



# Tournament Rules

## Steel United Summer SHOWDOWN

### **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 2<sup>nd</sup> 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. No smoking of any kind, vaping or illegal drugs permitted on site.

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.

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.

#### **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. (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 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.



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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 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. (Instructions on how to add Guest Players to the team's Got Sport account are available on tournament website.)

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. 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.

Check-In - These documents must be provided via GotSport in a PDF format, no later than one week before the commencement of the tournament.

#### **4. Payment and Scheduling for the Tournament/ Showcase**

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. 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
2017	U8	4	7v7	2x20min	Maximum 12
2016	U9	4	7v7	2x20min	Maximum 12
2015	U10	4	7v7	2x20min	Maximum 12
2014	U11	4	9v9	2x25min	Maximum 16
2013	U12	4	9v9	2x25min	Maximum 16
2012	U13	5	11v11	2x30min	Maximum 18
2011	U14	5	11v11	2x30min	Maximum 18
2010	U15	5	11v11	2x30min	Maximum 18
2009	U16	5	11v11	2x30min	Maximum 18
2008	U17	5	11v11	2x30min	Maximum 18
2007	U18	5	11V11	2x30min	Maximum 18
2006	U19	5	11v11	2x30min	Maximum 18



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#### **6. Inclement Weather and Cancellation/Refund Policy**

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

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. 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 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.



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#### **9. Games and Equipment (continued)**

Referee will meet 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 the facility near their game 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 8<sup>th</sup> 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 1-2 years 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.

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 endline. The home team will provide the game ball. Only three (3) carded team officials are permitted on the sidelines with players.

#### **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 receives a red card, they will be suspended for at least the next game in the tournament. The 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.



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#### **10. Conduct, cont.**

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 accumulates 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 NJYSA.

#### **12. 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. 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.



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#### **12. Failure to Show, Forfeits and Abandoned Games, cont.**

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. 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. 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* – max 6 per game
4. *Accumulated Goals Against*
5. *Misconduct* – *The team with the least amount of red cards will 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**

1. All shootouts are the best of 3 and if the shootout is tied after three 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.

#### **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.



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**16. Golf Carts** – Anyone operating a golf cart, or any type of ATV, is required to have a valid driver's license.

**17. Build Out Line Rule – 7v7 play only**

- On a goal kick, a defensive free kick inside the penalty area, or when the goalkeeper has possession of the ball with their hands, the opposing team must move behind the build-out line until the ball is put back into play.
- The goalkeeper can pass, throw, or roll the ball to put it back into play (punts and drop kicks are not allowed).
- On a goal kick, a defensive free kick inside the penalty area, or when the goalkeeper has possession of the ball with their hands, the opposing team may cross the build-out line when:
  - The goalkeeper changes possession from their hand to play the ball with their feet, or
  - a second touch is made by another player on the goalkeeper's team, or
  - the ball comes to a complete stop, or
  - the ball crosses the buildout line.

**18. Refund Policy**

- A processing fee of 10% of the full entry/registration fee is non-refundable once a full registration or deposit has been accepted and processed (If a \$300 deposit is paid on a \$1000 entry fee, \$100 is the processing fee).
- No Refund or Credits within 45 Days of the event start date. This includes all deposits and partial payments.
- Teams/Participants may request the following up to 45 days before the start date:
  - Full credit of amount paid towards a future Steel Sports Event, good for 12 months from the date of request.
  - Full refund of amount paid minus the 10% processing fee.
- Steel Sports has the final decision on all refund requests.
- Be advised that Steel Sports reserves the right to proceed with the event with a minimum requirement of 3 teams in an age division.
- If the event does not attract the minimum team requirement or if Steel Sports chooses to cancel the event due to the number of teams, Full Refund of the entry/registration fee will be issued (the non-refundable 10% processing fee is waived).





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### 18. Refund Policy, cont.

- Be advised that Steel Sports reserves the right to proceed with the event in inclement weather and will make all efforts to play while keeping the safety of the participants as the priority. Due to unforeseen circumstances, Steel Sports may choose to make modifications to the format of the event including but not limited to schedule changes, number of games, time limit, game time/innings and ranking/seeding metrics.
- If no games are played, due to circumstances out of Steel Sports control (weather, pandemic, etc), a full refund minus a 25% Administrative Fee will be issued. The Administrative Fee will be 25% of the full entry fee, regardless of discounts that a team may have received.
- Steel Sports will make all efforts to issue refunds within 30 days of the end of an event; however, there are rare circumstances that may delay the refund process up to 90 days.

#### REFUND CHARTS FOR CIRCUMSTANCES OUT OF STEEL SPORTS CONTROL

	1-Game Events	2-Game Events	3-Game Events	4-Game Events	5-Game Events	6-Game Events
0 Games Played	REFUND MINUS 25% ADMIN FEE*	REFUND MINUS 25% ADMIN FEE*	REFUND MINUS 25% ADMIN FEE*	REFUND MINUS 25% ADMIN FEE*	REFUND MINUS 25% ADMIN FEE*	REFUND MINUS 25% ADMIN FEE*
1 Game Played		NO REFUND OR CREDIT	50% REFUND	50% REFUND + 25% CREDIT	50% REFUND + 25% CREDIT	50% REFUND + 25% CREDIT
2 Games Played			NO REFUND OR CREDIT	NO REFUND OR CREDIT	50% REFUND	50% REFUND
3 Games Played				NO REFUND OR CREDIT	NO REFUND OR CREDIT	NO REFUND OR CREDIT

\*The Refund/Administrative Fee will be 25% of the full entry fee, regardless of discounts that a team may have received.

#### Events with 7-Games +

0 GAMES = REFUND MINUS 25% ADMIN FEE\*

UP TO 1/4 GAMES PLAYED = 50% REFUND + 25% CREDIT

UP TO 1/2 GAMES PLAYED = 50% CREDIT

1/2 GAMES PLAYED OR MORE = NO REFUND OR CREDIT

\*The Refund/Administrative Fee will be 25% of the full entry fee, regardless of discounts that a team may have received.