

2019 Harvest Cup
Hosted by Keystone FC
November 9-10, 2019
Rules & Regulations



1. General

The Tournament Committee and Keystone Football Club will not be responsible for any expenses incurred by any team, club or individual. Every effort will be made to play the tournament in full, however, should severe inclement weather, force majeure or other circumstances beyond the control of the tournament organizers cause partial cancellation, there will be no refunds.

All teams are responsible for their own insurance. In the case of injury during travel or while participating in the tournament, neither Keystone FC, members of its Tournament Committee or Board of Directors or other agents of the Club may be held liable.

It is expected that both teams will participate in a handshake and exchange of patches at the completion of each game.

2. Laws of the Game

All games will be played in accordance with FIFA and USYSA laws, except as specifically modified by these rules.

No deliberate heading of the ball is allowed in U9-U11 games. Infractions will result in an indirect free kick at the spot of the violation.

No punting is allowed in U9 or U10 games. Infractions will result in an indirect free kick at the spot of the violation.

U9 and U10 games will include the use of "build-out lines" halfway between the top of each penalty area and the half-field line. Once a goalkeeper picks up the ball with his/her hands, and during goal kicks, the team not in possession must retreat behind the build-out line, at which point play may proceed once the ball is put into play. In addition, in U9 and U10 games, players may not be considered to be in an offside position until they are beyond the build-out line.

3. Eligibility

All participating teams must be currently registered with their US Youth Soccer State association (e.g., EPYSA) or US Club Soccer. A 2019-2020 roster stamped by the team's US Youth Soccer State association or US Club Soccer must be submitted by each team at check-in, along with player passes for each rostered player (see the "Team Check-In" section for more details).



USYSA member teams from Region 1 do not need to provide permission to travel. USYSA teams participating in the tournament from outside Region 1 must provide at the time of registration (not at check-in) their state association's properly executed "Permission to Travel Form." No such permission is required of US Club Soccer member teams.

No player may play for more than one team during the tournament.

4. Guest Players

Guest players must be registered players for the current (2019-2020) year. Teams must present a valid player pass for each guest player at tournament registration. All guest players must present player passes issued by the same organization as the team with which they are competing during the tournament. Players registered solely with US Club may not guest for a team competing as a US Youth Soccer team, and a player registered solely with a US Youth Soccer state association may not guest for a US Club Soccer team.

Regardless of player status (guest or rostered), no player may play for more than one team during the tournament.

7v7 Teams (U9-U10): A maximum of four(4) guest players may be used during the tournament. Regardless of the number of guest players utilized, no team may have more than twelve (12) players listed on their Tournament Roster.

9v9 Teams (U11-U12): A maximum of four(4) guest players may be used during the tournament. Regardless of the number of guest players utilized, no team may have more than sixteen (16) players listed on their Tournament Roster.

11v11 Teams (U13-U14): A maximum of four(4) guest players may be used during the tournament. Regardless of the number of guest players utilized, no team may have more than sixteen (18) players listed on their Tournament Roster.

Medical releases must be completed and signed for each guest player participating with a team.

5. Required Documents & Team Check-In

All teams are required to check in online on GotSoccer. The website will provide detailed instructions on how to upload the documents, but these items will be required for check-in:

- **A copy of the 2019-2020 team roster** stamped by the team's US Youth Soccer State association or US Club Soccer. Players on the roster who are not competing in the event should be cross off the



roster. Guest players who are not listed on the roster should be written at the bottom of the roster, including the same information for each guest player that is listed for the rostered players.

- **A photo player pass** for all participating players and coaches

(at tournament headquarters at the site headquarters where their first game will be played at least 60 minutes prior to the start of their first scheduled game.

Prior to the beginning of the tournament, we will require that:

- Outstanding registration balance is paid, if applicable.
- Teams collect and bring to the tournament medical releases for all participating players (both rostered and guest). The medical releases do not have to be presented at check-in.

6. Duration of Games

Teams should be at the designated field ready to play at least 15-minutes before game time. The referee will toss a coin with team captains to start the game and choose a goal. Game lengths will be as follows:

- U9 and U10 games will consist of two 25-minute halves and a five-minute halftime period.
- U11 and U12 games will consist of two 30-minute halves and a five-minute halftime period.
- U13 and U14 games will consist of two 40-minute halves and a five-minute halftime period.

Match time will be kept on the field by the referee, and will be kept on a running clock with no "injury time" or "stoppage time."

Playoff games that end in a tie will be followed immediately by a five-minute "golden goal" (sudden death) overtime period which starts with a drop ball at half-field. Playoff games tied at the end of the five-minute overtime period will go to penalty kicks. The five players selected for penalty kicks must have been on the field at the end of the extra period.

Game reports must be signed by both coaches.

7. Inclement Weather

In the case of severe inclement weather, the Tournament Committee shall have the authority to change the format as follows:

- Relocate or reschedule any game;
- Consider as complete a game that has been called by an official once at least 50% of the game has been played;



- Cancel any preliminary games that have no bearing on the selection of division winners or runners-up; and/or
- Reduce the duration of any game as needed.

8. Substitutions

At all ages (U9-U14), substitutions may be made without limit from midfield with the permission of the referee at any stoppage of play. The referee may disallow a substitution if the request is judged to be for the sole purpose of delaying the game.

There will be no substitutions for a player who has received a red card.

9. Uniforms & Equipment

The Home Team will supply the game ball, which will be subject to referee approval. All teams U9-U12 will use a size 4 ball. All teams U13-U14 will use a size 5 ball. The Home Team will be required to switch to alternate jerseys to accommodate a color conflict at the discretion of the referee. If the Home Team cannot supply alternate jerseys, the Visiting Team will change. All uniforms must be numbered.

Players are required to wear shin guards in accordance with the Laws of the Game.

No jewelry of any kind is permitted, including earrings of any type (even if covered), necklaces or bracelets. The only exception will be players wearing medical bracelets.

10. Conduct

Players, coaches and spectators are expected to conduct themselves within the spirit and laws of the game. Players, coaches or spectators ejected from a game by the referee will be required to leave the field area. Severe misconduct and/or failure to comply with a referee could result in a team's disqualification from the remainder of the tournament.

No artificial noisemakers will be permitted at any tournament site. Examples of prohibited devices include, but are not limited to, air horns, bells, vuvuzelas and "thunder sticks."

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.



Players, coaches, and spectators of opposing teams shall occupy opposite sides of the field (that is, Team A and its spectators on one sideline, Team B and its spectators on the other sideline). No one will be permitted behind either end line.

Alcoholic beverages are not permitted at any game sites.

11. Failure to Show and Forfeits

There will be no grace time allowed for teams not at the field of play at the scheduled kick-off time. A minimum of five players is required for play to begin for 7v7 games, six players for 9v9 games, and eight for 11v11 games. A team without the minimum number of players available at the scheduled kick-off time will forfeit the game, and their opponent will be awarded a 1-0 win. In the event neither team has the minimum number of players available at the scheduled kick-off time, the game will be recorded as a double forfeit with neither team receiving points.

12. Makeup Dates & Refund Policy

In the event that the tournament cannot be played on the make-up date due to inclement weather, force majeure, or other circumstances beyond the control of the tournament organizers, a partial refund will be made to teams once all tournament expenses have been paid. Once the tournament commences, there will be no refund if the tournament is canceled before completion.

There will be no protests allowed. 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.