

Delco Soccer League

2016 Columbus Day Tournament

Tournament Registration Requirements and Rules

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A. Participation in the Delco Soccer League (Delco) Columbus Day Tournament is open to boys and girls teams composed of 16 or fewer players for U-09/10 and 18 U11-15 meeting the age limit of the specified division listed below. Players must have been born during or subsequent to the following dates. The age groups are based on the 2016-2017 team roster classifications.

Boys Age Groups Based on 2016/2017 Roster:

Under 09 (U-09) = January 1, 2008 – December 31, 2008

Under 10 (U-10) = January 1, 2007 – December 31, 2007

Under 11 (U-11) = January 1, 2006 – December 31, 2006

Under 12 (U-12) = January 1, 2005 – December 31, 2005

Under 13 (U-13) = January 1, 2004 – December 31, 2004

Under 14 (U-14) = January 1, 2003 – December 31, 2003

B. As long as enough teams register, the tournament committee will form two distinct divisions in each age group. The first division will be named the Blue Division and the second division will be named the Yellow Division. The tournament committee reserves the right to combine age groups if necessary to allow all accepted teams the opportunity to play.

C. Teams are required to check-in at least forty-five (45) minutes prior to their first game of the tournament at the venue headquarters and must present their original approved roster, providing one copy of the roster to the tournament. Authorized players passes will be required as proof of age. A player may play for only one team in the tournament.

D. Standard medical release forms for each player on a US Youth Soccer (USYS) affiliated team must be presented at check-in and with the team at all games. Medical release forms are not necessary for US Club Soccer (USCS) affiliated teams.

E. Non-USYS Region 1 teams [along with teams affiliated with NJYSA (New Jersey) & CJSA (Conn.)] must have a copy of a Permission to Travel form approved and signed by a duly authorized state association representative; there will be no exceptions to this rule. This is not required for USCS teams.

F. A maximum of five (5) [four (4) for U-09 & U-10 teams] guest players may be used during the Tournament. However, a team using guest players can have no more than a total of eighteen (18) players. With 5 guest players U11 and up 4 guest players U9/10 listed on their roster. Teams must present a valid player pass and medical release (USYS only) for each guest player at tournament.

G. The Delco Columbus Day Tournament is a patch/pin exchange event. Teams should bring enough club patches/pins based on the maximum number of teams they may play (including playoff rounds) and based on the maximum roster size for their age group.

H. The Delco Columbus Day Tournament will use US Soccer (USSF) certified referees for all games.

Laws of the Game: All games shall be played in accordance with USSF/FIFA Laws of the Game, except as specifically modified in the following rules. Once a game starts, all decisions made on the field by the referee are final.

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Duration of Games and Ball Size: U-09 and U-10 will be 50 minutes in duration, consisting of two 25 minute halves. U-11, U-12, U-13, & U-14 games will be 60 minutes in duration, consisting of two 30 minute halves. All games will have a 5 minute halftime. U-09 through U-12 will play with a size four (4) ball. U-13 and U-14 will play with a size five (5) ball. All games will be played with a running clock. The clock may be stopped for serious injuries at the discretion of the referee.

Number of Players: U-09 & U-10 teams will play with Seven (7) players [6 field players & 1 goalkeeper]. U11 & U12 teams will play with Nine (9) [8 field players & 1 goalkeeper], U-13 & U-14 teams will play with eleven (11) players [10 field players & 1 goalkeeper].

DELCO MODIFIED GAME RULES WILL BE FOLLOWED FOR TOURNAMENT GAMES REGARDING HEADING AND THE BUILD OUT LINES.

Field and Game Equipment Rules:

- A. Players (excluding the goalkeeper) must wear numbers on the back of their uniforms and these numbers must coincide with those listed on their roster presented at tournament registration.
- B. All players are required to wear shin guards, in accordance with the USSF/FIFA Laws of the Game.
- C. Where uniform colors are similar, the team designated as the home team (first team listed) on the schedule will be required to change to an alternate color.
- D. Players and coaches from both teams will share one side of the field, while parents and all other spectators will position themselves on the opposite side of the field. Participants and spectators must remain in an area at least one (1) yard from the touch line, between the top of the penalty areas at either end of the field. No spectators will be allowed to stand within ten (10) yards of the end lines. Failure to abide by this rule can result in removal from the game at the discretion of the referee.
- E. Teams are expected to be warmed up and ready to play ten (10) minutes prior to their scheduled start time. In order to keep the games running on time there will be no warm up on the game fields.
- F. [For U-09 & U-10 games]When requested by the referee, each team must provide a linesperson, whose only responsibility will be to indicate when the ball has passed over the touch line or goal line.
- G. Each team must provide a game ball.

Substitution Rules: For all age groups a team can make unlimited substitutions (“sub”) on their own throw in or on the other team’s throw-in only if the opposing team is subbing as well. All teams may sub during a goal kick or a kick-off. Limited substitutions may be for an injury with the referee’s permission. Players must be up at the midfield line ready to enter the game.

Game Reports: The field marshal will ensure that the game report card is properly completed, with final game score, jersey number of players cautioned or sent off by the referee during the game, any misconduct by coaches or spectators, and signatures of both coaches and the referee at the end of each game. It is the responsibility of BOTH coaches to sign the official game card. This is the only chance teams will have to verify the game’s outcome. Once the game result is recorded by the tournament staff, further changes will not be allowed.

A representative from each team should check the scoreboards at the venue headquarters to confirm the accuracy of scores and standings.

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Conduct Rules: Players, coaches, and spectators are expected to conduct themselves within the letter and spirit of the USSF/FIFA Laws of the Game. Displays of temper or dissent are just cause for removal from the game and tournament. Players and coaches ejected from a game by the referee are ineligible for the next scheduled game. Players ejected more than once during the course of the tournament are ineligible for all remaining games. The tournament staff will report all misconduct to the team's state association. In the case of an assault or abuse of a game official, a judiciary hearing shall be held per the US Soccer Policy 531-9— Misconduct Toward Game Officials. In any event, a player, coach, or other team official who is charged with assault or abuse of a game official is suspended indefinitely from participation in all remaining games.

Bracket Winners:

A. Game points will be awarded as follows: Teams will be awarded three (3) points for a win, one (1) point for a tie and zero (0) points for a loss.

B. Bonus points

a. Bonus points are only used as part of the tie breaker procedure. *Bonus points are not added to game points.*

b. The bonus points are specifically created to reduce the need for teams to run up the score on their opponent as the league strongly discourages teams from running up the score.

c. Bonus points formula:

i. Bonus points are given for positive goal differential up to a maximum of three (3).

ii. Three (3) bonus points will be awarded for a shutout.

iii. If a team wins 3-0 or 7-1 they will receive three (3) bonus points for the goal differential but the team winning 3-0 would also receive three (3) bonus points for the shut out for a total of six (6) bonus points.

iv. In the case of a 0-0 tie, both teams receive three (3) bonus points for the shutout.

v. In addition, three (3) bonus points will be deducted for each red card issued to a player or coach ejection during tournament play.

C. Playoffs will follow preliminary rounds (except for five team divisions) based on the division size:

a. Division of four teams = two teams advance to a final

b. Division of five teams = all teams play four games, champion & runner-up determined by record

c. Division of six teams = two teams from each bracket advance to a semifinal with the semifinal winners to play in a final. Last team in each bracket to play in a consolation game.

d. Division of eight teams = one team in each bracket to advance to a final

e. Division of ten teams = One team in the "A" and "B" bracket to advance to a semifinal. One team in the "C" bracket to advance directly to the final (after playing three preliminary games).

Semifinal winner to advance to the final. Second and third place teams in brackets "A" and "B" to play a consolation game.

f. Division of twelve teams = One team in each bracket to advance to a semifinal game with the semifinal winners to advance to a final. Second and third place teams in each bracket to play a consolation.

D. The bracket winner shall be the team with the most game points in their bracket. In the event of a tie within a bracket, the following criteria shall be used to determine the winner:

1. Head to head result.

2. Total bonus points.

3. Goals differential: maximum of +/- three (3) per game.

4. Goals against.

5. Kicks from the penalty mark twenty (20) minutes prior to the scheduled playoff round games.

E. In the event of a tie among three (3) or more teams, the elimination procedure begins with rule D step 2. If two (2) teams remain tied through rule D step 4 that tie will be broken, based on head to head play and if still tied by kicks from the penalty mark.

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F. The tournament director or venue coordinator, acting within the parameters of these rules, will determine the teams to advance into the playoffs.

Playoff Rounds:

A. Overtime will be played in case of a draw at the end of regulation time in the playoff rounds. The winner will be determined as follows:

1. Overtime will be played under the "golden goal" / "sudden victory" criteria, with the team scoring the first goal being the winner.
2. After five (5) minutes of overtime, teams will change ends of the field and continue play for an additional five (5) minutes.
3. Should a playoff game remain a tied after two (2) five (5) minute overtime periods, kicks from the penalty mark will be taken to determine the winner. The best of five (5) kicks taken alternately by each team will determine the winner. Only those players on the field at the end of overtime may participate in the kicks. If the score is tied at the end of five (5) kicks, teams will continue to take kicks from the penalty mark, alternately, until there is a winner. All players on the field must take a kick before any player is allowed to take a second kick.

B. Awards will be given to the champions and finalists in each age division. Both teams are to report to the tournament headquarters tent for the award ceremony immediately following the championship game.

Failure to Show and Forfeits:

A. A minimum of seven (7) players constitutes a team by USSF/FIFA Laws of the Game [five (5) players for 7v7 games]. A team official is required to check in twenty (20) minutes before scheduled kick-off time. In order to check in the minimum number of players from the team must be present at the field. Teams without the minimum of players present at kick-off time will forfeit the game. The start of the game will not be delayed.

B. In no case shall a team that forfeits a game be declared a division winner or wild card team. If an apparent division winner forfeits a game, the team from that division with the next best record shall be named the division winner.

C. If a referee is forced to terminate a game due to gross misconduct by players, coaches, or spectators, the team that causes the game to be terminated will forfeit the game.

D. A forfeited game shall be recorded as 3-0 win for the opposing team.

E. In the case of a forfeit in the preliminary rounds the opposing team will be awarded three (3) points for the win. For tie-breaking purposes, a team winning by a forfeit will be awarded three (3) bonus points for the score and three (3) bonus points for a shutout.

F. Inclement Weather - In case of inclement weather or other force majeure, the tournament committee will have the authority to change games as follows:

1. Relocate or reschedule any game(s).
2. Change the duration of any game(s).
3. Cancel preliminary game(s).
4. Preliminary games terminated by tournament officials after one half of play is completed shall be considered official as of the time of termination.
5. Determine changes in format for advancement.
6. Cancel the tournament.

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General Tournament Rules:

- A. Under no circumstance will the tournament committee, Delco Soccer League, host organizations, and the tournament sponsors be responsible for any expenses (including the tournament entry fee) incurred by any team. This includes a situation where any games are cancelled or terminated in whole or part.
- B. The tournament committee's interpretation of all of the above rules shall be final. If a team is judged to be in violation of any of these rules, they shall be disqualified from the tournament without refund of their entry fee.

Refund Policy: Full refunds will be given to all teams not accepted into the tournament. Refunds will not be issued in the case of a team withdrawing from the tournament after being accepted. There will be no refunds for partial cancellation of the tournament for any reason. In the event of a full tournament cancellation (no games played), Delco Soccer League intends to make partial refunds of team application fees. The amount to be refunded will be determined at that time.

Parking Guidelines:

A. Two sets of parking passes (one for each day) will be issued to the coaches of each team playing at the Line Road Complex. Only vehicles with the correct day's parking pass will be granted admittance to the Line Road Complex. Parking passes are required only at the Line Road Complex. Coaches of teams playing at this facility will have eight (8) parking passes [six (6) for U-09, U-10, & U-11 teams] mailed to them, which can be distributed however they see fit. Parking passes are to be hung from the vehicle's rear view mirror with the color facing forward.

Be advised that there is no parking allowed along Line Road or in any of the surrounding communities (or in church parking lot on the corner of Line Road and Paoli Pike). Vehicles will be towed at the owner's expense and citations will be written by the local police authorities. Also players cannot be dropped off at the Line Road Complex or along Line Road, no exceptions. Finally coaches, players, and spectators are not permitted to park near the complex and walk along Line Road for safety reasons, so pedestrians will not be allowed to enter the Line Road Complex.

Vehicles are to only park in designated parking spots. Once in the Line Road Complex, vehicles absolutely cannot park along the fence on the left side of the complex entrance road. Teams are asked to keep in mind any team members' families who require handicap parking considerations when distributing the team's parking passes as no exceptions can be given to the parking pass requirement.

Teams are welcome to carpool either from their town (recommended) or can meet at a location close to Line Road and then carpool from there. Below are the addresses of four public parking lots within a few minutes of the Line Road Complex:

East Goshen

Township Park

1611 Paoli Pike
West Chester, PA

East Goshen

Township Building

1580 Paoli Pike
West Chester, PA

Goshen Village

Shopping Center

1508 Paoli Pike
West Chester, PA

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East Goshen

Elementary School

800 N.Chester Rd. (Rt.352)

West Chester, PA

B. It is strongly suggested that teams participating in the tournament make carpool arrangements, regardless of the site the team is playing at.

C. At all tournament sites, including Line Road, spectators should be aware that parking is limited and to park only in designated spots. Vehicles parked in undesignated areas, including emergency vehicle access points, will be ticketed and towed at the owner's expense.

Additional Guidelines:

A. Dogs and other animals (except seeing-eye dogs) are not permitted at any of the tournament sites.

B. Smoking is not permitted at any of the tournament sites.

C. Alcoholic beverages are not permitted at any of the tournament sites.

D. Teams are responsible for the policing of their respective sidelines for trash after each of their games.