

BEST OF CUP SHOWCASE AND TOURNAMENT U15 – U19

REGISTRATION, CREDENTIALS, AND RULES OF PLAY

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IMPORTANT NOTICE: The following items are prohibited at all field complexes:

- Drones and aerial video and photography devices
- Grills, gas, or charcoal
- Alcohol and smoking
- Dogs and pets (Properly marked and leashed **service** dogs allowed)

Failure to abide by these rules will result in the individual or offending team being removed from the premises.

REGISTRATION: Teams must check in online electronically. **Failure to check in will result in automatic disqualification (without a refund of the fee) from the Event.**

CREDENTIALS/PASSES: For Electronic Registration, teams must provide the required credentials.

MLS NEXT

1. MLS NEXT: Screenshot/PDF of Match Day Roster in Kitman Labs (Athlete Selection page of sample recent match).
2. C2 Sports Waivers for each player.
3. Any required *Facilities* Waivers.

US Club Teams

1. US Club Roster and Player Passes.
2. C2 Sports Waivers for each player.
3. Any required *Facilities* Waivers.

US Youth Soccer Teams

1. Original State Approved Roster and 1 copy.
2. Validated US Youth Soccer Player Passes.
3. C2 Sports Waivers for each player.
4. Any required *Facilities* Waivers.
5. *Permission to Travel Form* as required by your Governing Body – Region 1 teams, except for Connecticut, do not require a *Permission to Travel*. Connecticut teams must provide *Permission to Travel*. All other teams that are not from Region 1 must provide *Permission to Travel*. All other regions must provide *Permission to Travel* from their State Association.

Foreign Teams

1. [Foreign Teams - Permission to Travel Application](#)
2. Players must present passports at registration.
3. Teams are required to have and present player picture identification cards.
4. Teams must have a completed form from its Provincial or National Association approving the team's participation in the event.

***Medical Release/Waiver forms are required to be with the teams electronically or hard copy, during event play.**

ROSTERS:

U15 – U19: Teams may register a maximum of twenty-two (22) players. (*Teams cannot dress more than 18 players for any single event game.*)

A team may use up to five (5) guest players but any team utilizing guest players is still limited to the player maximums based upon these age groups' current age. MLS NEXT and US Club Soccer teams may only take guest players registered under MLS NEXT and US Club Soccer, and USYS teams may only take guest players registered with properly stamped USYS player pass cards. A player can only play with one (1) team during the event/tournament weekend regardless of different age divisions or level of play. If a player is used on multiple teams, both teams will forfeit their matches.

RULES OF PLAY

FIFA Laws of the Game will apply as modified and as described herein.

Duration of Games & Overtimes, by Halves are as follows:

<u>Division</u>	<u>Length</u>	<u>Finals Overtime**</u>	<u>Minimum Number of Matches</u>	<u>Ball Size</u>
U15 & U16	35-Minute Halves	5 Minutes	3	5
U17 & U19	45-Minute Halves	5 Minutes	2	5

HALF TIME: Half Time will be exactly five minutes.

CHECK-IN CONDUCT: Failure of a team to report within five minutes of a scheduled kick off will be considered to have forfeited the game.

SUBSTITUTIONS: Free (unlimited) substitutions will be allowed in all age groups. Substitutions may be made, **with the consent of the referee**, at any stoppage in play (including overtime).

PLAYER'S EQUIPMENT:

All players must wear shin guards. No metal-rimmed glasses or jewelry of any kind will be allowed. Casts, splints or body braces made of a hard substance in its final form such as leather, rubber, plastic, plaster or fiberglass must be covered on all exterior surfaces with no less than ½ inch thick, high-density polyurethane, or an alternate material of the same thickness and similar physical properties to protect the injury.

A medical release for the injured player signed by a licensed physician must be available at the game site. Players may not play with casts without the approval of the Referee.

COACHING: All Coaches have total responsibility for the conduct of their players, substitutes, friends, and spectators at all times. Coaching from the sideline (giving direction to one's own team on points of strategy and position) is permitted, provided:

- No mechanical devices are used.
- The tone of the voice is instructive and not derogatory.
- Each coach or substitute remains within 10 yards of their side of the halfway line.
- No coach, substitute, or spectator makes derogatory remarks or gestures to the referees, other coaches, players, substitutes, or spectators.
- No coach, substitute, or spectator uses profanity or incites, in any manner, disruptive behavior.

CAUTIONS AND EJECTIONS: A player or coach receiving two cautions (yellow cards) in a single game is considered to have been given an Ejection (red card). A player who has been ejected (sent off), will not be replaced. A player or coach who has been ejected will not return for that game. If A player or coach receives a straight red will be immediately ejected from the match and not permitted to return for the next scheduled match. A player or coach who is ejected for **violent conduct** or **serious foul play** may be subject to further sanctioning. Any player or coach who assaults a referee will be expelled from the Event.

SUSPENDED AND TERMINATED GAMES: If in the opinion of game officials, a game must be suspended for any reason the game may be resumed but is subject to being ended not less than five (5) minutes prior to the scheduled start of the next game. If in the opinion of game officials, a game must be terminated for misconduct of players, bench coaches, or spectators, the offending team could be suspended from further play and forfeits that game and all remaining games. All previous points earned remain as played. Additionally, the home league and State Association will be contacted as appropriate.

INJURY: Delays of the game due to injury may result in appropriate time being added to the full game time, based on the judgment of the referee. However, all preliminary games will be terminated not less than five (5) minutes prior to the scheduled start of the next game.

DETERMINING WINNERS: Teams will be awarded points on the following basis:

- Six (6) points for each Win
- Three (3) points for each Tie
- Zero (0) points for each Loss
- One (1) point for each goal scored up to a maximum of three (3) per game.
- One (1) point for each shutout

**0-0 tie will be scored as 4 points for each team (3 for tie, 1 for shutout)*

***4-2 game will be scored as 9 points for the winning team (6 for win, 3 for goals) and 2 points to the losing team (2 for goals).*

Standings in each bracket determine the winner. In the event of a tie in points at the end of bracket play, the winner will be determined as follows:

1. The winner in head-to-head competition. (If there is a 3-team tie, proceed to the next tie breaker)
2. Fewest goals against.
3. Goal differential.
4. Most total wins.
5. Most shut outs.

No rules will be revisited.

HOME TEAM: The Home Team will be the team which appears first on the game schedule. The Home Team will supply the game ball, unless supplied by the Event. The game ball will be subject to Referee approval. The Home Team will be required to switch to alternate jerseys to accommodate a color conflict as declared by the referee. If the Home Team cannot supply alternate jerseys, the Visitor Team will change. The Home Team should be on the Left Bench when facing the field. Teams are on the SAME SIDE. Spectators are opposite the bench areas. ****Note: The Home Team will wear light-colored kits and the Away Team will wear dark-colored kits.***

FORFEITS AND BYES: Teams failing to report ready to play with a minimum of 7 players within five minutes of the scheduled kick off time. Teams failing to check in at the Mandatory Registration or for taking actions which cause a game to be terminated will forfeit the game(s). The winner will be awarded max points of 10 (six for the win, three for max goals, and one for a shut out).

PROTESTS: NO PROTESTS WILL BE ALLOWED.

DISPUTES: All disputes will be settled by the Event Director, or their designee, and the decision will be final.

REFUND POLICY: Once a team is accepted into the event, there will not be a refund issued. If a team must withdraw before the acceptance list is posted, a full refund will be issued.

CANCELLATION POLICY: In the event of inclement weather or any other unseen circumstances, every attempt will be made to reschedule games using any available means. If games are canceled due to weather or any other unseen circumstances, refunds will be determined based on the number of completed games played.

INCLEMENT WEATHER:

The Event Rules Committee reserves the right to make the following changes in the event of inclement weather:

- * Relocate and/or reschedule a match.
- * Change the division structure.
- * Reduce scheduled duration of a match
- * Cancel a match.