



River Soccer Club Columbus Day Classic

River Soccer Club -32221 Gum Rd, Frankford, DE 19945

IMPORTANT NOTICE

The following items are prohibited at River Soccer Club Fields

- Dogs and pets of any kind
- Drones
- Grills, gas or charcoal
- Alcohol and smoking

REGISTRATION

Teams must check in online electronically. **Failure to check in will result in automatic disqualification (without a refund of the fee) from the Tournament.** At the discretion of the Tournament, the team may be allowed to compete as a "Guest team." (See Guest Team rule.) Games not played will be classified as "Forfeits and Byes."

TEAM CHECK IN

For Electronic Registration, teams must provide the required credentials.

1. Official Team Roster
2. Valid USYS Players Passes
3. River Soccer Tournament Medical Form for the team
4. Guest Players – Player Pass, Medical Release and Guest Player forms as required by your state association.

***Individual player Medical Release forms are required to be with the team manager/Coach during the tournament play.**

ROSTERS

Teams may register a maximum of 14 players for U09 and U10 (7v7). The maximum will be 18 players U11 and U12 (9v9). Roster size cannot exceed 22 players for U13-U15. Teams cannot dress more than 18 players for any single tournament game at U11- U15.

A team may use up to five (5) guest players but any team utilizing loaned players is still limited to the player maximums based upon the age groups and level of play (7v7, 9v9 or 11v11). US Club Soccer teams may only take guest players registered under US Club Soccer, and USYSA teams may only take guest players registered with properly stamped USYSA player pass cards.

A player can only play with one (1) team during the tournament weekend regardless of different age divisions or level of play. **If a player is used on multiple teams, all teams who use the player(s) will forfeit their matches.**

RULES OF PLAY

All Tournament matches will be played in accordance with the "Laws of the Game" as issued by FIFA, unless modified herein. The following statements of Rules and Regulations supplement the "Laws of the Game."

Duration of Games & Overtimes, by Halves, and Ball Size are as follows:

<u>Division</u>	<u>Length</u>	<u>Half Time</u>	<u>Ball Size</u>
U9/10	25 Minutes	5 Minutes	4
U11/12	25 Minutes	5 Minutes	4
U13/14	30 Minutes	5 Minutes	5

FIELD ARRIVAL

Failure of a team to report within five minutes of a scheduled kick off will be considered to have forfeited the game.
Games will start on time.

SUBSTITUTIONS

Free (unlimited) substitution will be allowed in all age groups through Under 14's.

PLAYER'S EQUIPMENT

All players must wear shin guards. No metal-rimmed glasses or jewelry of any kind will be allowed. Casts, splints or body braces made of a hard substance in its final form such as leather, rubber, plastic, plaster or fiberglass must be covered on all exterior surfaces with no less than ½ inch thick, high density polyurethane, or an alternate material of the same thickness and similar physical properties to protect the injury.

COACHING

All Coaches have total responsibility for the conduct of their players, substitutes, friends and spectators at all times. Coaching from the sideline (giving direction to one's own team on points of strategy and position) is permitted, provided:

- No mechanical devices are used
- The tone of the voice is instructive and not derogatory
- Each coach or substitute remains within 10 yards of their side of the halfway line
- No coach, substitute, or spectator makes derogatory remarks or gestures to the referees, other coaches, players, substitutes, or spectators
- No coach, substitute, or spectator uses profanity or incites, in any manner, disruptive behavior

CAUTIONS AND EJECTIONS

A player or coach receiving two cautions (yellow cards) in a single game is considered to have been given an Ejection (red card) for the purposes of awarding points for the Tournament competition. A player who has been ejected (sent off), will not be replaced. A player or coach who has been ejected will not return for that game and will not be allowed to participate in the next scheduled game. A player or coach who is ejected for **violent conduct** or **serious foul play** may be subject to further sanctioning. Any player or coach who assaults a referee will be expelled from the Tournament.

SUSPENDED AND TERMINATED GAMES

If in the opinion of game officials, a game must be suspended for any reason the game may be resumed but is subject to being ended not less than five (5) minutes prior to the scheduled start of the next game. If in the opinion of game officials, a game must be terminated for misconduct of players, bench coaches, or spectators, the offending team could be suspended from further play and forfeits that game and all remaining games. All previous points earned remain as played. Additionally, the home league and State Association will be contacted as appropriate.

INJURY

Delays of the game due to injury may result in appropriate time being added to the full game time, based on the judgment of the referee. However, all preliminary games will be terminated not less than five (5) minutes prior to the scheduled start of the next game.

TOURNAMENT COMPETITION

STANDINGS

All standings will be maintained on the tournament website. Updates will be made frequently throughout the weekend when match score reports are submitted.

HOME TEAM

The Home Team will be the team which appears first on the game schedule. The Home Team will supply the game ball. The game ball will be subject to Referee approval. The Home Team will be required to switch to alternate jerseys to accommodate a color conflict as declared by the referee. If the Home Team cannot supply alternate jerseys, the Visitor Team will change. The Home Team should be on the Left Bench when facing the field. Teams are on the SAME SIDE. Spectators are opposite the bench areas.

FORFEITS AND BYES

Teams failing to report ready to play with a minimum of 7 players within five minutes of the scheduled kick off time. Teams failing to check in at the Mandatory Registration or for taking actions which cause a game to be terminated will forfeit the game(s) 1-0. The winner will be awarded eight points (six for the win, one for a goal, and one for a shutout).

DISPUTES

All disputes will be settled by the Tournament Director or his/her designee and the decision will be final.

REFUND POLICY

Once a team is accepted into the tournament, there will not be a refund issued. If a team must withdraw before the acceptance list is posted, a full refund will be issued.

CANCELLATION POLICY

The tournament offers Event Cancellation Insurance to every accepting team. In the event of inclement weather or any other unseen circumstances, every attempt will be made to reschedule games using any available means. If games are canceled due to weather or any other unseen circumstances, refunds will be determined based on the number of completed games played.

INCLEMENT WEATHER

River Soccer Columbus Day Classic reserves the right to make the following changes in the event of inclement weather:

- * Reschedule a match.
- * Change a division structure.
- * Reduce scheduled duration of a match
- * Cancel a match.

TOURNAMENT PLAY

Referees / Timing

- There will be no abuse of the referees tolerated, verbal or otherwise. Any indication of such behavior by a coach or parent will result in immediate removal from the tournament site. No abuse of any player, coach or referee will be tolerated. Please keep all comments (cheering) positive.
- The first whistle starts the clock on all fields & game ending whistle ends games on all fields.
- Teams must be ready to enter the field at least 5 minutes prior to scheduled game time.

TOURNAMENT SCORING

Teams will be awarded points on the following basis

- Six (6) points for each Win
- Three (3) points for each Tie
- Zero (0) points for each Loss
- One (1) point for each goal scored up to a maximum of three (3) per game.
- One (1) point for each shutout
- MINUS ONE (-1) FOR EACH PLAYER OR COACH EJECTED

Scoring examples:

- A 0-0 tie will be scored as 4 points for each team (3 for tie, 1 for shutout)
- A 4-2 game will be scored as 9 points for the winning team (6 for win, 3 for goals) and 2 points for the losing team (2 for goals).

TIE-BREAKERS

In the event of a tie in points at the end of bracket play, team advancement (and group winners) will be determined as follows:

1. The winner in head-to-head competition. (If there is a 3-team tie, proceed to the next tie breaker)
2. Fewest goals against.
3. Goal differential, maximum of +/-3 per game (Team wins 4-0, only gets 3 points, losing team gets -3)
4. Most total wins.
5. Most shutouts.
6. If a tie still exists after steps 1 through 5, FIFA Kicks from the Penalty Mark will be taken fifteen (15) minutes prior to the scheduled start of the Semi-Final game.

NO RULES WILL BE REVISITED

DETERMINING WINNERS

6-Teams/2 Pools:

2 Matches in Group play, consolation and semi-final matches:

- #1 in Pool A will play #2 in Pool B, #2 in Pool A will play #1 in Pool B. The winner of each match will go on to play in the final.
- If there is a tie at the end of the match, teams will go on to a PK Shootout to determine a winner.
- #3 in both Pools will play in a consolation match

2 Matches in Group play, NO consolation OR semi-final matches:

- #1 in Pool A will play #1 in Pool B for 1st place
- #2 in Pool A will play #2 in Pool B for 3rd place
- #3 in Pool A will play #3 in Pool B for 5th Place

8-Teams/2 Pools: 3 Matches in Group play, with Finals only:

- #1 in Pool A will play #1 in Pool B in a Final match
- If there is a tie at the end of the match, teams will go on to a PK Shootout to determine a winner.

DETERMINING WINNERS WITH ROUND-ROBIN & POOL-PLAY FORMATS (NO PLAYOFFS)

- The Tournament scoring system will be applied
- In the case of a tie, Tie-breaker Rules (above) will be used to determine a group Champion.

SIDELINE BEHAVIOR

Both teams will sit on the same side of the field. Only coaches and trainers may stay on the player's sideline.

Spectators are only allowed on the opposite side of the field from the coaches and players and are limited to being in the designated area from penalty box to penalty box. No spectators are allowed behind the goal areas.

Harassment of the officials from coaches, spectators or players will not be tolerated.