Rules for the 2016 Hershey Invitational (June 18 & 19 2016)

All teams are guaranteed a minimum of three games, two of which will be on Saturday.

Teams from all US Youth Soccer State Associations/Affiliates are invited.

Age groups: U9-U15 both male and female.

Participation awards will be given to all players participating in the U9 and U10 age groups. Awards will be given to finalists in the under 11+ age groups.

The tournament is a "patch-exchange" tournament. All teams are encouraged to exchange patches after each game. You should communicate with your opposing coaches ahead of time if you need to know if they have patches to exchange.

Maximum roster size is 14 players (U9/10/11) & 18 players (U12 and above)

Each team is allowed three guest players. Players with secondary passes will not be considered guests.

All games will be officiated by three certified USSF officials.

Every attempt will be made to begin all games on Saturday prior to 5 PM to allow teams to visit Hersheypark (discount tickets will be available through our website after the acceptance date).

All proceeds from the Kicks 4 Kids Hershey Tournament go to charities that serve youth in need. See our organization's main website for additional information at http://www.kicks4kids.org

Disclaimers:

All teams are responsible for their own insurance. Any accidents or events, whether occurring while traveling to or from the tournament or while participating in the tournament are not the responsibility of the tournament directors, committee, personnel, representatives, or any associated organization of the tournament.

All out of state teams are required to follow their states regulations regarding travel. If your state requires a permission to travel document, it is your responsibility to obtain the proper signatures.

Each player must have a signed medical release form in order to participate. All player passes and medical releases should be at the fields during games.

Registration and payment do not guarantee your team a spot in the tournament. Teams will be selected by the Tournament Committee and will be notified by April 15th. We will accept teams based on many factors, in order to form the best possible tournament. If your team is not accepted you will receive a 100% refund.

Teams voluntarily withdrawing from the tournament after registering will forfeit a \$50 non-refundable application fee. Teams withdrawing after acceptance may forfeit up to 100% of their registration fee.

In the event that inclement weather or other acts of God occur: The tournament will at its discretion adjust schedules in an effort to get games in. This might include changing start times or field locations, as well as possibly shortening game times. In the event of shortened game times, games not played or cancellation the tournament may provide partial refunds to effected teams after all non-recoverable expenses are paid at the sole discretion of the tournament committee.

CREDENTIALS

Each team must submit online at its Got Soccer team page by Friday, June 3 1) the official team roster 2) player passes for each player 3) medical release forms for each player and if required a permission to travel form signed by their National State Association (if required by the state association). These credentials will be submitted to the Tournament Committee and/or their designated representatives.

DIRECTORS

No protests will be entertained. The tournament directors, who will have the right to exclude a team, coach, player(s), or parent(s) not acting in accordance with the tournament rules or policies, will handle all penalties. The decision of the directors is final.

REFEREE ABUSE AND PUBLIC DISSENT

Coaches, parents or any adult attendee may be suspended from the tournament for verbal abuse of referees or acts of public dissent. Any act of physical abuse of a referee will immediately be reported to law enforcement for prosecution as detailed in Pennsylvania State Law.

ALCOHOL & TOBACCO POLICY

All spectators, players, and coaches are expected to respect the tournament rules, facility rules, and any applicable local, state, and federal laws. This includes the prohibition of alcohol and tobacco products from being used/consumed at any tournament site. This will be strictly enforced throughout the weekend. Any violators will be reported to the Tournament Directors and will be subject to expulsion from the tournament at the discretion of the Tournament Directors. The Tournament Directors thank all fans and participants for their cooperation.

JEWELRY

No jewelry shall be worn during games. All jewelry should be removed prior to entering the field of play.

RULES

The Tournament will be played in accordance with USSF/FIFA rules, with the following additions and exceptions.

1. ROSTER - The following maximum roster size schedule will be followed and enforced:

U9-U11: 14 players (8v8) U12+: 18 players (11v11) U12+ plays full sided

Three guest players are allowed.

No player may play for more than one team throughout the duration of the tournament. A rostered 8 v 8 team that would be playing 11 v 11 may bring 4 extra guest players in order to bring its roster up from 14 to 18. These 4 players would be in addition to the 3 we already allow, therefore allowing a total of 7 (as long as you stay under the 18 roster maximum).

- 2. LINE-UP Winning coaches must sign the game card at the completion of a match. Coaches must surrender player/coach passes of ejected players/coaches to the field marshal following the completion of the game. Ejected players/coaches passes may be picked-up from Tournament Headquarters or a designated location determined by the Tournament Directors.
- 3. UNIFORMS All players on a team must wear similar jerseys and each jersey must be numbered distinctively, with no number being repeated (including the goalkeeper). Teams are requested to bring alternate jerseys. Where teams have the same color jerseys, the team listed first in the game schedule will be designated as the home team and will be asked to change jersey. All players must wear shin guards when playing in a match. Stockings/socks must be worn in the pulled up position covering the shin pads or guards and shirts/jerseys must be tucked into the shorts.
- 4. GAME DURATIONS & FIELD SIZES BY AGE GROUP

U9-U11: 2-25 min halves, small field U12+: 2-25 min halves, large field

Minor adjustments may be made to these times prior to the start of the tournament. Stoppage time will not be added unless there is a major injury (for example, one that requires an ambulance). Coaches will be informed if this is necessary. Teams are expected to play at the scheduled starting time for each game. If a team has seven players available, play will begin (5 players for U-9/11). Any team more than ten minutes late will forfeit the game and have their score recorded at a minus one point. The other team will be given three points for a win by a 3-0 margin. The tournament directors reserve the right to extend the 10 minute grace period if extraordinary conditions exist.

- 5. GAME DELAYS Any game which must be stopped due to unplayable field conditions will be resumed as soon as possible at a time and field location designated by the Tournament Directors. If games cannot be played on one or more days, the games will not be made up and standings will be determined by all other games played.
- 6. GAME BALL A Size 4 ball will be used for U-09, U-10, U-11, and U-12 age groups; all others will use a Size 5 ball. The game ball will be provided by the home team and must be approved by the referee. The tournament balls which are given to the coaches at the Friday night meeting should be used unless both coaches agree to use a replacement, which would also need to be approved by the referee.
- 7. SUBSTITUTIONS Unlimited substitution for both teams on goal kicks, goals scored, and half-time. Unlimited substitution on throw-ins for the team with possession. Limited if an injured player(s) is replaced, the opposing team may substitute an equal number.
- 8. EJECTIONS A substitute may not be sent in for an ejected player nor may an ejected player be a substitute. An ejected player or coach is ineligible for the next scheduled game. A player ejected for fighting COULD BE deemed ineligible for further tournament play by the Tournament Directors.
- 9. REFEREES All games will be officiated under the three (3) referee system; one referee and two (2) assistant referees. All will be USSF-licensed referees.
- 10. STANDINGS The order of finish will be determined by the number of points accumulated. Three (3) points will be awarded for a win, one (1) point for a tie, zero (0) points for a loss, and minus one (-1) for a forfeit. If two teams have an equal number of points, the order of finish will be decided as follows:
- a. Result of head to head competition (game between the teams in question). In the event of a three-way tie, this tie-breaker will be omitted. Once the three-way tie is broken, head-to-head competition will be used to determine the order of finish.
- b. Goal difference in all games, with a maximum of three in each game (This is the first tie-breaker in a three-way tie).
- c. Fewest goals allowed, with no maximum.

- d. Most goals scored, with a maximum of three in each game.
- e. Penalty Kick Contest (as noted below) or at the tournament directors discretion a coin toss. In situations where two teams are tied but no matter the outcome of a penalty kick contest, each team will still be participating in the same type of game (ie. a semi-final), the director may choose to flip a coin to determine placement instead of requiring a penalty kick contest.
- 11. PENALTY KICK CONTEST RULES The tournament directors shall set the time and place for penalty kick contests. Any team more than ten minutes late for such contest without consent from the directors shall be declared loser of the contest.

Prior to the start of the penalty kick contest, coaches shall choose 11 players who shall take kicks (8 players for U9 to U11), one of whom shall be a goalkeeper. Of these, five (one of whom may or may not be the goalkeeper) shall be chosen to take kicks as described in "c" below. The remaining six players shall take kicks, if necessary, as described in "e", below. No additional players shall be considered eligible to kick, except for injury as described in Rule 7.

- a. The referee will choose the goal at which all kicks will be taken.
- b. The winner of coin toss will take first kick.
- c. Each team shall take five (5) kicks alternately.
- d. If before both teams have taken five (5) kicks, one has scored more than the other could, the taking of kicks shall cease.
- e. If after both teams have taken five (5) kicks, both have the same number of goals or not scored any goals, the taking of kicks shall continue until both have taken an equal number of kicks and one has scored a goal more than the other.
- f. Each kick shall be taken by a different player which shall include the goalkeeper if the goalkeeper was not among the first five kickers.
- g. Not until all eligible players have kicked may a player of the same team take a second kick.
- 12. ADVANCEMENT Final round match-ups will be determined from the round-robin standings. The top teams from each bracket will advance.
- 13. PLAY-OFF GAMES If the game is tied at the end of regulation time: Two (2) sudden death (golden goal) periods of 5 minutes each will be played.

If the game is still tied after the overtime period, penalty kicks will be taken as indicated in rule 11 until a winner is determined.

- 14. TOURNAMENT CANCELLATION In the event of inclement weather or other acts of God, the tournament will at its discretion adjust schedules in an effort to get games in. This might include changing start times or field locations, as well as possibly shortening game times. In the event of shortened game times, games not played or cancellation the tournament may provide partial refunds to effected teams after all non-recoverable expenses are paid at the sole discretion of the tournament committee.
- 15. WITHDRAWS All teams withdrawing from the tournament after registering will forfeit a \$50 non-refundable application fee. Teams withdrawing after their acceptance may forfeit up to 100% of their registration fee.
- 16. JEWELRY No jewelry shall be worn by any player during games. Jewelry should be removed prior to entering the field of play.