

2010 Delco Columbus Day Tournament

Tournament Registration Requirements and Rules

A. Participation in the Delco Soccer League Columbus Day Tournament is open at accepted boys and girls teams composed of 18 or fewer players (14 or fewer players for under 9 through under 11 teams) meeting the age limit of the specified division. Players must have been born during or subsequent to the following dates. These age groups are per the 2010-2011 team roster classifications.

Age Groups Based on 2008/2009 Roster

Under 15 = August 1, 1994 - July 31, 1995

Under 14 = August 1, 1995 - July 31, 1996

Under 13 = August 1, 1996 - July 31, 1997

Under 12 = August 1, 1997 - July 31, 1998

Under 11 = August 1, 1999 - July 31, 1999

Under 10 = August 1, 1999 - July 31, 2000

Under 09 = August 1, 2000 - July 31, 2001

B. At registration each team must present a 2010-2011 approved roster. Current registered Delco teams not using guest players will not need to provide a copy of the roster at registration as the league has them on file. Authorized USSF players passes will be required as proof of age. A player may play for only one team in the tournament.

C. Standard medical release forms for each player on a USYS affiliated team must be presented at registration and with the team at all games. Medical release forms are not necessary for USCS Affiliated teams.

D. Non-USYS Region 1 teams [along with teams affiliated with NJYSA (New Jersey) & CISA (Conn.)] must have a copy of the 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.

E. A maximum of five (5) [four (4) for under 9 to under 11 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 [fourteen (14) players for under 9 to under 11 teams] listed on their roster. Teams must present as valid player pass and medical release (USYS only) for each guest player at tournament registration.

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

Duration of Games and Ball Size: under 9 to under 11 will be 50 minutes in duration, consisting of two 25 minute halves U-12, U-13, U-14, & U-15 games will be 60 minutes in duration, consisting of two 30 minute halves. U-09 through U-12 will play with a #4 ball. U-13 and U-15 will play with a #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.

Modified Rule on 8-v-8 Goal Kicks (added 07/30/08): For U-09 games, the goal kicks are to be taken from any point within the penalty area (14 yard box) with the opposing team to be at least 8 yards from the top of the penalty area. For U-10 games, the goal kicks are to be taken from any point within the goal area (6 yard box).

Field and Game Equipment Rules:

A. Players (excluding the goalkeeper) must wear numbers on the back of their uniforms and these numbers shall coincide with those listed on their roster presented at tournament registration.

B. All players are required to wear shin guards, in accordance with the FIFA Laws of the game.

C. Where uniform colors are similar, the team designated as the home team 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 fans will position themselves on the opposite side of the field. Participants and spectators must remain in an area at least one yard from the touch line, between the lines denoting the 18 yard line at either end of the field. No fans will be allowed to stand within 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 20 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. (under 9 to under 11) When requested by the referee, teams must provide a linesperson, whose only responsibility will be to indicate when the ball has passed over the touch line.

G. Each team must provide a game ball.

Substitution Rules:

A. For all age groups in Delco a team can 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, No team may sub during a corner kick. Players must be up at the midfield line ready to sub in.

Game Reports: The field marshal will ensure that the game report forms are properly completed, with final game score, jersey number of players cautioned or sent off by the referee during the game 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 report. This is the only chance you will have to verify the games outcome. Once the game report is recorded by the tournament staff, further changes will not be allowed.

Conduct Rules: Players, coaches, and spectators are expected to conduct themselves within the spirit and letter of the Laws of the Game. Displays of temper or dissent are just cause for removal from the game and tournament. Players, coaches, and team officials ejected from a game by the referee are ineligible for the next two scheduled games. Players ejected more than once during the course of the tournament are ineligible for all remaining games. The tournament staff will report all yellow and/or red cards issued to the players' home State Associations. In the case of an assault or abuse of a game

official, a judiciary hearing shall immediately be convened at a Tournament site to be designated by the Tournament Director. All teams described in the USSF Official Administrative Rule Book - Misconduct toward Game Official - shall apply. In any event, a player or coach or other team official who is charged with assault or abuse of a game official is suspended indefinitely from participation in games played at the fields. Alcoholic beverages and smoking are not permitted at any of the tournament venues.

Division Winners and Wild Card Teams:

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 will be awarded as follows: 3 bonus points will be awarded for a shutout. Bonus points will also be awarded for goal differential, one point for each goal up to a maximum of three points thus, if a team wins 3-0 or 7-1 they would receive three (3) bonus points for a goal differential but the team winning 3-0 would also receive three bonus points for the shut out for a total of 6 bonus points. In the case of a 0-0 tie, both teams receive three bonus points for the shutout. In addition, three (3) bonus points will be deducted for each red card, or coach or fan ejected during tournament play.

At the end of the preliminary rounds, the divisional winner shall be the team with the most game points in their division. In the event of a tie within a division, the following criteria shall be used to determine the winner:

1. Head to head competition. (In the event of a tie among three (3) or more teams, this does not apply).
2. Bonus points.
3. Goals differential (maximum of 3 per game).
4. Goals against.
5. Penalty kicks twenty minutes prior to the scheduled playoff round games.

C. In the event of a tie among three (3) or more teams, the elimination procedure begins with rule B step 2. If two (2) teams remain tied through rule B step 3 that tie will be broken, based on head to head play, rule B step 1 and if still tied at that point by penalty kicks.

D. In a three bracket division, a wild card team will be selected for the playoff round, based on the criteria and procedure outlined in playoff rounds, sections A and B as applied across the entire division.

E. The venue coordinator, acting within the parameters of these rules, will determine the teams to advance into the final rounds.

Playoff Rounds

A. Tournament winners will be decided in a championship playoff. Bracket winners will advance to the championship game. If an age division is composed of a single bracket, the first and second place teams at the end of the preliminary round will advance to the championship game.

B. In the event of a three bracket division, the wild card team will not be assigned to play against the winner of its own bracket in the semifinal round.

C. 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" or "sudden victory" criteria, with the team scoring the first goal being declared 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 game remain a draw after two five (5) minute overtime periods, FIFA penalty kicks will be taken to determine the winner. The best of five penalty kicks taken alternately by each team will determine the winner. Only those players on the field at the end of overtime may compete. If the penalty kick score is tied at the end of five kicks, teams will continue to take penalty kicks, alternately, until there is a winner. All players on the field must take a penalty kick before any player is allowed to kick a second time.

Failure to Show and Forfeits:

A. A minimum of seven (7) players constitutes a team by FIFA rules. A team representative is required to check in 20 minutes before scheduled kickoff time. In order to check in at least seven (7) players from the team must be present at the field. Teams without a minimum of seven (7) players present at kickoff 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. 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, teams winning by forfeits will be awarded 3 bonus points for a shutout.

E. Forfeits of games in the playoff rounds shall be recorded as 1-0 games.

F. Failure to produce authorized Player Passes or State approved Roster at the request of the game referee or field marshal by kickoff time is grounds for forfeit.

Inclement Weather - On case of inclement weather or other force majeure (e.g. plane landing on the field), 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 Game or 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.

General Tournament Rules:

A. Under no circumstance whatsoever will the Tournament Committee, Delco, the Tournament sponsors and EPYSA/USCLUBS be responsible for any expenses (including the Tournament entry fee) incurred by any team. This includes a situation where the Tournament or any game(s) is cancelled/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.