

2020 Boyertown Blast Tournament Rules and Regulations



1. General

The Tournament Committee in addition to the Boyertown Soccer Club (BSC) will not be responsible for any expenses incurred by any team, club, or individual if the tournament is cancelled for in whole or in part. Every effort will be made to host the tournament in full, however; should unforeseen circumstances cause complete or partial cancellation, refunds will issue per guidelines listed in the Cancellation section of the rules and regulations.

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. All teams are responsible for their own insurance. In the case of injury during travel or while participating in the tournament, BSC and the tournament committee will not be liable. Each team must submit a State-stamped roster at registration. Medals will be presented to the winners & finalists of each division.

Be at your field ready to play 20 minutes before each scheduled game time.

Referee will toss the coin with the team captains at the beginning of each game, and choose goals.

Game reports must be signed by both coaches and referee at the completion of each game. It is expected that each team will participate in the customary handshake and may exchange of patches at the completion of each game.

A player must play for only one registered team during the tournament.

2. Laws of the Game

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

3. Eligibility

All participating teams must be currently registered with their State Association.

All Non-US Club Soccer Teams from outside Pennsylvania must have Permission to Travel forms authorized by their State Associations.

Rosters and player passes for all players will be required at registration.

Teams from outside Pennsylvania must have Permission to Travel forms authorized by their State Associations.

All participating players may only play on a single team. Players playing for multiple teams is not allowed.

4. Ball Size / Duration of Game

Size 4 ball for ages U8-U12, Size 5 ball for U13 and up.
All games consist of two 25-minute halves.

5. Substitutions

Substitutions may be made without limit with the permission of the referee as follows: After a goal has been scored, at any Goal Kick, at any Throw-In, after an injury for a yellow-carded player. Please note that a team may substitute on the opposing team's throw-in only if the opposing team makes a substitution.

* There will be no substitutions for a player who has received a red card. A red-carded player will not be permitted to play in the remainder of the tournament. *

6. Protests

There will be NO protests allowed.

7. Games and Equipment

All uniforms must be numbered. In the event of conflicting color jerseys, the home team will be required to change (home team is listed first on the schedule). Players are required to wear shin guards in accordance with the Laws of the Game.

Players wearing a hard cast must have it covered. It will be up to the individual referee's discretion to make sure the cast is covered properly and will not pose a physical danger to any player. If a referee does not feel the cast is covered sufficiently, then the player will not be permitted to play. NO metal cleats may be worn during soccer games. Players may not wear jewelry on the playing field, including metal hair clips.

8. Conduct

Players, coaches, and spectators are expected to conduct themselves within the spirit and laws of the game. Players, coaches, and 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 disqualification from the remainder of the tournament.

Players, coaches, and spectators of opposing teams shall occupy opposite sides of the field. NO one will be permitted behind either end line.

Alcoholic beverages are not permitted at any game sites.

9. Failure to Show and Forfeits

There will be no grace time allowed for teams not at the field of play at the scheduled time of kick-off. The opponent of the forfeiting team shall be awarded a 1-0 win (8 pts.) for the match. To start a game, the team can play short handed 1 player. For example: 7v7 requires 6 players, 8v8 requires 7 players, etc.

In no event shall a team who forfeits a game be eligible for first place awards. The team with the next best record or point total shall be declared the award winner.

10. Tournament Scoring System / Determination of Division

Winners

WIN - Six (6) points plus one point per goal up to a maximum of three, plus one point for a shutout (maximum of 10 points for a WIN).

TIE - Three (3) points plus one point per goal up to a maximum of three (maximum of 6 points for a TIE). In the case of a 0-0 tie, both teams are awarded three (3) points.

LOSS - One point per goal up to a maximum of three (maximum 3 points for a loss).

FORFEIT - Score recorded as 1-0 (0 points awarded to the forfeiting team, 8 points awarded to the opponent of the forfeiting team).

Divisions

Each age group will consist of one or many 4 team or 6 team divisions, each with their own Champion and Finalist awards.

4 team divisions

Each team will play each team once within their division. At the end of group play, the division champion will be determined by the team with the most points. The division finalist will be determined by the team with the 2nd most points.

6 team divisions

The 3 team bracket is randomly seeded.

- The teams play round robin within the bracket (2 games) to determine placement within a bracket (win/loss record, followed by points, followed by tie-breaker)
- Teams play the equivalently ranked team from the other bracket
- Champion of the division is the winner of the first ranked matchup. Finalist is the loser of the first place matchup and the winner of the second place matchup.

The results of a 6 team division would be one Champion team and two Finalist teams. In the case where a penalty kick shootout is required to break a tie, both teams would be notified and a penalty kick shootout will be scheduled for as soon as possible prior to their next game.

Tie-breaker rules

In the event of a tie within divisions, the following criteria will be used to determine the division champion and finalist in the following order:

1. **Head to Head Competition** – Head to Head shall only be utilized in the event of a two-way tie, and will NO longer be utilized in the event of a tie among three or more teams.
2. **Accumulated Goals Against** – The team with the fewest goals allowed shall prevail.
3. **Accumulated Goal Differential** – Up to plus +3 or minus -3 units awarded per game.
4. **Accumulated Goals Scored** – Limit of 3 per game.
5. **Penalty Kick Shootout** – Golden goal penalty kicks taken alternately by each team will determine the winner.
 - Each team will designate eight players to take shots including one goalkeeper.
 - Coin toss winner opts to kick first or last.
 - All players on the field must take a penalty kick before any player is allowed to kick a second time.
 - Shootouts may be assigned to a designated area or field.
 - It is the responsibility of each team to be aware of their place in the standings and check in with the scorer's table should a penalty kick shootout be required. Any team not at the designated penalty kick shootout location within 15 minutes of the first team's arrival will forfeit the penalty kick shootout.

11. Team Sizes and Guest Players

The maximum number of players per team (including guest players) is as follows:

- U8-U10 - twelve (12) players, 7v7, maximum of three (3) guest players
- U11-U12 - sixteen (16) players, 9v9, maximum of four (4) guest players
- U13-U15 - eighteen (18) players, 11v11, maximum of five (5) guest players

No player may play for multiple teams during the course of the entire tournament.

Guest players must be 2020 registered players and whose club team is not also participating in the Tournament. Teams must present a valid player pass or birth certificate for each guest player at Tournament Registration.

12. Tournament Payment Policy

Tournament registration is credit card only.

13. Cancellation

If the tournament is canceled in its entirety because of weather, force majeure, or any other event beyond the control of the tournament, the tournament committee will review the event to determine any partial credit and/or refunds.

If a game is temporarily suspended because of weather problems, field conditions, or any event beyond the tournament's control, before completion, each team involved must check with tournament headquarters for instructions. For long delays that exceed game times, the tournament committee team reserves the right to cancel or forgo any games that are affected by delays.

If a game is permanently suspended and the game was started, the game shall be considered official. The score at the time of suspension is considered final.

All decisions by the tournament committee are final.

14. Refund when Withdrawing a Team:

If a team withdraws after registration/acceptance for Boyertown Blast:

- Up to 1 month before the tournament = The team will receive 50% amount refunded
- Up to 3 weeks before the tournament = The team will receive 25% amount refunded
- Within 3 weeks before the tournament = The team will receive zero (0) amount refunded

If a bracket is not filled, the teams in that bracket will receive a full refund. Boyertown Soccer Club reserves the right to attempt to fill brackets using alternate means, up to and including combining age groups where appropriate.