

Lititz Summer Showcase - Tournament Rules

1) General

- ★ FIFA rules of play will apply unless modified by the Lititz Summer Showcase Tournament Committee (LSSTC).
- ★ The LSSTC reserves the right to modify the Tournament format and the Tournament rules as necessary for the fair and orderly conduct of the Tournament.
- ★ No alcohol or tobacco products on or around the fields including all Warwick School District property.
- ★ Lititz Youth Soccer Club is not responsible for any expenses incurred by any club or team
 - In the event the Tournament is canceled in whole or part (see rule 14);
 - to Relocate or reschedule a match;
 - to Reduce the length of a match
 - to cancel preliminary matches that have no impact on a flight winner.

2) Eligibility/Registration

- ★ The Lititz Summer Showcase is an EPYSA and US Club Soccer approved tournament.
- ★ Each participating team must be affiliated with the USSF, either US Youth Soccer (USYS) or US Club Soccer (USCS), and must provide the items listed below for electronic registration/check in.
 - state approved rosters
 - The roster must be an official, signed/stamped roster provided by USCS or USYS. This roster will be submitted at registration.
 - Referees and/or Tournament Officials may and will examine player passes and the Tournament roster prior to, during, or after any match.
 - player and coach passes
 - Player and Coach passes must have a photo.
 - Primary passes are required for all players.
 - permission to travel forms for out of state teams
 - medical release forms
 - team info sheet
- ★ Teams should register through GotSoccer with their current rosters and passes which are good until August 1.
- ★ Teams must keep hard copies of all documents with them over the weekend.
- ★ Players will only be allowed to play for ONE team over the course of the tournament.

FOREIGN TEAMS

- ★ Players must present passports at registration or, if from a nation that the United States does not require a passport, proof of entry into the United States that is required by the United States.
- ★ Teams are required to have and present player picture identification cards.
- ★ Tournament rules must require that the team have a completed form from its Provincial or National Association approving the team's participation in the tournament.

3) Teams/Player Credentials/Uniforms/Equipment

- ★ The home team is listed first on the schedule. In the event of conflicting team colors, the home team will change. Any team that cannot change (for any reason) will forfeit the match.
- ★ Coaches and players from both teams will share the same side of the field, on opposite sides of the midfield line. The home team will choose which side of the midfield to locate. Only authorized team members, coaches, trainers and tournament staff are allowed in the team area during matches. All personnel must remain between the 18-yard lines. No coaching is allowed from within the 18-yard lines. All spectators will take up a position on the opposite side of the field during the time that the match is in

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progress. Spectators are not allowed in the player areas or behind goals. Only the Site Coordinator or Tournament Director may waive this rule.

- ★ Each team must check in with the field coordinator at least fifteen (15) minutes prior to the start of each scheduled match and for any scheduling changes or delays.
- ★ Any team that cannot field seven (7) players within ten (10) minutes after the scheduled start of a match will forfeit the match.
- ★ Teams must keep hard copies of all documents, including their roster and passes, with them at all times during the showcase. At the discretion of the Site Coordinator and Showcase Director, the roster may be reviewed to identify ineligible players.
- ★ All uniform numbers must match the roster.
- ★ All players must wear shin guards.
- ★ Cast and braces are at the discretion of the referee.

4) Roster Size (for male and female teams)

- ★ U9-U10 - (7v7): 5 guest players not to exceed 12 total players.
- ★ U11-U12 - (9v9): 7 guests not to exceed 16 total players.
- ★ U13-19 - (11v11): 7 guests not to exceed 22 total players.

5) Match Duration/Format/Ball Size

- ★ U09-U10 - (7v7): Two, 25 minute halves + 5 minute halftime - Size 4 Ball
- ★ U11-U12 - (9v9): Two, 25 minute halves + 5 minute halftime - Size 4 Ball
- ★ U13-U19 - (11v11): Two, 30 minute halves + 5 minute halftime - Size 5 Ball
- ★ Due to the intensity of the schedule, the referee will not stop the clock during the match for any reason without approval of the Tournament Director(s) or their designee. It is the responsibility of the referee to have the field coordinator check with the Tournament Director(s) for permission.
- ★ The tournament will supply FIFA approved game balls for matches. If a tournament supplied ball is not available, then the referee will secure a ball from one of the participating teams.

6) Heading Rules for U11 and Under

- ★ Whenever a player deliberately heads the ball play is stopped.
- ★ The proper restart will be an indirect kick for opposing team.
- ★ If it occurs within the goal area, an indirect free kick is taken on the goal area line parallel to the goal line at the nearest point to where the infringement took place.

7) Substitutions

- ★ A player may be substituted on any stoppage of play *when their team has possession of the restart*, with the referee's permission, with the following exceptions.
 - Any team may substitute on goal kicks and kickoffs.
 - If the possessing team is substituting players, the non-possessing team may substitute as well.
 - No substitutions will be permitted on corner kicks.
 - No substitutions will be permitted after the game has ended in a tie prior to penalty kicks.
 - The referee may disallow substitutions if that request is judged to delay the game.
- ★ All substitutions must enter from mid-field.

8) Conduct and Discipline, Yellow/Red Cards

- ★ The Tournament Committee will report any disciplinary action to the State or Federation to which the offending teams and/or coaches belong.

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- ★ Any coach or player receiving a red card (including 2 yellows = red) will be ineligible for the next scheduled match.
- ★ The LSSTC will review all red cards, which could result in the team, player or coach being expelled from the Tournament and or future tournaments.
- ★ See the bonus point reduction below.

9) Referees/Referee Abuse/Conduct

- ★ All referees will be licensed by USSF and every attempt will be made to schedule a referee and (2) assistant referees. However, matches will still be played if only one referee is available.
- ★ Any abuse (physical/verbal) of a referee prior, during or after a match may result in the team, player, coach, or team follower being expelled from the Tournament. It will also be turned over to the State Association and/or local authorities for action.

10) Forfeits/Suspended Match

- ★ Except for a suspension due to weather, the referee does not have the authority to suspend or terminate matches.
- ★ Any match that is suspended by a referee or the tournament committee for inclement weather, where at least one half of play has been completed, shall be recorded as final with the score at the time of the suspension.
- ★ Any match that is unable to begin or be completed because a team is unable/refuses to play (for any reason) will result in a forfeit.
- ★ A forfeited match which was not played will be recorded as a 2-0 win, to benefit the non-forfeiting team.
- ★ A forfeited match with at least one half played will be recorded as a 2-0 win OR the score at the time of forfeiture, whichever most benefits the non-forfeiting team.
- ★ Any team that forfeits a match will not be allowed to advance past the preliminary rounds of the Tournament unless there is advance written permission from the Tournament Director(s).
- ★ The site coordinator or the Tournament Director(s) have the ultimate authority on all matters related to suspended, terminated or forfeited games and any resulting schedule changes.

11) Division Sizes

- ★ 3 Teams: Three teams placed into a single group play two round-robin, preliminary games. The second and third place teams from group play a semi-final. The winner of the semi-final plays the first place team from group play.
- ★ 4 Teams: Four teams placed into a single group play three round-robin, preliminary games. The first and second place teams from group play in the Final.
- ★ 5 Teams: Five teams are placed into a single group and play four round-robin games. The first place team is the winner.
- ★ 6 Teams: Three teams are placed into two groups, Group A and Group B. Teams play two round-robin, preliminary games against the other teams in their group. The third place teams from each group will play in a consolation match. The first place team from Group A will play the second place team from Group B in Semi-Final 1. The first place team from Group B will play the second place team from Group A in Semi-Final 2. The winners of the semi-finals will meet in the Final.
- ★ 7 Teams: Seven teams are placed into a single group and play two preliminary games.
 - *Consolations*: The 6th and 7th place teams play in Consolation 1. The winner of Consolation 1 plays the 5th place team in Consolation 2.
 - *Playoffs*: The first place team plays the fourth place team in Semi-Final 1. The second place team plays the third place team in Semi-Final 2. The winners of the semi-finals will meet in the Final.

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- ★ **8 Teams:** Four teams are placed into two groups, Group A and Group B. Teams play three round-robin, preliminary games against the other teams in their group. The first place team from Group A plays the first place team from Group B in the Final.
- ★ **9 Teams:** Three teams are placed into three groups, Group A, Group B, and Group C. Teams play two round-robin, preliminary games against the other teams in their group.
 - *Consolations:* The lowest second place team (6th place overall) will play the top third place team (7th place overall) in Consolation 1. The middle third place team (8th place overall) will play the lowest third place team (9th place overall) in Consolation 2. The middle second place team (5th place overall) will play the winner of Consolation 1.
 - *Playoffs:* The winner of Group A will play a wild card, the top second place team (4th place overall), in Semi-Final 1. The winner of Group B will play the winner of Group C in Semi-Final 2. The winners of the semi-finals will meet in the Final.
- ★ **10 Teams:** Four teams are placed into Group A. Three teams are placed into Group B and three teams are placed into Group C.
 - *Consolations:* The second place team from Group B plays the second place team from Group C in Consolation 1. The third place team from Group B plays the third place team from Group C in Consolation 2.
 - *Playoffs:* The first place team from Group B plays the first place team from Group C in Semi-Final 1. The winner of Group A plays the winner of Semi-Final 1 in the Final.
- ★ **12 Teams:** Three teams are placed into four groups, Group A, Group B, Group C, and Group D.
 - *Consolations:* The second place team from Group A plays the second place team from Group D in Consolation 1. The second place team from Group B plays the second place team from Group C in Consolation 2. The third place team from Group A plays the third place team from Group D in Consolation 3. The third place team from Group B plays the third place team from Group C in Consolation 4.
 - *Playoffs:* The first place team from Group A plays the first place team from Group D in Semi-Final 1. The first place team from Group B plays the first place team from Group C in Semi-Final 2. The winners of the semi-finals will meet in the Final.

12) Determination of Bracket Winners

- ★ Division winner will be determined by the total number of points they gather through the play of games.
 - Win = 3 points
 - Tie = 1 point
 - Loss = 0 point
- ★ Tie Breakers (to advance into playoffs if match points create a tie)
 - When the tie breaker system is used, the criteria are followed in order until one or more teams are eliminated at any step. Criteria will then start over again at the top with the remaining teams
 - 1) Head to Head (skip to next tie breaker if 3 teams or more are tied)
 - 2) Most wins
 - 3) Goal Differential- max of +/-3 per game (Team wins 4-0, only gets +3 GD, losing team gets -3)
 - 4) Most Shutouts
 - 5) Fewest Goals Against (max 3 goals per game)
 - 6) Penalty Kicks- Fifa Penalty kick procedure.

13) Overtime Rules

- ★ If a playoff/Final is tied at the end of regulation, overtime rules apply.
- ★ Overtime consists of two, 5 minute overtime periods played to their conclusion.

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- ★ Teams will exchange ends of the field after the first period and will be allowed a 1 minute water break.
- ★ If the match is still tied at the conclusion of overtime, FIFA penalty kicks will determine the winner.

14) Tournament Cancellation Policy

- ★ LSSTC will refund 50% of a team's entry fee if the tournament is canceled for any reason before the start of the tournament.
- ★ Reasons for cancellation might include, but is not limited to, weather, excessive rain or drought, field condition, field usage, sponsoring organization management decision, or any event beyond the control of the tournament.
- ★ Once a team is accepted refunds are not given if the team decides to not attend.

15) Schedules

- ★ No requests will be entertained after the preliminary schedules are posted.

16) Protests

- ★ No protests will be entertained. All decisions of the referee and/or LSSTC are final.

17) Heat Rule

- ★ In the event of extreme heat only the Tournament Director (or designee) may invoke the "heat rule" allowing
 - free substitutions (both teams are allowed to substitute at the same time) during the match.
 - a 1 minute water break halfway through each half.

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