.org/tournament/Cup/HSCAcademyCupInvitational2.htm>

2. Eligibility

The Academy Cup is an EPYSA and USYSA approved/sanctioned tournament. USYSA member teams from Region 1, except CT and NJ, DO NOT need to provide permission to travel. Teams from CT, NJ and USYSA Region 2 must provide their state association's properly executed "Permission to Travel Form." No such permission is required of US Club Soccer member teams.

Participation in the tournament is open to accepted teams consisting of 18 or fewer players meeting the age limit of the specified division. U-09 / U-10 accepted teams must consist of 14 fewer players. Players must have been born after:

- * U-09 (August 1, 2000 and younger) (Boys & Girls)
- * U-10 (August 1, 1999 and younger) (Boys & Girls)
- * U-11 (August 1, 1998 and younger) (Boys & Girls)
- * U-12 (August 1, 1997 and younger) (Boys & Girls)

Each team must be registered with a national soccer association affiliated with the USSF, either USYSA or US Club Soccer, and must possess a state-approved roster, or US Club Soccer roster. Each player and coach must present a valid USSF, State, or National registration card that includes a photograph of the player or coach. Players who do not present valid passes will not play. Any team fielding an ineligible player will be disqualified and its tournament fee forfeited. A player may compete for only one team in the tournament.

All teams are responsible for their own insurance. In case of accident or injury while traveling to or from and during the tournament, the Hempfield Soccer Club and its Executive Board, or any teams participating in the tournament, will not be held liable. All teams must provide medical release forms at registration and have them in their possession at the tournament site during matches.

a. Guest Players and Secondary Players

- Team rosters for U09 /U10 age groups are limited to a maximum of 14 players, including guests. Regardless of roster size, a maximum of 14 players for U10 teams can appear on the game line-up sheet and will be allowed to play at the tournament.
- Team rosters for U11 /U12 age groups are limited to a maximum of 18 players, including guests. Regardless of roster size, a maximum of 18 players for U11 / U12 teams can appear on the game line-up sheet and will be allowed to play at the tournament.
- Three (3) guest players are allowed at all age groups. However, a maximum of five (5) guest players will be allowed upon special request. If a team plans on bringing four (4) or five (5) guests, permission must be granted by the Tournament Registrar prior to the event. Permission must be requested by emailing the Registrar at HFcregistrar@hempfieldsoccerclub.org with your request. The Registrar must have a copy of your roster prior to this request (it can be faxed to 717-898-2486). Approval will be granted when roster size indicates this is necessary and approval must be granted prior to Registration Night. If prior approval is not requested and granted, only 3 guests will be allowed on the team at registration.
- **Secondary players are considered guest players**, and their **primary** pass and medical release form must be presented at registration.
- Players with US Club Soccer player cards may not guest for a USYSA team, and players with USYSA player cards may not guest for a US Club Soccer team.
- **Players may compete for only one team in the tournament.**

All teams and players must be associated with the USYSA and the appropriate state association, or US Club Soccer.

3. Laws of the Game

All games shall be played in accordance with FIFA Laws, except as modified by these rules.

4. Substitutions

FIFA Laws of the game concerning substitutions will be followed with the referee's permission:

- After a goal has been scored.
- Before a goal kick by either team.
- At the beginning of the second half of play.
- At a throw-in by the team in possession.
- At a throw-in by the team without possession if, and only if, the team with possession elects to substitute. (This is done in an effort to minimize the time lost due to substitutions.)

Limited substitutions may be made with the referee's permission: (exception: see Item #10.1)

- To replace a cautioned player. Players receiving a red card may not be substituted for.
- In case of a stoppage of play for an injury on a one-for-one basis for the injured player(s). The opposing team may substitute one player for each substituted injured player.

No substitutions will be permitted on corner kicks or after the game has ended in a tie prior to penalty kicks (See 12.2).

All substitutions must enter from mid-field with the permission of the referee. ***The referee may disallow substitutions if that request is judged to delay the game.***

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5. Field and Game Equipment

- No metal cleats will be worn.
- No jewelry will be allowed unless deemed safe by the referee.
- Players are required to wear shin guards in accordance with FIFA Laws of the game.
- Players must wear numbers on the back of their uniforms and these numbers shall coincide with those listed on the team’s official roster.
- Where uniform colors are similar, the designated home team will change colors. Home team is listed first on the schedule.
- No one will be allowed behind the end line.
- Players are not allowed to wear hard casts, unless they are prepared in a way to prevent injury to all players, subject to the referee’s discretion.

6. Duration of Games

- All games will consist of two 20-minute halves (exception: see Item #13), with a five minute break between halves. There are no overtimes.
- Games may be shortened at the sole discretion of the referee
- Extra time will ONLY be added in the event of significant delay of the game (by injury or by intentional delay of game) and at the sole discretion of the referee.

7. Games and Score Reporting

- Both teams will set up on the same side of the field for the game. Parents and fans will stay on the opposite side of the field.
- The Field Marshall will ensure the game report cards are properly completed and presented to the referee immediately following each game.
- The Referee will indicate the official score of the game on the card and sign the card. The coach from each team may also sign the card.
- The Referee will record names of players or coaches receiving caution (yellow) or ejection (red) cards and the reason for the card on the game report card.
- Game report cards are returned to the Tournament Headquarters at the end of the day.

8. Failure to Show and Forfeits

- A team is allowed a 5-minute grace period after scheduled kick-off time to field a team before the match is forfeited. A minimum of seven (8) U11 and above players & five (5) U10 and below players constitutes a team, and if adequate players are present, the game will not be delayed.
- In no case shall a team which forfeits a game be declared a bracket winner or a wild card team. If an apparent bracket winner forfeits a game, the bracket team with the next best record shall be named the bracket winner.
- A forfeit in the preliminary round shall be awarded three (6) points for the win. For tie-breaking purposes, the score shall be 3-0.

9. Protests: No protests will be entertained

10. Conduct

- Players, coaches, and spectators are expected to conduct themselves within the spirit and the laws of the game. Displays of temper or dissent are cause for ejection from the game and surrounding field area. Repeated violations may result in a game forfeit or suspension of the team from the tournament as decided by the Tournament Committee.
- Players officials ejected from a game by the referee shall be ineligible for the next scheduled game.
- **Coaches and team officials ejected from a game will NOT be eligible to coach or sit on a team’s bench for the duration of the tournament.**
- Excessive abuse (as defined by the tournament director upon consultation with the referee) will result in expulsion from the tournament facility
- In accordance with USYSA Tournament Hosting Agreement, all red and yellow cards and other matters involving team conduct will be reported to the home club and state association of the team involved.
- Alcoholic beverages and other illegal substances are not permitted at game sites or on any parking areas.

11. Determination of Bracket and Division Winners

- The following format will be used to determine bracket winners and advancement to the playoff rounds:
 - a. In age divisions containing two brackets of three teams, the first and second place team in each bracket will advance to the playoff round.
 - b. In age divisions containing one bracket of five teams, a four game round-robin will be played, with NO playoffs. Teams with the two highest point totals will be the champion and finalist.
 - c. The Tournament Committee reserves the right to determine which format will be implemented to meet the schedule requirements.

• POINT SYSTEM –

- Game points = (6) points for a win, one (3) point for a draw, and zero (0) points for a loss.
- Differential Points = (1) point for every goal differential in the game with a maximum of 3 points – (example = scores of 6-3 and 3-0 each will be awarded 3 points, while a 2-1 winner will be awarded 1 point)
- Shutout point = (1) point for a shutout

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• At the end of the preliminary round, the bracket winner (or champion) will be the team with the most win/tie points. In the event of a tie in a bracket or within an age division, the criteria listed below will be used to determine the winner and placement within the bracket and which teams advance to the finals.

• TIE-BREAKERS: The following list is the order of priority for breaking ties:

1. Head-to-Head Competition - In the event of a tie among more than two teams, this criterion will not be used.
2. Total Goal Differential - Maximum four (4) per game.
3. Total Goals For - With a maximum of four (4) per game.
4. Total Goals Against - (Least)
5. Penalty shots (per FIFA rules)

12. Playoffs:

6 team bracket divisions:

- 1st place team from Bracket 1 plays 2nd place team from Bracket 2. Winners will advance to the finals.
- If game is tied at the end of regulation play, there will be ONE five minute “golden goal” overtime period. If the score remains tied penalty kicks will follow FIFA rules. Penalty kicks taken alternately by each team will determine the winner. If the penalty kick score is tied at the end of five kicks, the teams will continue to take alternating penalty kicks until there is a winner. All players on the field (including the keeper) must kick before any player may kick a second time.

5 team bracket divisions:

- Determination of bracket winner will be determined by points, then tie breakers defined above
- If the event of an absolute tie after all tie breakers are applied, Penalty kicks taken alternately by each team will determine the winner. If the penalty kick score is tied at the end of five kicks, the teams will continue to take alternating penalty kicks until there is a winner. All players on the field (including the keeper) must kick before any player may kick a second time.

13. Inclement Weather or Other Emergency Situations

The coach will receive safety information at registration. It is the responsibility of the coach to read the information and implement when necessary.

In the event of inclement weather, unsafe field conditions, or other unforeseen circumstances, the Tournament Committee has the authority to change games as follows:

- d. Relocate or reschedule any game(s).
- e. Change the duration of the game.
- f. Cancel any game(s).
- g. Cancel the tournament.

Games terminated after one half of play because of the weather shall be considered final.

In the event games are cancelled or shortened for any reason, bracket winners will be determined using the point system presented in section 11 of the rules. No awards shall be given unless all teams in a bracket play more than one game. There is NO rain date for this event

14. Darkness

Termination of a game due to darkness shall be at the sole discretion of the referee. The referee's decision shall be final. Games terminated after one half of play because of darkness shall be considered final.

15. Team Contact Person

At registration, each team must inform the registration personnel of their designated contact person and must provide a cell phone number where that person can be reached at any time during the tournament.

16. General

- Under no circumstances whatsoever will the Tournament Committee or the Hempfield Soccer Club be responsible for any expenses (including the tournament entry fee) incurred by the team. This includes a situation where the tournament or any of its games is canceled in whole or in part.
- The Tournament Committee's interpretation of these rules shall be final.
- The Tournament Committee reserves the right to decide on all matters pertaining to the tournament.