

# 2020 Hempfield Fall Classic - Tournament Rules

## 1. Acceptance & Schedule Changes

**There will be no refunds for withdrawal once accepted teams are posted. No requests for schedule changes will be honored once the preliminary tournament schedule is posted.** Exception: In the event of a cancellation due to COVID-19 a full refund will be issued. The Tournament Committee reserves the right to make schedule changes, or to accommodate field conditions or no shows. Please review the final schedule on the Friday prior to the tournament on the tournament website.

## 2. Eligibility

The Hempfield Fall Classic hosted by Penn Legacy/PA Classics is an EPYSA and USYSA approved/sanctioned tournament. USYSA member teams from Region 1 DO NOT need to provide permission to travel forms to the tournament. Teams from 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. Accepted teams must consist of 14 or fewer players for U9-10 (7v7) teams, 18 or fewer players for U11-12 (9v9) teams, and 18 or fewer players for U13-19 (11v11) teams. U15-19 teams with extended rosters may submit 22 player rosters but may only dress 18 players for each game. A game lineup sheet listing 18 players for all U15-19 teams must be submitted to the referee prior to the start of each game. Failure to submit the game lineup sheet may result in disqualification. Girls may participate on boys teams, however boys may not participate on girls teams. Player's age groups are shown below:

Age Group	Birthdates	Gender	Max Roster Size	Age Group	Birthdates	Gender	Max Roster Size
U9 (7v7)	2012 Birthdates or Younger	Boys & Girls	14	U15 (11v11)	2006 Birthdates or Younger	Boys & Girls	18*
U10 (7v7)	2011 Birthdates or Younger	Boys & Girls	14	U16 (11v11)	2005 Birthdates or Younger	Boys & Girls	18*
U11 (9v9)	2010 Birthdates or Younger	Boys & Girls	18	U17 (11v11)	2004 Birthdates or Younger	Boys & Girls	18*
U12 (9v9)	2009 Birthdates or Younger	Boys & Girls	18	U18 (11v11)	2003 Birthdates or Younger	Boys & Girls	18*
U13 (11v11)	2008 Birthdates or Younger	Boys & Girls	18	U19 (11v11)	2002 Birthdates or Younger	Boys & Girls	18*
U14 (11v11)	2007 Birthdates or Younger	Boys & Girls	18	*Extended rosters are permitted; only 18 may dress for each game.			
Teams at older age groups may be combined.							

Designated "Tournament Teams" are permitted at all ages. Each travel 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. US Club Soccer U8-U10 DDP competitive teams are also eligible. 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 primary player 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 for the duration of the tournament.**

Players participating in the college showcase individual player event to be held on Friday, November 13 for girls and November 20 for Boys tentatively scheduled at Spooky Nook Sports-Lanco Fieldhouse will be provided with information regarding those rules of play specific to that portion of the event and any additional requirements separately. The tournament rules within this document also apply to this event.

All teams requiring hotel/motel accommodations are required to book rooms through the service listed on the lodging page. Any team found booking rooms on an individual basis or outside of this service will risk acceptance to or ejection from the Tournament. It is your responsibility to note any cancellation deadlines and adhere to the booking service and hotel rules regarding cancellation periods.

All teams are responsible for their own insurance. In case of accident or injury while traveling to or from and during the tournament, Penn Legacy/PA Classics and its Executive Board, volunteers, contractors, or any teams participating in the tournament, will not be held liable.

## 3. Rosters, Guest Players and Secondary Players

- Rosters for U9-10 teams are limited to a maximum of 14 players, including guests. Rosters for U11-12 teams are limited to a maximum of 18 players, including guests. Rosters for U13-19 teams are limited to a maximum of 18 players, including guests, except where governing organizations or leagues allow larger rosters at the older age groups. Regardless of roster size, a maximum of 14 players for U9-10 teams playing 7v7, 18 players for U11-12 teams playing 9v9, and 18 players for U13-19 teams playing 11v11 can appear on the game line-up sheet (**submitted electronically at team check-in/registration**) and will be allowed to play at the event. For U15-19 teams with extended rosters the team may dress only 18 players and a game line-up sheet for all U15-19 teams must be presented to the referee prior to the start of each game. Failure to submit the game lineup sheet may result in disqualification.
- Teams participating in 9v9 league play at age U12 must contact their state or governing association to determine if they may participate/play-up in an 11v11 format age group prior to applying. The tournament will not be responsible to refund fees after acceptance if teams applied and later find out they are not permitted to participate due to rules of their governing organization.
- Five (5) guest players are allowed for U9-14 teams, and seven (7) guest players are allowed for U15-19 teams. **Primary team player cards for guests must be submitted at Team Check-in.**
- **Secondary players must appear on the official roster and can play for only one team in the event. If primary team is participating, permission must be obtained.** All players and guests must present their **primary** pass at e-check-in or in-person registration. Please check with your club registrar, USYSA state association, US Club Soccer, or SAY Soccer, etc. to determine if a form or notification is necessary to bring guest players. This is your responsibility.
- 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. Organizations may not be mixed within any roster.
- **All players may compete for only one team in the tournament.** If a player appears on another team's official roster, player must be crossed off the **copy** of the team roster submitted for registration if they are not playing for that team in the event.
- All players and coaches must be carded and associated with the USYSA and the appropriate state association, or US Club Soccer or SAY Soccer, etc. and present coach's cards with **photo** on it.
- All teams must check-in via Electronic check-in/registration. E-check-in required documents must be submitted by deadline – exact date and deadline will be announced via email. Electronic submissions will be reviewed, and teams will be notified if their submissions were approved or not. Unapproved teams **must** attend In-person check-in/registration at a time and location to be determined by the tournament registrar.

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## 4. Laws of the Game

All games shall be played in accordance with FIFA Laws, except as modified by these rules. **NO HEADING is permitted for U8-U11 games.**

### a. 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 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.***

## 5. Field and Game Equipment

- No metal cleats will be worn.
- No jewelry will be allowed.
- 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 cannot 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 7v7 and 9v9 games will consist of two 25-minute halves (exception: see Item #13), with a 5-minute break between halves. All 11v11 games will consist of two 30-minute halves (exception: see Item #13), with a 3-minute break between halves. There are no overtimes.
- Games may be shortened 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 game cards are properly completed and presented to the referee immediately following each game.
- The Referee will record the official score of the game and sign the game card. The coach from each team may also sign the game card.
- The Referee will record names of players or coaches receiving caution (yellow) or ejection (red) cards and the reason on the game card.
- Game cards are returned to the Tournament and/or venue Headquarters.

## 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 five (5) players constitute a team for U9-12 teams, and seven (7) players constitute a team for 11v11 teams. If the minimum number of players are present, the game will not be delayed.
- In no case shall a team which forfeits or is disqualified 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 (3) points for the win. For tie-breaking purposes, the score shall be 1-0.

## 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, coaches, and team officials ejected from a game by the referee shall be ineligible for the next scheduled game.
- 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. The home State Association or Affiliate and the home club or league shall, except in the case of referee assault or abuse, have the responsibility for imposing, should circumstances warrant, additional penalties within their respective jurisdictions with regard to any matters arising from the tournament.
- Alcoholic beverages, outdoor grilling, propane tanks, pets and smoking or other illegal substances are not permitted at game sites or 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. Six-team divisions will be drawn into two (2) brackets of three (3) teams. Each team will play the others within its Group for a total of two (2) preliminary games. The 3rd Place team of Group A will play the 3rd Place team of Group B for their third and final game of the tournament. The winner of Group A will play the 2nd Place team of Group B in one Semi-Final. The winner of Group B will play the 2nd Place team of Group A in the other Semi-Final. The winners of the Semi-Finals will play each other in the Championship.
  - b. In eight-team age divisions, teams will be drawn into two (2) brackets of four (4) teams. The team with the highest point totals in each bracket after the preliminary round of games will advance to the final round.
  - c. In age divisions containing one bracket of five teams or one bracket of 7 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.

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d. In age groups containing one four team bracket, teams will play each other once, and the teams with the two highest point totals will be the champion and finalist. Alternatively, teams will play each other once, and the teams with the two highest point totals will play in the Championship game. The Tournament Committee reserves the right to determine which format will be implemented to meet the schedule requirements.

- **POINT SYSTEM** - Each team will be awarded three (3) points for a win, one (1) point for a draw, and zero (0) points for a loss. At the end of the preliminary round, the bracket winner 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 except in 5 team bracket, where the head-to-head criteria will be used for affected teams.
    2. **Goal Differential** - max of +/-4 per game (Team wins 5-0, only gets +4 GD, losing team gets -4)
    3. **Goals For** - With a maximum of four (4) per game.
    4. **Goals Against** - With a maximum of four (4) per game.
    5. **Most total shutouts**
    6. **Fewest number of red cards**
    7. **Penalty Kicks following FIFA Rules - to be taken 15 minutes prior to the scheduled start of the final game on a designated field at the final game site.** The coach or assistant coach of affected teams must be present at the headquarters at the scheduled final game site 30 minutes prior to the final to determine if PK's are required.
    8. **4-team bracket:** If all 4 teams are tied after tiebreakers 1-6 have been considered, then coin tosses will be conducted to separate the teams into 2 pairs. Then each pair will contest PK shootouts following FIFA rules to determine the top 2 teams. Those 2 teams will shootout again to determine who advances to the final. In the event of a 3-way tie after tie-breakers 1-5 have been considered, a coin toss will be held. The winner of the coin toss will advance into the 2nd PK shootout. The other 2 teams will conduct a PK shootout to determine who plays the coin toss winner in the 2nd shootout. The winner of the 2nd shootout advances.
    9. **3-team bracket:** In the event of a 3-way tie after tiebreakers 1-6 have been considered, a coin toss will be held. The loser of the coin toss will be adjudged to be the third placed team and move will directly to the consolation game. The other 2 teams will conduct a PK shootout to determine who places first and second in the bracket and therefore which semi-final they will participate in.
- In the event of darkness, final games may be shortened at the sole discretion of the referee. See Rule 14 on Darkness.

## 12. Finals

- Winners of each bracket will advance to the finals – note: see **11. Determination of Bracket and Division Winners.**
- If game is tied at the end of regulation play, there will be no overtime and 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.

## 13. Inclement Weather or Other Emergency Situations

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

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

- a. Relocate or reschedule any game(s).
- b. Change the duration of the game.
- c. Cancel any game(s).
- d. Cancel the tournament.

Games terminated after one half of play for any reason 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.

## 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

During application, a team contact in addition to the coach should be provided. Please be sure your GotSoccer account is accurate and current with these contacts.

## 16. Concussion and Heading

- **No heading permitted for U9-U11 games.**
- If a game official, coach from the player's team, or tournament certified athletic trainer determines a player exhibits signs or symptoms of a concussion or head trauma while participating in a game, the player will be immediately removed from participation. The player will not be permitted to participate in any further game in the tournament until the player is evaluated by a licensed medical professional and submits a signed, written release to return to play to the Tournament Headquarters. Violations of this rule will result in disqualification of the player's team with no registration refunds.

## 17. Cancellation /Refund Policy

In the event of a cancellation due to COVID-19 a full refund will be issued. In the event of a full or partial tournament cancellation for any other reason not excluded by the event insurance policy, the tournament specifies 3 games and will provide pro-rata refunds for any of the 3 games not played or a full refund for no games played. Per the insurance contract the cost of the insurance premium is not permitted to be included in a claim. Therefore, any refund will reflect the tournament fee less the cost rate of the insurance. Refunds for insured cancelled events are subject to approval of the claim by the insurance company and underwriters and are not guaranteed. Under no circumstances, whatsoever, will the Tournament Committee or the Penn Legacy/PA Classics be responsible for any expenses (hotel, travel, food, etc.) incurred by the team.

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## 18. **Liability**

Penn Legacy/PA Classics, and all facility owners or operators, are not responsible for injury, loss of property, or damage to any personal property that occurs during the Hempfield Fall Classic. This includes, but is not limited to, all participants, spectators, vendors, volunteers, staffing, sponsors, parents of participants, relatives of participants, coaches, officials, or anyone associated in any way with the Hempfield Fall Classic. Additionally, anyone entering the parking lots or facilities with a vehicle at any tournament field venue understands that there is an inherent risk associated with parking their vehicle near a sporting event, and that Penn Legacy/PA Classics, and all facility owners or operators, or anyone associated with the organization or the tournament, is not liable for damages that the vehicle may sustain. Photos taken during the event may be used for promotional purposes.

## 19. **General**

20. The Tournament Committee's interpretation of these rules shall be final.
21. The Tournament Committee reserves the right to decide on all matters pertaining to the tournament.
22. Photos taken during the event may be used for promotional purposes or on social media.
23. No drones permitted during event.
24. The tournament will issue COVID-19 requirements closer to the event.

Continue to next page for additional COVID-19 related rules and safety protocols

## **ADDITIONAL RULES & SAFETY PROTOCOLS DUE TO COVID-19**

In accordance with the PA Governor's Office, the State Health Department, and our EPYSA Safe Return to Play Policy that the Hempfield Fall Classic is operating under, it is important that you and your team understand all event rules and safety protocols.

Many of these items are new as we return to action, so it's imperative that they are followed. If not, all of us; clubs, teams, referees, and most importantly, the players, will not be allowed to host, or participate in, future tournaments, leagues, or matches.

**PLEASE, MAKE SURE YOUR TEAM, AND YOUR TEAM PARENTS, ARE AWARE OF, AND ARE FOLLOWING, ALL OF THE TOURNAMENT RULES. IT IS INCUMBENT OF COACHES TO ASSIST IN THE MANAGEMENT OF THEIR TEAMS AND THEIR TEAM PARENTS / SPECTATORS.**

- **Only one (1) spectator per player permitted. This is not optional.**
- Masks are mandatory at all times for everyone once outside of their own vehicle.
- Players must wear masks on the bench. Players do not need to wear masks when in the game or warming up. Coaches must be masked at all times.
- Players are not to be sharing drinks. Each player should use only their own drink.
- Maintain social distancing whenever and wherever possible.
- Utilize the social distance spectator positions painted onto all grass fields.
- No team tents allowed for social gatherings at any field complex, ever. If this occurs, we may be forced to halt a match until the group disperses. If your team is the cause of the grouping, or halting of a match, we will have to consider a forfeiture / cessation of the game due to non-compliance of stated rules.
- **Individuals** may use their own pop-up tents for shade. Teams may put a tent over their bench area.
- Teams should not enter the field they are to play on until the teams from the preceding game have completely gone. There is plenty of warm-up space for all teams away from your game field. Additionally, there is at least 20 minutes built in between your start time and the end of the previous game, so you will have on-field warm-up time. Be patient and wait to come onto your field.
- Teams are to leave the bench area directly following the game. No post-game talks. Coaches and players should immediately clear the sideline area so that the next team(s) can come in.

**Exercise common sense at all times and be respectful of all individuals. The tournament is all about the players getting a chance to safely return to play. It's about the players, not the spectators. If we, collectively, do not follow the above mandated rules from EPYSA and the PA Department of Health then we will no longer be able to host events for the kids. Please help to ensure that these young athletes continue to have events to play in by following all rules.**