

York Cup White Rose Classic Rules of Competition

Eligibility: Participation in this tournament is open to accepted teams consisting of no more than 22 players (Only 18 can dress for the game), for all 11 v 11 brackets, no more than 16 players, for all 9 v 9 brackets, and no more than 12 players, for all 7 v 7 brackets.

Each team must be a registered travel team with the National Soccer association affiliated with the USYSA/ USSA and must present a valid State roster. **THE ONLY ACCEPTABLE PROOF OF AGE WILL BE A VALID PRIMARY PLAYER PASS THAT INCLUDES A PHOTOGRAPH OF THE PLAYER.** Players who do not present a valid player pass will not be permitted to play. Valid player and coach passes must be made available for review (at the venue before, during, and after all games) during tournament play at the discretion of the referee and/or tournament staff.

Secondary and Guest Players: Each team will be permitted to have 5 guest players up to the maximum roster size permitted for that age group. Secondary players will not be considered guest players for the team for which they are currently rostered. However, if the team to which the player is rostered as a primary player is participating in this tournament, the player may not play for the team to which they are a secondary player. **No player may play for more than one team in the York Cup White Rose Classic per the State Association's rule.**

EPYSA policy stipulates those primary players are to play for their primary team during State Cup play and not over-extend themselves by playing additional games during State Cup weekends. The York Cup White Rose Classic Tournament Committee supports this policy and is requiring that secondary players wishing to play for their secondary team during a tournament obtain their primary player pass from the primary team and present it to the secondary team to hold during tournament play. At the end of the tournament, the primary player pass will be given back to the player who will return it to the primary rostered team. This will ensure that the secondary player will be playing for only one team during tournament play.

Laws of the game: All matches will be played in accordance with the FIFA laws of the game, as well as any specified tournament rules.

Start and duration of the game: All games (U11 thru U19) will consist of two 30-minute halves, U9 and U10 will play two 25-minute halves. All teams must be prepared to start their matches on time. If any team is not on the field and ready to play within 5 minutes after the start time, the match shall be considered a forfeit by that team. A minimum of 7 players shall constitute a team (5 for U9 and U10). If seven players are present, the start of the game shall not be delayed. The away team on the schedule will get the ball at the start of the game; the home team on the schedule will get the ball to start the 2nd half. The official match time will be kept on the field by the referee. Games that are terminated due to weather conditions after completion of one half of play shall be deemed official and the score will stand. There will be no tiebreakers in bracket play. All games are on a continuous running clock

Substitution Rule:

All substitution will be with the referee's permission and will not require possession or during any specific stoppages in play. Substitutions will be permitted at any stoppage of play if it does not interfere with the play of the team possessing the ball.

Forfeits: Any team found to be fielding an ineligible player will forfeit that game. A second infraction will result in the team being disqualified and its tournament fee forfeited.

Under no circumstances shall a team, which forfeits a game, be declared a winner, or be permitted to advance to semi-final rounds. If an apparent winner forfeits a game, the team with the next best record from the bracket shall be named the bracket winner.

A forfeit shall be considered a 4-0 win (for tie breaking purposes) for the opposing team and shall be worth 3 points.

Any team forfeiting a game without notifying the tournament director a minimum of 2 hours before the scheduled game will be assessed a fine equal to 1/3 of the entry fee.

Ball size: Game balls will be provided by the home team. Size 4 for U9 thru U12 and size 5 for U13 and up.

Thunder and Lightning Policy: If there is thunder and/or lightning, all games will be stopped by the referee and the field cleared. The game cannot be started or restarted until 30 minutes after the last hearing or sighting of thunder and/or lightning. All games that are affected will be restarted from where they were suspended. If a full half of the game is played, it is considered a complete game. If the thunder and/or lightning continue after 30 minutes, the York Cup White Rose Classic Tournament Committee will determine if additional wait time is warranted or if play for the day is suspended.

Referee System:

A one (1) referee system will be used for all U9 & U10 games.

A three (3) official system will be used for all games U11 through U15.

Bracket Scenarios: -

Four-team division: Each team will play the opposing three teams once; the top two teams will play for a championship game.

Five-team divisions: Each team will play four games with the top team being declared champion.

Six-team division: Broken into 2 brackets of 3. Each team will play the opposing two teams in their bracket. The top two teams in each bracket will advance to play a semi-final game with the two semi-final winners advancing to the Championship. The two teams placed third in their 3-team bracket will play a consolation game.

Eight-team division: Broken into 2 brackets of 4. Each team will play the opposing three teams in their bracket. The top team in each bracket will advance to play in the Championship game.

Point System: Each team will be awarded three (3) points for a win, one (1) point for a tie and no points for a loss. The bracket winner will be decided by the most points. The following criteria will be used in the order listed in the event of a tie at the end of bracket play:

1. Head-to-Head (not used if tie occurs among more than 2 teams)
2. Goal differential – Max of +/-4 per game (Team wins 5-0, gets +4 GD, losing team gets -4)
3. Goals For
4. Goals Against
5. Most Shutouts
6. FIFA Penalty Kicks

Semi-Final and Championship Games: Overtime will be played in the case of a tie at the end of regulation time in the semi-final rounds and championship rounds. The winner will be decided by golden goal. The overtime shall consist of:

- **For U9 & U10** - First 5 minutes of play with **5 players per team**, of which none may be a goalkeeper. Play is continuous until a goal is scored. There is no offsides during golden goal overtime play.
- **For U11 and Up** - First 5 minutes of play with **7 players per team**, of which none may be a goalkeeper. Play is continuous until a goal is scored. There is no offsides during golden goal overtime play.
- **For U9 & U10** - After 5 minutes of play, 1 player per team will be removed from play leaving **4 players per team**, of which none may be a goalkeeper. Play is continuous until a goal is scored. There is no offsides during golden goal overtime play.
- **For U11 and Up** - After 5 minutes of play, 2 players per team will be removed from play, leaving **5 players per team**, of which none may be a goalkeeper. Play is continuous until a goal is scored. There is no offsides during golden goal overtime play.
- **For All Age Groups** - If necessary, after the second 5-minute period of play, if there is still no score, teams will play 3 v 3, of which none may be a goalkeeper. Play is continuous until a goal is scored. There is no offsides during golden goal overtime play.

Note:

No substitutions may be made in overtime. In the case of stoppage of play for an injury, with the referee's permission; the injured player may be replaced. The opposing team may substitute one for one with the opposing teams' substitution for the injured player(s). If, in the case of a penalty kick during overtime, one field player can go in the goal to attempt to block the kick, but may **NOT** use their hands. All coin tosses to decide kick-off and direction of play will be called by the visiting team representative.

Refund/Cancellation Policy: In the event of inclement weather or any other circumstance beyond our control, the York Cup White Rose Classic Tournament Committee will have the authority to change games as follows:

- Cancel the tournament in part (no refunds)
- Cancel the tournament in whole, if necessary (25% refund and 25% to be applied towards the following year York Cup White Rose Classic Tournament).
- Relocate or reschedule any games
- Change the duration of the games
- Cancel any preliminary games, which have no bearing on division winners

If a team is unable to participate in the tournament and withdraws prior to the posting of accepted teams, the entrance fee will be refunded in full. If the York Cup White Rose Classic Tournament Committee determines there are not enough teams for a bracket, the entrance fee will be refunded in full. ***Once accepted teams are posted, there will be no refunds.***

Score Reporting: After each game the referee will fill out a game card/report for each game played. The card/report will include game related information including goals scored, cautions, dismissals, and injuries. At the conclusion of each match, the referee will deliver this report to the site administration area.

General Rules:

1. Home team is listed first on the schedule and is responsible for changing shirts in the event of a uniform color conflict.
2. Slide tackles will not be allowed anytime during U9 and U10 matches. Any infraction of the “no slide tackle” rule will result in a direct free kick for the opposing team. A player shall be cautioned and shown a yellow card for a second infraction. A third infraction will result in a red card and the player will be sent off the field of play.
3. Intentional headers at U9 through U11 a stoppage of play would occur with an indirect kick at the spot of the foul outside of the box. If infraction occurs inside of box, the ball goes to the goalkeeper regardless of possession
4. Any player receiving a red card during a game must sit out the remainder of the game and the next played game. Any coach ejected from a game will remove him/herself from the field of play for the remainder of the game. They will **NOT** be eligible to coach the next played game.
5. All York Cup White Rose Classic soccer tournament games will use a standardized layout where teams will sit on opposite sides of the field (diagonally across from one another) with parents/spectators on the same side of the field as the teams. Parents/spectators must sit to the left of midfield with teams sitting on the right side. Space between the teams and parents will be reserved for substitution of players. No exceptions. A diagram depicting this layout is available on each tournament's web page. This change supersedes any other field layout or diagrams.
6. The York Cup White Rose Classic Tournament Committee’s interpretation of the rules shall be deemed final.
7. The Tournament Director, members of the York Cup White Rose Classic Tournament Committee, the host soccer association and its members and board directors, any participating association, advertisers, school districts and recreation departments and related municipalities will not be held liable for any injury of any player, coach or spectator or for any expenses incurred by any team or individual that may result from participation in or travel to and from the tournament.

Player, Coach and Spectator Behavior:

1. Coaches and other officials, players and spectators may not enter the field of play at any time unless requested to do so by the referee.
2. Only players and coaches will be permitted in the bench area.
3. All sideline personnel, including spectators must always keep back from the touchline a minimum of two yards. This will be strictly enforced by the field marshals.
4. All players, coaches and spectators are expected to conduct themselves in a manner consistent with the spirit as well as the letter of the Laws of the Game. Referees have been specifically instructed to run matches according to this spirit and will act accordingly. Dissent from players, coaches, and/or spectators will not be tolerated; cautions and/or dismissals will result.
5. Players are encouraged to play all matches with intensity and desire, however, unnecessary physical play, particularly that which appears to have intent to injure will not be tolerated.
6. Coaches are responsible for the actions of the team’s players and spectators as well as his/her own actions.
7. Players or coaches **dismissed for fighting will be banned from further tournament participation.** Teams will be held responsible for adhering to this rule. Any team playing a dismissed player in violation to this rule will be disqualified from the tournament and all matches played by the team will be ruled to have been a forfeit.

8. **The York Cup White Rose Classic Tournament Committee reserves the right to terminate the participation of any team in the tournament if the behavior of the players, coaches and/or spectators creates an atmosphere in which a match or matches cannot be completed within the spirit and letter of the laws.**

York Cup White Rose Classic Alcohol & Smoking Policy: It is the general policy of USYSA and EPYSA that alcohol and smoking at youth events be prohibited. To this endeavor it is the policy of York USA that no alcohol, tobacco or other drug related substances be permitted at and/or used at any activities associated with York USA, including the York Cup White Rose Classic Tournament. This also follows the policy of most school districts and municipal properties/parks & grounds where smoking and the use of alcohol are prohibited.