

## YMS TOURNAMENT SERIES RULES

HEADQUARTERS: 1000 RIVER ROAD YARDLEY PA 19067

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### 1. AGE GROUPS

Age groups are from U9 to U19.

### 2. GENERAL RULES

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. Each team prior to the tournament must submit a roster not exceeding the roster sizes below (including guest players). Rosters are limited to 12 players for teams playing a 7v7 format in age groups of U9-U10, 16 players for teams playing a 9v9 format in age groups U11 and U12, 18 for teams playing in an 11 v 11 format for U13-U15 and 22 players (only 18 can play in a game) U16 and above. Up to 5 guest players will be allowed per team. It is expected that each team will participate in the customary handshake following the game. Medals will be awarded to winners and runners-up in each division.

### 3. TEAM REGISTRATION AND ELIGIBILITY

All participating teams must be currently registered with their state association. All teams from outside Region 1, plus Connecticut teams must have proof of "Permission to Travel" duly authorized by their state, provincial or country association at registration. On-line check-in is required unless a prior agreement has been made with Tournament Director. A player card with photograph, duly authorized by the state, provincial or national registrar must be presented at time of registration. A medical release form must be presented at the time of registration for all players participating in the tournament. A maximum of 5 guest players will be allowed. These players must be registered and carded in their state or provincial association. A player can only play for one team during the tournament. International Teams must present proof of entry into the United States as well as the information listed above.

### 4. INCLEMENT WEATHER

In the event of extraordinary weather conditions (i.e. heavy rain, poor playing conditions), the Tournament Committee shall have the authority to change the above format as follows:

- Relocate and reschedule any game.
- Reduce by up to 50% the scheduled duration of any game.
- Consider a game complete that has been called by the official with 50% or less remaining not played.
- Cancel any preliminary game(s)

### 5. TOURNAMENT CANCELLATION & REFUNDS

The Tournament Director, Committee and YMS will not be responsible for any tournament fees and expenses incurred by any team, club, or individual if the tournament is canceled in whole or part. In the event the whole tournament has to be canceled, refunds will be issued after tournament expense are met. Refunds for partial tournament cancellations will be in the form of a credit towards next year event.

### 6. SUBSTITUTIONS

Substitutions may be made without limit, with the permission of the referee as follows:

- After a goal is scored
- At a goal kick
- On your own throw-in
- On opposing team throw-in, if they are also substituting
- At the beginning of the half
- At an injury

For a yellow carded player or an injured player who is bleeding, said player must leave the match for treatment and may return after treatment only after being checked by the referee or an assistant referee. There will be no substitutions for a player who has received a red card and has been ordered from the field by the referee.

## 7. PROTESTS

There will be no protests allowed.

## 8. GAMES AND EQUIPMENT

All uniforms must be numbered. In the event of conflicting color jerseys, home teams will change jerseys. All teams are responsible for their own insurance. In case of injury during travel or while participating in the tournament, Yardley Makefield Soccer and the Tournament Committee will not be liable. Players are REQUIRED to wear shin guards in accordance with FIFA laws of the game. Player identification cards and rosters may be checked prior to each game and the numbers on rosters must match the number on the player's jersey. Game balls will be supplied by the Tournament. Casts, either hard or soft will be permitted only at the referee's discretion.

## 9. CONDUCT

Players, coaches, and spectators are expected to conduct themselves within the spirit of the game as well as letter of the law. Coaches are not only responsible for their conduct but also the conduct of their players and spectators. Players, coaches or spectators ejected from a game by the referee must leave the field area. Anyone receiving a red card will be ineligible for the next scheduled game. The committee, in the event of fighting, may take further action. No one will be allowed behind either endline. ALCOHOLIC BEVERAGES ARE NOT PERMITTED AT GAME SITES. It shall be solely the team's responsibility to determine the status of its players. Any suspension from a tournament, local league, etc. is the responsibility of the team to notify the Tournament director of this suspension at the time of the player's check in.

The Tournament Committee shall have a Discipline Committee of no less than three members. The Discipline Committee will review and rule on all reports of unacceptable conduct by players, managers, coaches, referees, spectators, etc.

Depending on the severity of the unacceptable conduct, the Discipline Committee may recommend a suspension of up to the duration of the tournament with further disciplinary action by the appropriate state or national association. The Discipline Committee's recommendations must be made available to affected parties no later than prior to their next scheduled game.

Any coach or team official shall be held responsible for the actions of any individual(s) at any match that in the opinion of the referee is a supporter of that team. At the conclusion of the tournament, passes will be returned to the coach even if suspensions have not been completed. A complete report will be sent to the appropriate state association within seven days of the conclusion of the tournament for possible further discipline.

## 10. GAME REPORT

All field marshal game sheets must be signed by both coaches and returned to the nearest Tournament HQ tent.

## 11. APPLICATION / REFUNDS

You must submit your application by the deadline. You will receive a confirmation of Registration. Payment should be made by check or money order for the full tournament fee, payable to YMS Soccer (U.S. DOLLARS ONLY). Applications will not be considered complete without payment. If your team is accepted, the fee is non-refundable. If your team is accepted and later withdraws, the fee is non-refundable and sanctions may be placed against your team for participation in future tournaments. Should your team not be accepted, the fee will be returned.

## 12. FAILURE TO SHOW AND FORFEITS

Teams will be allowed a 5-minute grace period after the scheduled kick-off time before the match will be awarded to the opponent. A minimum of 7 players constitutes a team and if 7 players are present, the game will not be delayed.

In no case shall a team, which forfeits a game, be declared a division winner. If an apparent winner forfeits a game, the division team with the next best record shall be named division winner. A forfeit results in a score of 3-0.

Any teams who forfeit games in preliminary rounds will not advance to the final.

## 13. PARKING

Park in designated parking areas only at any site or facility. Do not park on the grass. Citations by local law enforcement officers will be issued for failure to observe local ordinances.

Macclesfield Park Complex - Only cars with parking permits will be allowed into Macclesfield Park; all other cars must park at the designated off-site parking facility. Shuttle buses will be provided for transportation to and from these facilities.

Offsite parking for Macclesfield Park – Offsite parking will be available at 1050 Edgewood Rd, Yardley PA 19067.

## 14. TEAM FIELD LOCATION

Both teams will stand on the same side of the field, with parents and fans on the opposite side.

## 15. RULES OF PLAY

FIFA Laws of the Game will apply as except as modified by USYSA and EPYSA as described herein. Duration of games and ball size, by age group, are as follows:

<b>Division</b>	<b>U9/10</b>	<b>U11</b>	<b>U12</b>	<b>U13- U16</b>
<b>Format</b>	7v7	9v9	9v9	11v11
<b>Length (halves)</b>	25 min	25 min	30 min	30 min
<b>Ball size</b>	4	4	4	5

Two (2) equal halves will be played, with a five (5) minute half-time interval. There will be a running clock at all times. Time will not be added for any reason.

Ties will stand at the end of regulation play for any preliminary round matches. Semi-final and final games tied after regulation will play two (2) equal overtime halves of 5 minutes each half (10 minutes total), with no break in between halves. If a tie still exists after the overtime halves, the FIFA penalty

kick format will be used to determine the winner. Penalty kicks will immediately follow the 2nd overtime half.

Players in U11 and younger age groups may not deliberately head the ball in soccer matches.

- If a player deliberately heads the ball and the ball remains in play, the referee will immediately stop play and restart with an indirect free kick as per Law 13.
- If a player deliberately heads the ball and the ball immediately goes out of play, the referee will restart in accordance as to how the ball went out of play (throw-in, goal kick, corner kick)
- If a player is inadvertently struck in the head with the ball, there is no rule infraction. However, if the referee deems the player to be injured the referee will immediately stop play, have the player removed and restart with a drop ball.

In all cases, the referee will assess the player to determine if the player is injured.

#### 16. HOME TEAM

The Home Team appears first on the game schedule. The Visitor Team (the team listed second on the game schedule) will have a choice of tap or end of the field to defend at the beginning of the game.

The Home Team will be required to switch to alternate jerseys to accommodate color conflicts as declared by the referee. If the Home Team cannot supply alternate jerseys, the Visitor Team will change.

#### 17. PRELIMINARY ROUNDS

In the preliminary rounds (games within bracket), teams will play in either a round robin or straight bracketed format. Ties will stand during preliminary rounds. At the end of preliminary rounds, division winners will be those teams with the most win/tie points in their division for round robin or the winner of their bracket for a straight bracket system. The following point system will be used to determine who advances.

#### DETERMINING WINNERS

Teams will be awarded points on the following basis:

Six (6) points for a win (or a game forfeited to them) Three (3) points for each Tie

Zero (0) points for each Loss

One (1) point for each shutout

One (1) point for each goal scored up to a maximum of three (3) per game. Losing team also receives points for goals scored.

At the end of the preliminary rounds, the flight winner will be the team with the most points in their flight. In the event of a tie within a flight, the following criteria will be used to determine the winner:

1. Head to head competition (in the event of a tie among three (3) or more teams, this criterion will not be considered), then
2. Goal Differential (maximum of 3 per game), then
3. Most Wins, then
4. Most Shutouts, then
5. Fewest Goals Allowed, then
6. FIFA penalty kicks (at least 30 minutes prior to the scheduled playoff round game) 5

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If there are three or more teams still tied after all of the above tie-breaking criteria is used, and PK's are needed to determine which teams advance to the playoff round, the following rules will apply:

The three (or more) teams will compete in a FIFA style penalty kick (PK) round-robin competition (ex. A vs. B, A vs. C, B vs. C) to determine a winner (and runner-up if needed). Each team must take the minimum of 5 kicks during the round robin competition in case the additional tie-breaker scenario below is required:

If two or more teams are still tied after the PK round robin (win = 3 points, loss = 0 points) the following PK tie-breakers will be used to determine which team(s) advance:

1. Most cumulative PK goals scored for each team during the round-robin contest
2. Least cumulative PK goals allowed during the round-robin contest.

In the event of a tie among three (3) or more teams, once a tie is broken by the above system, and if ties among remaining teams still must be decided, those ties would be broken by starting again from the top (i.e. head to head competition) of the tie-breaking procedure. In the event that a Wild Card team must be selected for a semi-final game, the above procedure will be used across the entire flight.

#### Wild Card

If a Wild Card team must be selected, the Wild Card team will NOT be assigned to play against the winner of its own flight in the semi-final

#### 19. HOTELS – PYB Sports

A requirement for acceptance for out-of-area teams that will not be daytripping is that teams utilize sanctioned tournament lodging.

To insure the quality of service provided at YMS Tournaments, Yardley Makefield Soccer Club has appointed PYB Sports as the official Hospitality Service of the Tournament. It is required that any hotel reservations be made through our Hotel Booking Agent to ensure their place at this years tournament.

- 1) Email PYB reservations at: [heidi@pybsports.com](mailto:heidi@pybsports.com)
- 2) Make reservations by calling the YMS Tournament Series Housing Service, PYB Sports, toll-free, at: 1.888.553.1024
- 3) Make reservations at any time by going to the PYB Sports website: <https://groups.reservetravel.com/group.aspx?id=39782>