

GLA FRIENDLIES

RULES AND REGULATIONS

REVISED 05/04/09

TOURNAMENT HEADQUARTERS: Family First Sports Park 1-888-846-7275 Soccer Dept. = ext. 280

8155 Oliver Rd. Erie, PA 16509.

ONSITE Registration will be open all day on Saturday between 8am-8pm at the tournament headquarters. You may complete the ONSITE Registration at ANY TIME ON SATURDAY. All you need to provide for our records is the roster form with parent signatures from the GLASOCCER.NET website.

We recommend that you keep all of your necessary documents, (**players' medical information (insurance information, release of liability, medical conditions)**) that your club uses, available at every game. The Tournament Staff does not need copies of those forms, but you may need them in case of an injury. Insurance information is not required, as the permission to travel issued by your state association covers you for secondary insurance.

FIELDS: Games will be played at Family First Sports Park , 8155 Oliver rd, Erie, PA 16509

ELIGIBILITY: A team roster may contain no more than 18 players for U11-U19 teams and 14 players for U9 and U10 teams. The coach / manager must present (at registration) a current registered roster, travel permit (if from outside of PA West and not a member of US Club Soccer), a current player pass (or player book) for each player, coach and manager participating, and the team's medical information release forms from THEIR club. You may use four (4) guest players as long as they have written permission from their state association (where applicable) and the roster does not exceed 18 players (or 14 as noted above). The Tournament Committee will make the final decision on any guest player discrepancies. A player may be registered for more than one team as long as the two teams are not in the same age division. They must be listed on both rosters.

DURATION: All matches will consist of two 20 minute halves. All matches will have a 5 minute halftime. There will be no injury time allowed. Ties in preliminary matches will stand.

U9 & U10 RULES: The rules governing play of U10 teams are as follows:

- a. Field size: maximum 70 yards x 50 yards.
- b. Players on field: seven on the field at any one time (six field players + a goalkeeper).

BALL SIZE: U9 – U12 = size 4 U13 and older = size 5

NUMBER OF PLAYERS: U9 & U10: 7 v 7 U11: 9 v 9 U12+ 11 v 11

HOME TEAM: The first team listed on the schedule is designated as the home team. In the case of uniform conflicts, the home team will be responsible for changing to a different color. The home team is also responsible for providing a properly inflated FIFA approved game ball.

SPECTATORS: Allowed on one side of the field only. During play, both teams will be benched on the same side of the field, split at the halfway line and opposite the spectators. LIMIT of three coaches / managers per team.

SUBSTITUTION: FIFA LAWS of the game apply. Unlimited substitution is allowed with the consent of the referees.

PLAYER EQUIPMENT: shin guards are mandatory for all players (no exceptions). No hard casts are permitted. Any soft casts or other braces must meet referee approval.

SIX SECOND RULE: Goalkeepers will be required to use the six-second rule as defined in the FIFA rules.

CONDUCT: Players, coaches, managers and spectators are expected to conduct themselves within the law, as well as the letter of the law. Displays of temper or dissent are just cause for ejection from the game and the field area. Any player, coach, or manager ejected from the game will be ineligible to participate in the next scheduled game. An ejected player may not be replaced in the match he/she was ejected from. The team plays shorthanded. Any coach or manager ejected from the game must leave the field area immediately and will be ineligible to participate in the next scheduled game for that particular team. It is the decision of the Tournament Committee as to whether the red card incident warrants complete removal from the tournament and the facilities' grounds. There is no accumulation of yellow cards received in different matches. A report of Disciplinary Action (for red cards) will be sent to the appropriate state/provincial/US Club offices, as well as the USSF.

TOURNAMENT STANDINGS: Standings will be based upon the following once the preliminary matches are completed:

- a. Points: 6 points for a win; 3 point for a tie; 0 for a loss. 1 point per goal scored (max 4), 1 point per sutout.
- b. In the event of ties in point standing, the following sequence will be used:
 1. Result of match played between the two tied teams (not to be used if more than 2 teams are tied).
 2. Goal Difference (Total net score for each tournament match). Goal difference equals goals scored minus goals scored against.
 3. Goals scored. (max of 7 per game)
 4. Least number of goals against.

FORFEITS: A team that cannot field seven players (within a five minute grace period) after a match is scheduled to begin shall forfeit the match. The winning team will be awarded the average number of goals they scored in their other preliminary matches. If the average contains a fractional amount of $\frac{1}{2}$ (.5) or more, it will be rounded up to 1. (Example: 2 goals in one match + 3 goals in another = 5. The average = 2.5. The forfeit will be recorded as a 3 – 0 win). A forfeit will eliminate the forfeiting team from advancing to the playoffs and final.

INCOMPLETE GAMES: When play is stopped during preliminary matches due to lightning or other severe weather, teams will take cover but remain at the tournament site. Play will resume according to the following policy:

- a. A match that was in the second half will be considered complete and the score at that time will stand.
- b. If the first half has not been completed, play will resume until the first half is complete or until the next scheduled match on the field. *NOTE: first half must be completed. If for whatever reasons, the first half is not completed, the score of the match will be recorded as a 3-3 tie.*

In the event that play is stopped during playoff matches due to lightning or other severe weather, all teams will take cover but remain at the tournament site. When this occurs a decision will be made according to the following policy:

- a. Matches will be resumed and played to full time. All subsequent dependent playoff matches will be played at or near the scheduled times. Field changes may be necessary to complete these matches.
- b. If weather and / or field conditions do not permit completion of matches at a given site, a decision will be made to move remaining matches to another site. If this is not possible then winners will be determined as follows:
 1. The team leading at the time of the stoppage will be declared the winner.
 2. If the match was tied or had not started, then the winner will be determined using the tie-breaker rules in the Tournament Standings section in the following sequence – b.4, b.1, b.2, b.3 (these will also include playoff matches). A coin toss will be used as the final tie-breaker.
 3. The above will be used to determine quarter-final, semi-final and final match winners. It is possible to determine the first and second place in an age group without playing the playoff matches.

In the event the tournament is cancelled (in part or in total) due to inclement weather or other circumstances, **NO REFUNDS WILL BE ISSUED (this includes games as well as housing/hotels).**

REFEREES: All matches will use certified USSF referees.

PROTESTS: A protest by any team (team coach only) may only be made concerning the laws of soccer and must be submitted in writing to the Tournament Director within 30 minutes of the completion of the match in protest. REFEREES JUDGEMENT MAY NOT BE THE BASIS OF PROTESTING A MATCH! All protests must be accompanied by \$250 in cash, which will be returned only if the protest is upheld. A committee of three, with two alternatives, whose decision will be final, will determine all protest decisions.

The Tournament Committee will have the final say on any protests, disputes or discrepancies!

GAME PROCEDURE: Players, coaches, & managers passes/passbooks are to be present and available at all matches!

The Following is the procedure for all games:

Before the start of the game:

- a. Have your player passes accessible for spot checking.

After the completion of your game:

- a. The referee will record the score and any yellow/red cards on the score sheet & sign it.
- b. Both coaches must verify the score and sign on the appropriate lines.

MISC. Info.: All alcohol & tobacco products are prohibited on both the Family First Sports Park/First Assembly properties. If a problem arises, the State Police will be called. We ask that you leave your pets at home. If this is not possible, please clean up after them. They must also be on a leash & preferably with a muzzle! Please refrain from bringing/using any noise makers (horns, whistles, etc.).

