

a) All players and coaches will receive a participation medal.

#### 14) CELEBRATION TOURNAMENT FORMAT

- a) Teams will be divided into flights by age and gender. The tournament committee reserves the right to combine flights or age groups where deemed necessary.
- b) During the round robin stage of the tournament, games will not have overtime periods.
- c) Team standings will be based on the following point system:
  - Win = 3 points
  - Tie = 1 points
  - Loss = 0 points
  - Scoring will only be used to flight teams into the "Celebration Round", and will not be made public.
- d) **Forfeits**  
If a team does not report for play within five (5) minutes after the scheduled starting time, the game will be declared a forfeit. Forfeited games will be scored as a 1-0 final score and the winning team will receive 8 points. Any team that forfeits a game will lose their bond check.
- e) **Divisions with one flight**  
5 Team- All teams will play 4 round robin games within the flight. No celebration round will take place in a division of 5 teams. **ALL Players** will receive participation medals at the conclusion of their celebration match.
- f) **Divisions with two flights.**  
All teams will play 3 round robin games within their flight. After all teams have completed play in the round robin portion of the tournament (three games), all teams will be seeded with a team of equal ability from the other flight for the Celebration Round. Teams will be matched based on points from the round robin portion of the tournament. Example- 1<sup>st</sup> in points flight A vs 1<sup>st</sup> in points flight B, 2<sup>nd</sup> in points flight A vs 2<sup>nd</sup> in points flight B, etc. **ALL Players** will receive participation medals at the conclusion of their Celebration match.
- g) **Tie Breakers:** In the event that two or more teams in a flight are equal in total points at the end of the round robin matches, the team that will advance shall be determined in descending order of applicability by:
  - Head to head. This criteria will not be used if more than 2 teams are tied.
  - Goal differential with a maximum of 6 goals differential per game.
  - Fewest numbers of goals allowed. Max 6 goals per game
  - Most goals scored max 6 goals per game
  - Fewest penalty points, Ejection (red card) = 1 points
  - Flip of a coinDivisional coordinators decisions on seeding are final- NO PROTESTS!
- h) The tournament will conclude for each team with the Celebration Round. If the score is tied at the end of regulation time in the Celebration game, the teams will play two overtime periods of 5 minutes in length. The "Golden Goal" rule will apply which states the first team to score in the over time periods will be declared the winner. If no goal is scored in the overtime periods, the game will be declared a tie.

#### 15) PLAYING CONDITIONS

- a) Games may be canceled or temporarily suspended when fields are not playable due to rain, low air temperature, excessively high winds or lightning.
- b) The responsibility of game cancellation or temporary suspension will rest with the tournament committee. Final judgment will be that of the Tournament Director. Kicks from the mark will be utilized to determine winners of games canceled due to weather.
- c) In event that play has been stopped by the Referee, Referee Staff, or Tournament Director, the score at the stoppage of play will be the final game score if at least one half was completed and if play is not resumed as ordered by Tournament Director.
- d) In Case of bad weather a siren will sound for clearing the fields. When the siren is heard again, play will resume. Do not leave complex until games are officially canceled. PARTICIPANTS AND SUPPORTERS SHOULD LEAVE THE PLAYING AREA AND GO DIRECTLY TO THEIR CARS or other shelter.

#### 16) UNIFORMS

- a) All teams must have two jerseys, a light and dark color in case of a color conflict.
- b) The team listed first on the official game schedule shall be designated the home team and will wear Dark, Visiting team will wear White or light jerseys.
- c) The following items are NOT permitted: Hair control devices with hard parts, earrings of any kind, jewelry of any kind.
- d) The following items are CONDITIONALLY permitted: Religious medals or medical tags taped to the body, splints, casts, braces or other joint support devices that, in the referee's opinion, are not dangerous.
- e) Players are not required to have numbers on their jerseys.
- f) Shin Guards are required. Cleats are optional.
- g) **Under 8** Goal keepers must be clearly distinguished from both teams.

#### 17) TEAM AND PLAYER CERTIFICATION

- a) Each team must possess a current certified UYS/CYS Club roster. THE APPROPRIATE OFFICIAL (referee or Field Marshall) WILL CHECK ROSTERS and BEFORE THE BEGINNING OF EACH GAME. Up to 2 guest players are allowed for U7 & U8 teams up to the age group maximum roster size. Max roster size is 10 in the 5v5 format.
- b) If an ineligible player participates in the tournament, his/her team will forfeit every game in which he/she played and may be expelled from the competition after review by the Tournament Committee/ Tournament Director. Fees will not be refunded for expelled teams, and the team will lose their tournament bond.
- c) Rosters will be limited to a maximum of 10 Players, and minimum of 5
- d) All players must receive at least 50% playing time in each scheduled game.
- e) Only developmental teams are eligible for play.
- f) A player may play for only one team during the tournament.
- g) Player passes are not required for U7 or U8 players.
- h) At the conclusion of the match, the Referee will complete the game card in detail. He/she will also forward to the Tournament director any reports of misconduct by players, parents, or spectators; which may be subject to further disciplinary action as deemed necessary by the tournament committee. See Section 19 Team Discipline.

#### 18) PLAYER SUBSTITUTIONS

- a) With the permission of the referee, a team may substitute or re-substitute any number of players at any stoppage of play. Players must be waiting at the center line before the stoppage for substitution to be considered by the referee.
- b) No substitute is allowed for an ejected player

## 19) **TEAM DISCIPLINE**

- a) An ejected player or coach is ineligible for participation in the next tournament game; this includes the Celebration match
  - b) Yellow cards are cumulative and a player and/or coach will be required to sit out the next tournament game after receipt of the third yellow card.
  - c) A COACH IS RESPONSIBLE FOR THE ACTIONS OF HIS TEAM'S SUPPORTERS. Abuse from spectators or coaches will not be tolerated. Violations can result in forfeiture of the game and, in severe situations, expulsion from further tournament participation.
  - d) Any coach, manager or spectator who has been dismissed from the match must remove themselves no less than 100 yards from the playing field within 2 minutes of notice of ejection or the match will be forfeited to the opposing team.
  - e) A team fan or parent displaying unacceptable behavior will be sent off following the same procedures as those used for coaches. Unruly spectators may be asked to leave the tournament site by the Tournament Site Director or the center referee.
  - f) If parent(s) are asked to leave a sideline by a referee or tournament official due to unsportsmanlike or unacceptable behavior, the team will be penalized (-1) point.
  - g) Any coach that withdraws his team from the playing field during a match will automatically forfeit the match, as well as be subject to further disciplinary action from the tournament committee.
  - h) The consumption of any alcoholic beverage at any youth soccer match is expressly prohibited. Any player or team official who violates this prohibition shall be subject to disciplinary action and possible suspension. Such violations will be reported to the Colorado State Youth Soccer Association. Smoking is not allowed at any UYS/CYS sanctioned event.
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## **GENERAL Weather Policy:**

Although we never want to cancel a tournament and spoil the fun, weather here in Colorado often has other ideas. The Stenger Invitational and the Colorado Edge Soccer Club will not be responsible for any expense incurred by any team due to the cancellation in part or whole of this tournament.

In the event of inclement weather, the Tournament Committee reserves the right to modify all tournament rules to safely and fairly end the tournament successfully.

Should the suspension of normal tournament play occur, due to inclement weather conditions, the following tournament rules shall apply:

Weather delays will be announced at the fields by the blowing of an air horn. Everyone should completely clear the fields and go to their cars or other shelter until the "All Clear" signal is given by the blowing of an airhorn. In addition- any weather delays will be communicated on our tournament website [stengerinvitational.net](http://stengerinvitational.net), or [edgesoccer.net](http://edgesoccer.net), as well as through email to the team contacts listed in the tournament application. Teams should be at their field and ready to play within 10 minutes of the "All Clear" signal.

A game result will be considered final upon completion of one half of play, regardless of the circumstances of termination. In the preliminary rounds, if 15 minutes of play have been completed, regardless of the regular tournament game length, it is deemed that the first half is complete and the game will be ended with the final score recorded as the score of the game at its termination. If the game is called with any less than 15 minutes having been played in the first half, the teams will play an additional half of 18 minutes, when they return to the field after ALL CLEAR. The score at the beginning of the second period will be what it was when play was ended. The final score will be the score at the end of the second period of play. If the game is called at any time during the second half of play, the game will be considered final if at least 20 minutes of play have been completed in total (of both halves or partial halves) with the final score being what it was at termination.

In addition, all games following any weather, or other significant delay may be shortened to 18 minute halves for the rest of the day, until we are caught up in the schedule.

For championship rounds- the result may be final upon completion of one half of play, as determined by the Tournament Director, based on circumstances of game termination and resumption.

The winner will be determined based on the score at the game's termination.

Should weather be deemed so severe for such a length of time that games cannot be completed on the original date of play, the Tournament Director and Committee will announce the plan for completion of the Stenger Invitational, as soon as possible, via [stengerinvitational.net](http://stengerinvitational.net), [edgesoccer.net](http://edgesoccer.net) and email. Said plan could include games resuming or beginning as early as 7am and/or shortened halves, when possible during the remainder of the tournament.

The Stenger Invitational will make every effort to complete all games in the event of a postponement. However, once pool play has begun the Stenger Invitational will **not** reimburse or prorate tournament fees for any games cancelled, shortened or forfeited. In the event the tournament is cancelled, regardless of the reason, awards will be given based on the average points of the total games played.

In the event the tournament is cancelled **prior** to any games played, the Stenger Invitational will reimburse half the tournament registration fee.