

PIPELINE INVITATIONAL TOURNAMENT RULES

REGISTRATION AND CREDENTIALS

HEADQUARTERS: 76ers Fieldhouse – 401 Garasches Lane, Wilmington, DE 19801 Tournament Director: Joe Levan – jlevan@aplsoccer.com

IMPORTANT NOTICE: The following items are prohibited at all field complexes for the Pipeline Invitational;

- 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 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 Tournament.** At the discretion of the Tournament, the team may be allowed to compete as a “Guest team.” (See Guest Team rule.) Games not played will be classified as “Forfeits and Byes.”

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

US Club Teams

1. US Club Roster and 1 copy.
2. Valid US Club Players Passes.
3. APL Tournament Waivers for each player.

US Youth Soccer Teams

1. Original State Approved Roster and 1 copy.
2. Validated US Youth Soccer Player Passes.
3. APL Tournament Waivers for each player.
4. Permission to Travel – Region 1 teams, with the exception of Connecticut, do not require a Permission to Travel. Connecticut teams must provide a Permission to Travel. All other teams that are not from Region 1 must provide a Permission to Travel.
5. Guest Players – Player Pass, Medical Release and Guest Player forms as required by your state association.

Foreign Teams

1. Players must present passports at registration.
2. Teams are required to have and present player picture identification cards.
3. Teams must have a completed form from it Provincial or National Association approving the team’s participation in the tournament.

***Medical Release / Waiver forms are required to be with the teams during the tournament play.**

ROSTERS: Teams may register a maximum of twelve (12) players for U09 and U10 (7v7). The maximum will be 16 players U11 and U12 (9v9). Roster size cannot exceed 22 players for U13-U16. Teams cannot dress more than 18 players for any single tournament game at U11-U16. A team may use up to five (5) guest players but any team utilizing loaned players is still limited to the player maximums based upon the age groups and level of play (7v7, 9v9 or 11v11). US Club Soccer teams may only take guest players registered under US Club Soccer, and USYSA teams may only take guest players registered with properly stamped USYSA player pass cards. A player can only play with one (1) team during the 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 by USYSA and EPYSA as described herein.

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

<u>Division</u>	<u>Length</u>	<u>Finals</u>	<u>Overtime **</u>	<u>Ball Size</u>
U9/U10	25 Minutes	25 Minutes	5 Minutes	4
U11/12	30 Minutes	30 Minutes	5 Minutes	4
U13/14	30 Minutes	30 Minutes	5 Minutes	5

** Semi-Final or Final games tied after regulation will play two equal overtime halves to their conclusion. If a tie still exists after overtime halves in Semi-Final or Final, FIFA kicks from the mark will determine the winner. Kicks from the mark will immediately follow game.

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) substitution will be allowed in all age groups through Under 19's. For age groups 16 years and older, free substitution is allowed providing the tournament is not an official competition (but a friendly club tournament) and the age category does not include matches between national teams of CONCACAF member countries. Substitutions may be made, **with the consent of the referee**, at any stoppage in play (including overtimes).

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 these 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) for the purposes of awarding points for the Tournament competition. 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 and will not be allowed to participate in the next scheduled game. 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 Tournament.

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.

TOURNAMENT COMPETITION

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

- Three (3) points for each Win
- One (1) points for each Tie
- Zero (0) points for each Loss

In the event of a tie in points at the end of bracket play, the winner for advancement to Semi-Final / Final will be determined as follows:

First Step

1. Greatest number of points obtained in all group matches
2. Goal difference in all group matches
3. Greatest number of goals scored in all group matches.

Second Step: If two or more teams are equal on the basis of the first step, their ranking will be determined by applying to the group matches between the teams concerned the criteria listed in the order of their listing.

1. Greatest number of points obtained in the group matches between the teams concerned.
2. Goal difference resulting from the group matches between the teams concerned.
3. Greater number of goals scored in all group matches between the teams concerned.
4. Greater number of points obtained in the fair play conduct of the teams based on yellow and red cards received in all group matches.
5. If a tie still exists after Step 2, 1 through 4, FIFA Kicks from the Penalty Mark will be taken fifteen (15) minutes prior to the scheduled start of the Semi-Final / Final game.

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 Tournament. 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.

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) 1-0. The winner will be awarded eight points (six for the win, one for a goal, and one for a shut out).

PROTESTS: NO PROTESTS WILL BE ALLOWED.

DISPUTES: All disputes will be settled by the Tournament Director or his designee and the decision will be final.

REFUND POLICY: Once a team is accepted into the tournament, 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: The tournament offers Event Cancellation Insurance to every accepting team. 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 Tournament Rules Committee reserves the right to make the following changes in the event of inclement weather:

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

TOURNAMENT PLAY

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 first place team of Group B in the Championship. All other teams will play a consolation match: 2nd Place A v 2nd Place B, 3rd Place A v 3rd Place B and 4th Place A v 4th Place B.

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 3rd Place team of Group A will play the 3rd Place team of Group B for their third and final game of the tournament. The winner of Group A will play the 2nd Place team of Group B in one Semi-Final. The winner of Group B will play the 2nd Place team of Group A in the other Semi-Final. The winners of the Semi-Finals will play each other in 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 declared the Champion. The team with the second most points will be the Runner-Up and awarded 2nd place awards.

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 winner of Group A will play the 2nd Place team of Group A in the Championship.

*Tournament committee has the right to change consolation match ups to avoid playing any previous opponent.

SIDELINE BEHAVIOR:

Both teams will sit on the same side of the field. Only coaches and trainers may stay on the player's sideline. Spectators are only allowed on the opposite side of the field from the coaches and players and are limited to being in the designated area from penalty box to penalty box. No spectators are allowed behind the goal areas. **Harassment of the officials from coaches, spectators or players will not be tolerated.**