



TOURNAMENT RULES

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 for all age groups U9-U19. No awards for 2nd place or lower. There will be no awards labeled as showcase events.

Pets are prohibited unless they are service animals. No onsite cooking, Grills are not allowed. 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. No smoking of any kind, vaping or illegal drugs are permitted on site.

Out of area (greater than 75 miles from tournament site) teams are required to stay at tournament approved host hotels booked through Event Connect. Exemption forms are available upon request. Teams not staying at tournament approved host hotels risk being suspended from tournament play with no refund.

Mechanical and artificial noisemakers are prohibited.

2. Laws of the Game

All games will be played in accordance with FIFA and USYSA laws, except as specifically modified by these rules. This means that offsides will be called in the 7v7 format.

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. Town teams are also allowed to play in this tournament. 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 roster must be updated in Got Sport by each team for this event. (Instructions can be found on tournament website.) For teams coming from a CONCACAF nation, teams must upload Photo Player Cards and an Official Roster. These teams must also present passports at on site registration and email a completed form from its Provincial or National Association approving the team's participation in the tournament.

The team representative must upload a player ID card for each participating player that has been approved by the teams Federation Organization Member (USYS, US Club, etc.) Failure to upload these cards for any player will deny that player the permission to play. If the team is a town team, birth certificates or passports are acceptable. Guest players that don't play for a club team may be allowed to play if they provide a birth certificate or passport at check in. Coaches must check in on site at the Tournament HQ (defined by Steel United pink/black tent) with the Tournament Director at least 45 mins. before their first game to make TD aware of any changes to rosters and to get any updated info from TD.

A maximum of four (4) guest players will be allowed for 7 v 7 teams during the tournament. A maximum of five (5) guest players are allowed for 9 v 9 teams. A maximum of six (6) guest players are allowed for 11 v 11 teams.



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All guest players are required to have the same information included on the roster as the 'original' team members. (Instructions on how to add Guest Players to the team's Got Sport account are available on tournament website.)

Check In – Rosters must be updated and Player ID cards uploaded via Got Sport ONE WEEK before the tournament. Digital medical releases (signed by parents/guardians) for each player will be required.

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.

Roster Sizes – For 7v7, the roster maximum is 12. For 9v9, the roster maximum is 15. For 11v11, the roster maximum is 22 (however only 18 can dress for the tournament).

4. Payment and Scheduling for the Tournament

All teams are required to pay no later than **21 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. Cancellation/Refund Policy

Please see Steel Experience Refund Policy on Steel Sports tournament website under Documents.

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
- Cancel any preliminary games that have no bearing on the selection of division winners;
- Reduce the duration of any game as needed.
- FIFA Penalty Kicks

For a playoff or final game that is suspended due to inclement weather the score at the time of suspension will stand if 10 minutes of the game has been played. If the score is tied and/or the game cannot be re-started or played due to the above circumstances and a Champion needs to be determined, the tournament will revert to the final group standings. In the event of a tie (on points) between the two teams who are in the Finals, the tie breakers as described in section 13 will be used to determine the Champion.

Please note: At no point will the weather delay be more than 3 hours. The Tournament Director will give updates every 30 mins. through the Got Sport scheduling portal to coaches and managers. Coaches and managers are responsible for communicating this information effectively with their team families to ensure 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 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.



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There will be no substitutions for a player who has received a red card.

Players receiving a yellow card must be subbed off immediately. They may re-enter at the next substitution opportunity.

8. Protests/Disputes

There will be no protests allowed. Disputes will be handled by the Tournament Committee. Decision of the Tournament Committee is final and may not be appealed. Decisions by referees may not be appealed.

9. Games and Equipment

All uniforms must be numbered. In the event of conflicting color jerseys, the home team will be required to change (home team is listed first on the match card). 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. However, the referee has the ultimate decision regarding whether or not the player with the cast can play. No metal cleats may be worn during soccer games. Players may not wear jewelry on the playing field, including metal hair clips.

Referee will toss coin with team captains to start the game and choose goal. Referees will note the score of the game, as well as any cautions or ejections, on the game card. The field marshals will collect the game cards, bring to tournament HQ who will score the games and record the cautions and ejections. The shirt number of each player must be the same as the player's shirt number printed on the daily match card.

Teams should be at field ready to play 20 mins. before game time.

Mercy Rule- If a 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. Any game exceeding an 8-goal differential after the completion of the first half will end as soon as the 8th goal is scored.

No player may be rostered on 2 teams playing in the same age group and gender. However, if the club has a team one year older and wants to pull a younger player to play up with them, this will be allowed. We ask that coaches monitor the player's playing time and make sure the player does not get overused with too many minutes played in one day. Also, in the interest of player safety, the tournament committee suggests that within the U9-U14 age groups no player plays up two or more age groups.

7v7 games will consist of two 20-min. halves. 9v9 games will consist of two 30-min. halves. 11v11 games will consist of two 35-min. halves. There will be a two-minute halftime break. Referees have the authority to start the game clock before teams are on the field ready to play if teams don't respond to the referees starting whistle. This is a necessity in order to keep games running on time. Referees have been instructed not to add time to a match except under the most extenuating circumstances.

Players and coaches will be on one side of the field, spectators on the other. No one will be permitted behind either end line. The home field will provide the game ball.

Only three (3) carded team officials are permitted on the sidelines with their players.



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10. Conduct

Players, coaches and spectators are expected to conduct themselves within the spirit and laws of the game. All head coaches have total responsibility for the conduct of their other coaches, team officials, players, and spectators at all times. Any verbal abuse or threat of violence directed at anyone (Tournament Committee members, referees, other volunteers, players, coaches, or spectators) will be grounds for immediate expulsion from the tournament. Players, coaches or spectators ejected from a game by the referee will be required to leave the team area. At the Tournament Committee's discretion, this person may watch the remainder of the game from the spectator's side of the field but may not communicate with the team in any manner. Severe misconduct and/or failure to comply with a referee could result in disqualification from the remainder of the tournament. Referees have complete authority during all matches and will not allow abusive or profane language, threats of any kind or any style of play that detracts from the Game of Soccer.

If a player or coach receives a red card, they 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. Red card suspensions or send-off suspensions can only be served with the team with which the suspension was earned in games played by their team. Until the suspension is served the player/coach is suspended from any other team(s) to which the player/coach may be registered. Players may not serve suspensions as "guest players" nor may they "guest play" with any other team until the original suspension is served. Red Cards cannot be rescinded.

In order for coaches who receive a red card to return, they must watch Steel Sports' Red Card Rebound video. Once the short quiz at the end of the video is complete and the coach receives his/her Completion Certificate, that coach must show the Completion Certificate to the tournament HQ in order to be allowed back on the field with his/her team. Failure to show the Completion Certificate to the tournament HQ will result in that coach being suspended for the rest of the tournament.

If a coach/spectator receives a second red card or ejection within the same weekend, that coach can no longer participate for the duration of the tournament weekend. An email will be sent to the coach's club leadership to make the club aware of said behavior.

If a coach/spectator receives a second red card or ejection at a Steel Sports tournament within the same calendar year, the coach will be asked to leave the event/tournament. An email will be sent to the coach's club leadership to make the club aware of said behavior.

If a coach/spectator receives a third red card or ejection over the course of the calendar year, the coach/spectator will be asked to leave the event/tournament. An email will be sent to the coach's club leadership to make the club aware of said behavior. After the event, the tournament committee will make a decision as to whether or not this coach/spectator is allowed back at any Steel Sports event in the future. The decision will be emailed to the coach and the coach's club.

If a player or coach accumulates two yellow cards in a game that player or coach is given a red card and is suspended from playing the remainder of that game. That player or coach also is suspended for the following game. If a player or coach receives three yellow cards in the tournament, they will be suspended for one game.

11. Report of Disciplinary Action

By US Youth Soccer Hosting Agreement, a Post-Tournament Report is prepared by the Tournament Director after the event. This report lists all players and coaches who receive yellow and red cards. This report is sent to the Federation Organization Member. For this tournament, the report will be sent to Mass Youth Soccer.

12. Failure to Show, Forfeits and Abandoned Games

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 forfeited game will be scored 2-0. A minimum of seven (7) players is required for play to begin in an 11v11 game. A minimum of six



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(6) players is required for 9v9 and (5) for 7v7 games. In no event shall a team who forfeits a game be eligible for playoffs. 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. If a team walks off the field before the end of regulation, the score of the game will be either 2-0 (as a forfeit) or the actual score of the game, whichever is less harmful to the opposing team.

If a game is abandoned, meaning the referees have to cancel the game while in progress due to actions or behavior of players, coaches, or spectators, the score will be recorded as follows:

A. If either team is at fault for the abandonment of the game, that team at fault shall forfeit the match and the score will be recorded as a 2-0 forfeit or the actual score of the game, whichever is less harmful to the opposing team.

B. If both teams are at fault the score will remain as is at the time of abandonment.

If it is determined that a team is at fault for the abandonment of the game, that team will be suspended from further play in all remaining games which would be forfeited. Previous points earned and any right to a refund, awards or other consideration will be forfeited. In addition, the home league and State Association will be contacted.

13. Determination of Division Winners

Each win counts for three points, each tie for one point, each loss for zero points. 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 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. It also will not be used in a bracket where all teams do not play each other.
2. *Goal Differential* – up to plus-6 or minus-6 units awarded per game.
3. *Accumulated Goals Scored* – limit of 6 per game
4. *Accumulated Goals Against* – The team with the fewest goals allowed shall prevail.
5. *Misconduct* – The team with the least amount of red cards shall prevail. Teams will receive (-1) point for every red card obtained in the initial stage of the tournament.
6. *Penalty Shootout*

14. Penalty Shootout Rules (Finals Only)

1. If a playoff game is tied at the end of regulation time, the game will go straight into a penalty kick shootout.
2. Only players that are on the field when the final whistle is blown can participate in the penalty shootout.
3. All shootouts are best of 3 to start. If tied after 3 penalties each, it then goes to sudden death, meaning if the 4th shooter scores for team A and the 4th shooter for Team B misses, the shootout is over.

15. Steel Sports Liability

Under no circumstances whatsoever, will the Tournament Committee, Steel United, Steel Sports, Mass Youth Soccer or US Youth Soccer be responsible for any expenses (including tournament entry fee, housing, etc.) incurred by any team. This includes a situation where the tournament or any game(s) is canceled in whole or part, due to any factor including inclement weather.