



Tournament Rules

BALTIMORE WINTER TURF CUP

1. General Rules/Policy

The Tournament Committee's interpretation of these rules shall be final and binding. The Tournament Committee reserves the right to decide on all matters pertaining to the tournament.

Tournaments - First place awards will be presented. No awards for 2nd or lower
Showcases - There will be no awards.

Pets are prohibited unless they are service animals. No onsite cooking, Grills are not allowed unless a permit has been secured by the host facility. No alcoholic beverages permitted.

Failure to follow parking instructions from signage, event staff or facility staff will result in your vehicle being towed. Steel Sports and/or the host club are not responsible for ticketing or towing.

2. Laws of the Game

All games will be played in accordance with FIFA and USYSA laws, except as specifically modified by these rules.

Heading Policy

Heading the ball is prohibited in U11 games and younger. At age group divisions U11 and younger, whenever the ball strikes a player in the head, play is stopped. If deliberate, then the proper restart is an indirect free kick to the opposing team. If this occurs within the goal area, the indirect free kick should be taken on the goal area line parallel to the goal line at the point nearest to where the infringement occurred. If the play by the head is deemed inadvertent, then the proper restart is a dropped ball.

3. Eligibility and Registration

All participating teams must be currently registered with their State association and or US Club Soccer. **Teams from states that require permission to travel forms must have them authorized by their State association if this tournament is an out of state tournament for your team.** An official stamped roster must be submitted by each team at tournament check in.

The team representative must present a player identification card for each participating player that has been approved by the teams Federation Organization Member (US Club, EPYSA, etc.) Failure to present these cards for any player will deny that player the permission to play.





A maximum of four (4) guest players will be allowed for 7v7 teams during the tournament. A maximum of five (5) guest players are allowed for 9v9 teams. A maximum of six (6) guest players are allowed for 11v11 teams. All guest players are required to have the same information included on the roster as the 'original' team members.

It is recommended that a team representative have a parent signed medical release form for each player that has been approved by the teams Federation Organization Member.

Check-In – Official Roster and Player Cards must be provided via GotSport in a PDF format, no later than one week before the commencement of the tournament.

All teams are responsible for their own insurance. In the case of injury during travel or while participating in the tournament, Steel Sports or the hosting club will not be liable.

4. Payment and Scheduling for the Tournament/ Showcase

All teams are required to pay no later than **14 days** before the commencement of the tournament. Failure to do so will result in your team's application being declined and not considered for scheduling.

The tournament committee will always aim to publish a preliminary schedule **on or around 10 days** before the commencement of the tournament/showcase.

5. Game Standards

All Steel Soccer Tournaments are aligned with the game standards of US Soccer.

Birth Year	Age Group	Ball Size	Game Format	Game Duration	Roster Size
2011	U13	5	11V11	2X30min	Maximum 18
2010	U14	5	11V11	2x30min	Maximum 18
2009	U15	5	11v11	2x30min	Maximum 22
2008	U16	5	11v11	2x30min	Maximum 22
2007	U17	5	11v11	2x30min	Maximum 22
2006	U18	5	11v11	2x30min	Maximum 22
2005	U19	5	11v11	2x30min	Maximum 22

18 Players are permitted to be in uniform and on the team's sideline in any single game.





6. Inclement Weather

In the case of severe inclement weather, the Tournament Committee shall have the authority to change the format as follows:

- Relocate, reschedule or cancel any game;
- Consider as complete a game that has been called by an official once 10 minutes of the game has been played;
- Reduce the duration of any game as needed.

Refund Policies can be found on the tournament website, under the Downloads tab.

Please note: At no point will the weather delay be more than 3 hours. The Tournament Director will give updates every 30 minutes through the Got Soccer/Sport scheduling portal to coaches and managers. Coaches and managers should communicate effectively with their team families to insure they are updated throughout the delay.

7. Substitutions

Substitutions are allowed on any stoppage of play. However, the refs have the ability to use their discretion to not allow a substitution for any reason. Some reasons for not allowing a substitution may include, but are not limited to, a player not ready and waiting at midfield or if the opponent of the subbing team has a clear advantage that shouldn't have play stopped because of a substitution.

8. Protests

There will be no protests allowed.

9. Games and Equipment

All uniforms must be numbered. The team listed as the home team will be required to change uniforms in the case of a conflict (home team is listed first on the schedule). Players are required to wear shin guards in accordance with the Laws of the Game.

Players wearing a hard cast must have it covered and must check in with the Tournament Director or Athletic Trainer on site before his/her first game to ensure it will not pose a physical danger to any player. No metal cleats may be worn during soccer games. Players may not wear jewelry on the playing field, including metal hair clips.





9. Games and Equipment (continued)

Game ball will be provided by the home team.

Be at your field ready to play 20 minutes before game time.

Referee will toss coin with team captains to start the game and choose goal.

Mercy Rule- If your team outscores another team by more than six (6) goals, the score reported online will not exceed a six (6) goal difference. This will not affect the tie breaker rules as the maximum goal difference for calculating a tie breaker is six (6) goals.

NOTE: No player may play for more than one team in the tournament for the duration of the event

10. Conduct

Players, coaches and spectators are expected to conduct themselves within the spirit and laws of the game. Players, coaches or spectators ejected from a game by the referee will be required to leave the field area. Severe misconduct and/or failure to comply with a referee could result in disqualification from the remainder of the tournament.

If a player received a red card, he/she will be suspended for at least the next game in the tournament. Tournament Director will have final authorization as to the number of games suspended.

Players and coaches shall occupy the opposite side of the field to spectators. No one will be permitted behind either end line.

Alcoholic beverages are not permitted at any game sites.

Team officials are responsible for the behavior of the spectators. Team officials can be disciplined by the referee for failure to control their spectators. The competition authority has the ability to ban a spectator, forfeit a match, or expel a team from the competition for violations or abuse of a referee or the referee crew.

11. Failure to Show and Forfeits

There will be a 5-minute grace time allowed for teams not at the field of play at the scheduled time of kick-off. A minimum of seven (7) players is required for play to begin in an 11v11 game. A minimum of six (6) players is required for 9v9 and five (5) for 7v7 games. All forfeits will be awarded a 2-0 win for the match.





11. Failure to Show and Forfeits (continued)

In no event shall a team who forfeits a game be eligible for first place awards. The team with the next best record or point total shall be declared the award winner. A team that chooses to suspend the game (a.k.a. walks off the field before the end of regulation), regardless of the amount of time that has been played in that game, forfeits the game and will not be allowed to qualify for playoffs.

12. Determination of Division Winners –

Each win counts for three points, each tie for one point. All games in the initial phase shall carry equal weight, both in-group games and cross-over games. At the end of play, the division champion will be the team with the most win/tie points. In the event of a tie within the division, the following criteria will be used to determine the division champion and finalist, in the following order:

1. *Head to Head Competition*- Head-to-head shall only be utilized in the event of a two-way tie, and will no longer be utilized in the event of a tie among three or more teams.
2. *Goal Differential* – up to plus-6 or minus-6 units awarded per game.
3. *Accumulated Goals Scored* – max 6 per game
4. *Accumulated Goals Against*
5. *Misconduct – Red Cards Only*
6. *Penalty shootout*

Penalty Shootout Rules

1. All shootouts are the best of 5 and if the shootout is tied after five shooters then the shootout goes into sudden death.
2. Only players that are on the field when the final whistle blows can participate in the shootout.

13. Steel Sports Liability

Steel Sports is not liable for any costs (travel or otherwise) incurred by teams as a result of playing in the tournament.

Please Remember: Kids First!
Our philosophy is Kids First, and we hope yours will be too. Let's all work together to ensure the game is safe and fun for everyone, especially our kids.

