

# YMS EPIC Tournament 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 14 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, 22 for teams playing in an 11 v 11 format for U13 and above (only 18 can be in uniform in a game). Up to 5 guest players will be allowed per team.

Medals will be awarded to winners and runners-up in each division.

## 3. TEAM REGISTRATION, ELIGIBILITY and Check-In

YMS EPIC Tournament is an EPYSA and USYSA sanctioned and approved tournament. USYSA member teams from Region 1 DO NOT need to provide "Permission to Travel" forms to participate in the tournament. Teams from other regions must provide their state association's approved "Permission to Travel" form. US Club soccer members do not need to provide any such permission.

No player may play on more than one team in the tournament for the duration of the event.

Online Check-in is required for YMS EPIC Tournament. All teams must have state approved rosters and photo player cards. Specific check-in instructions via GotSport will be posted on the website. A maximum of 5 guest players will be allowed. These players must be registered and carded in their state or provincial association.

Link: <https://gotsport.zendesk.com/hc/en-us/articles/4408013292183-How-do-I-Upload-Documents-for-Online-Check-In>

Any team fielding an ineligible player will be disqualified and its tournament fee will be forfeited.

All teams are responsible for their own insurance. In case of accident or injury while traveling to or from and during the tournament, YMS, the YMS Board of Directors, volunteers, contractors, or any teams participating in the tournament, will not be liable.

## 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

There will be no refunds for withdrawal once the accepted teams list has been posted.

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 must be canceled, refunds will be issued after tournament expenses are met. Refunds for partial tournament cancellations will be in the form of a credit towards next year's event.

**Special COVID-19 Policy:** YMS EPIC is offering a full refund of 100% of the registration fee in the event the tournament needs to be canceled due to the COVID-19 pandemic.

## **6. SUBSTITUTIONS**

Substitutions on any stoppage may be made without limit, with the permission of the referee.

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.

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 the 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, and spectators during the event.

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 at the conclusion of the game. The Field Marshal will then report the score to GotSport and return the game sheets to the nearest Tournament HQ tent.

## **11. APPLICATION / REFUNDS**

You must submit your application by the deadline. You will receive a confirmation of Registration along with payment instructions.

Payment should be made by credit card, 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 the designated parking areas only at any site or facility. Do not park on the grass as citations by local law enforcement officers will be issued for failure to observe local ordinances.

Macclesfield Park Complex – there is limited parking at Macclesfield Park and carpooling is encouraged.

### 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 except as modified by USYSA and EPYSA as described herein. Duration of games and ball size, by age group, are as follows:

| Division        | U9/10  | U11/U12 | U13-U19 |
|-----------------|--------|---------|---------|
| Format          | 7v7    | 9v9     | 11v11   |
| Length (halves) | 25 min | 25 min  | 30 min  |
| Ball size       | 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 top 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. Tournament Play

In the preliminary rounds (games within bracket), teams will play in either a round robin or straight bracketed format depending on the type of division. Ties will stand during preliminary rounds. Winners and second place for each division are listed below:

- **TWELVE TEAM DIVISION** will consist of four (4) Brackets of three (3) teams. Each team will play the others within its Bracket for a total of two (2) preliminary games. The second-place teams from Groups A and B will play a consolation and the second place teams from Groups C and D will play a consolation. Third place teams from Groups A and B will play and Groups C and D will play a consolation. The winners of Group A and B will play Semi-Final Game 1, and the winner of Group C and D will play Semi-Final Game 2. The Semi-Final winners will meet for the Championship.
- **EIGHT TEAM DIVISION** will consist of two (2) Brackets of four (4) teams. Each team will play the others within its Bracket for a total of three (3) preliminary games. The winner of Group A will play the winner of Group B for the Championship.
- **SEVEN TEAM DIVISION** will consist of one (1) Bracket of seven (7) teams. Each team will play four (4) other teams within its Bracket for a total of four (4) preliminary games. The team with the most points will be awarded first place. The team with the second most points will be awarded second place.
- **SIX TEAM DIVISION** will consist of two (2) Brackets of three (3) teams. Each team will play the others within its Bracket for a total of two (2) preliminary games. 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 the Group A in Semi-Final 2. The third-place teams from Groups A and B will play a consolation. The Semi-Final winners will meet for the Championship.
- **FIVE TEAM DIVISION** will consist of one (1) Bracket of five (5) teams. Each team will play the others within its Bracket for a total of four (4) preliminary games. The team with the most points will be awarded first place. The team with the second most points will be awarded second place.
- **FOUR TEAM DIVISION** will consist of one (1) Bracket of four (4) teams. Each team will play the others within its Bracket for a total of three (3) preliminary games. The team with the most points will play the team with the second most points for the Championship.

## 18. 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 • • • • •

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**

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

To ensure the quality of service provided at YMS Tournaments, Yardley Makefield Soccer Club has appointed Stay and Play Made Simple 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 year's tournament. Links to the hospitality provider will be on the tournament website.