

## **Rules for the 2022 Hershey Memorial Day Challenge**

### **I. CREDENTIALS**

At the coach's electronic registration or in-person check-in, each team must submit to the Tournament Committee their credentials to include player passes and an official sealed team roster for verification, and a permission to travel form signed by their National State Association (if required by the state association). Teams will be responsible for possessing medical release forms for each player throughout the tournament and a coach's certification is required. The team credentials along with the certification for the medical releases will be submitted to the Tournament Committee or Committee's designated representative. The Hershey Memorial Day Challenge is a 2021/2022 soccer year event.

### **II. DIRECTORS**

No protests will be allowed or entertained. The final interpreter of the foregoing tournament rules and regulations, and any matters not provided or omitted from the rules will be the Tournament Director(s), whose decisions shall be final. The Tournament Director(s), who will have the right to exclude a team, coach, player(s), or parent(s) not acting in accordance with the tournament rules, policies, or in a sportsmanlike manner. The decision of the Tournament Director(s) is final.

Disciplinary action taken by the Tournament Director(s) against a coach will be levied in the next game in which he or she coaches the team playing at the time of the original infraction, or to the next game coached if the violation occurred during the last game for that team. If additional behavior problems occur, the Directors reserve the right to levy additional discipline up to and including expulsion from the Tournament.

Players that are red carded or receive two yellows in a single game must sit out the next game. A player or coach who is ejected may be subject to further sanctioning including expulsion from the Tournament if the ejection relates to violent conduct or other serious violation of the laws of the game. Any player or coach who physically assaults a referee, player or another coach will be expelled from the Tournament and reported to local law enforcement. Verbal abuse of players, coaches and referees is strictly prohibited.

### **III. NO ALCOHOL, TOBACCO or PETS**

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 or present at any Tournament site. The prohibition on alcohol and tobacco products will be strictly enforced throughout the weekend. Any violators will be reported to the Tournament Director(s). At the discretion of the tournament Director(s), a Team shall be subject to expulsion from the Tournament based upon fans or parents violating the no alcohol or tobacco policies. The Tournament Director(s) thank all fans, parents and participants for their cooperation.

#### IV. 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 - U10 14 players (7 v. 7)

U11 – U12: 16 players (9 v. 9)

U13 - U19: 22 players (11 v. 11) (18 maximum suited players for a match)

Five guest players are allowed. Players may only play for one team at the tournament. An original State-Approved roster must be presented at online or in-person registration for verification purposes only and a copy of the roster shall be provided to the Tournament Directors' designee at registration.

**No player may play for more than one team during the Tournament.**

2. LINE-UP – Both 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 by a Coach from Tournament Headquarters or at a designated location determined by the Tournament Directors. As set forth in Rule 9, an ejected player or coach is ineligible to participate in the next scheduled game.

3. UNIFORMS - All players on a team must wear similar jerseys and each jersey must be numbered distinctively. Teams shall 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 required to change jersey to avoid a conflict. 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. The jersey colors and numbering shall be at the discretion of the referee.

4. GAME DURATIONS & FIELD SIZES BY AGE GROUP

Each Game shall consist of two halves of equal length. The following shall be the game duration for the respective age category:

U9 - U12 (7v7 & 9v9): 2 - 25 minute halves, small field

U13 - U18 (11 v. 11): 2 - 30 minute halves, full field

The Tournament Committee reserves the right adjust game length and duration for conditions beyond their control. By way of example, adjustments may be made to the duration of a game as a result of adverse weather conditions (lightning or severe storms) or adverse field conditions or closings. Coaches will be informed if a change to the game duration is made.

The game clock will not be stopped because of injury to any player, except if deemed necessary by the referee in extraordinary circumstances or severe injuries. Due to the time allowed for the completion of all games, the clock should run continuously. At the discretion of the referee, the tournament director may be contacted to determine if the clock may be stopped. By way of example, if medical personnel or an ambulance are required.

Teams are expected to play at the scheduled starting time for each game. If a team has seven players available for 11 v. 11, six players for 9 v. 9) or five players for 7v7 play shall begin.

5. FORFEITS. The score of a forfeited game shall be recorded as 1-0 in favor of the team not forfeiting, if; 1) the game has not commenced, or 2) the game has commenced and the non-forfeiting team has less than a 2-goal lead at the time of cessation. If the non-forfeiting team has a 2 goal, or more than a 2-goal lead, at the time of cessation, the score shall stand.

Any team more than ten minutes late for the schedule start of a game shall forfeit. The tournament directors; however, reserve the right to extend the 10 minute grace period if extraordinary conditions exist. Failure to complete a match or a team leaving the field during play may also result in forfeiture at the discretion of the Director. In no case will a team, which has forfeited a game, be declared a group winner or wild card.

6. GAME DELAYS - Any game which must be stopped due to unplayable field conditions or adverse weather conditions may be resumed as soon as possible at a time and field location designated by the Tournament Directors. The Tournament Directors reserve the right to shorten games impacted by adverse weather conditions. Games that have progressed to halftime may be deemed final by the Tournament Directors. If games cannot be played on one or more days, the games will not be made up.

7. GAME BALL - A Size 4 ball will be used for U-9, U-10, U-11, and U-12 age groups; all groups playing 11 v. 11 will use a Size 5 ball. The game ball will be provided by the tournament or the home team and must be approved by the Referee.

8. SUBSTITUTIONS -Unlimited substitution for both teams before a goal kick, after a goal is scored, and at half-time. Unlimited substitution on a throw-in for the team with possession. Unlimited substitution on a throw-in for the team not in possession but only if the team in possession makes a substitution. Limited Substitution - if an injured player(s) is replaced, the opposing team may substitute an equal number. After a caution, one for one substitution by both teams, if the cautioned player is substituted. However, a cautioned player does not have to be substituted.

9. 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 also ineligible to participate in the next

scheduled game. A player ejected for fighting or other violent conduct may be deemed ineligible for further tournament play by the Tournament Director(s).

10. REFEREES - All 11 v. 11 games (i.e. U13-U19) will be officiated under the three (3) referee system; one referee and two (2) assistant referees. All small sided games (7v7 & 9v9) (U-9 – U-12) will be officiated under a one man system; however, the Tournament Committee may extend the three referee system to any age bracket at its discretion.

11. STANDINGS - The order of finish will be determined by the number of points accumulated. Teams will be awarded points on the following basis:

Three (3) points for each Win

One (1) points for each Tie

Zero (0) points for each Loss

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 (i.e. head-to-head is NOT used if there is a three-way tie. Once the first team in a three-way tie is determined, head-to-head competition will be used to determine the next order of finish.

b. Goal differential in all games, with a maximum of three in each game. **Accordingly, a team that wins 4-0, is scored as +3 for goal differential.** (This is the first tie-breaker in a three-way tie).

c. Fewest goals allowed, with no maximum.

d. Most Total wins.

e. Most shut outs.

If a tie still exists after (a) through (e) then a penalty kicks shall be conducted as noted below.

12. PENALTY KICK CONTEST RULES - The Tournament Director(s) 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 the loser of the penalty kick contest. Prior to the start of the penalty kick contest, coaches shall choose 11 players who shall take kicks (6 players for U9 through U-10 (7 v. 7) or 8 players U-11 – U-12 (9 v. 9)), 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.

13. **ADVANCEMENT** - Final round match-ups will be determined from the round-robin standings. The top teams from each bracket will advance.

14. **PLAY-OFF GAMES** - If a semi-final or final match is tied at the end of regulation time: One (1) overtime period of five (5) minutes will be played to completion. If the game is still tied after the overtime period, penalty kicks will be taken as indicated in rule 12 until a winner is determined.

15. **TOURNAMENT CANCELLATION** - In the event of inclement weather, governmental shut down, travel advisories, field closings or any other "act of God" which would prevent games or the continuation of games, the tournament will be canceled. No refunds are guaranteed; however, partial refunds may be mailed to each team contact on file once all Tournament expenses and obligations are paid in full. Any refund shall be at the sole and exclusive discretion of the Tournament Directors.

16. **WITHDRAWS** - All teams withdrawing from the tournament after registering will forfeit a \$75 non-refundable application fee. Any team withdrawing after acceptance shall forfeit 100% of their registration fee.

17. **LIABILITY** - Hershey Soccer Club is not responsible for injury, loss of property, or damage to any personal property that occurs during the Hershey Memorial Day Challenge, or in route to and from the tournament. This includes, but is not limited to, all; participants, spectators, parents of participants, relatives of participants, coaches, officials, or anyone associated in any way with the Summer Classic. Additionally, anyone entering the facilities or parking areas with a vehicle at any tournament venue understand that there is an inherent risk

associated with parking their vehicle, and that Hershey Soccer Club, Derry Township, Derry Township School District, any other owner of a Tournament field complex or anyone associated with the tournament, is not liable for injuries or damages that are sustained including any damage to a vehicle.

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