

2018 TOURNAMENT RULES

TOURNAMENT INFORMATION

West Chester United Soccer Club is sponsoring the 11th Annual West Chester Rec Plus Tournament. The 2018 West Chester Rec Plus Festival is sponsored this year by Dick's Sporting Goods.

The tournament is open to all clubs (U10-U19 Boys and Girls AGE GROUPS). It is designed to give "Non Travel players" a "Travel" like experience. The tournament is played on WCUSC fields, which are ranked among the best fields in the area. We do our best to offer each team three games, with a playoff to determine the Finalist and Champions. This is a "Patch" tournament (optional), the players exchange their club's Pins or Patches after each game. There will be Trophies for the Champions and Finalists of each Age Group.

1. DATES

Boys – Saturday, June 9th, 2018

Girls – Sunday, June 10th, 2018

2. LOCATION

WCUSC Thornbury Soccer Park
1200 Westtown Rd, West Chester, PA 19382
Field Map Layout (http://www.wcusc.org/imgs/Fields/TSP_Map.pdf)

Lower Oakbourne
500 E. Pleasant Grove Rd, West Chester, PA 19382

Rustin High School Turf Field
1100 Shiloh Rd, West Chester, PA 19382
Rustin Stadium is located at the southern end of the campus

3. AGE GROUPS, ELIGIBILITY, AND GAME FORMAT

Age Group	Maximum Roster Size	Date-of-Birth Range	Format	Game Length	Ball Size
U-10	14		7v7	40 Minutes	4
U-12	16		9v9	50 Minutes	4
U-14	18		11v11	50 Minutes	5
U-19	18		11v11	50 Minutes	5

We will allow a maximum of 3 players to play down an age group as long as they are in the same grade as the oldest birth year (ie. 2002 player in 6th grade can play with the U14 team)

** Age groups may be combined or eliminated depending upon registrations.

- A. The first six teams in each age group to register will be accepted.
- B. The festival is for recreational players only (no travel carded players are allowed).
- C. Player eligibility is based on age, not school grade. Players may play-up 1 age group.
- D. It is the responsibility of each registering team to certify the eligibility of its players.
- E. Players may only play for one team in the festival.

4. REGISTRATION

- A. [REGISTER HERE!](#)
- B. **Registration Deadline: May 1, 2018**
- C. Team Registration Fees: \$350.00
- D. Rosters: Teams must upload prior to or present a completed team roster at the main venue tent one hour prior to the first game.

5. INSURANCE REQUIREMENT

Insurance is the obligation of the teams entered in the festival.

6. TOURNAMENT RULES

- All soccer equipment must adhere to FIFA rules. A player must not use equipment or wear anything that is dangerous to himself/herself or another player (including any kind of jewelry).
- Shin guards are mandatory.
- Knee braces and cast, if worn, must be covered completely. Game referee has final authority regarding safety.
- All teams should have two sets of jerseys in contrasting colors (pinnies are acceptable).
- In the event that team colors are similar, the home team will change colors. The home team is the team listed first on the schedule.
- Each team's players and coaches shall take one side of the field, **and all spectators shall take the opposite sideline across from their team's bench**. On the team's sideline, the home team has the choice of side with respect to the centerline, and coaches and players must stay within their side.
- On the spectators' sideline, spectators are to be positioned on the same half as the team they are supporting. No one will be allowed behind either end line.
- **Substitutions:** Substitutions are unlimited. Substitutions permitted at usual stoppages of play: goal kicks, halftime, after goals are scored, at throw-ins by team in possession. Players must be waiting at the midfield line to be substituted. Also the team not in possession of the ball on a throw-in may make substitutions as long as the team in possession is making a substitution. If an injured player is removed a substitution can be by both sides.
- **Game Duration:** Each game will be played in two halves with five minute half-time break. U10 games will have twenty minute halves. U12, U14 and U18 games will

have twenty-five minute halves. All games are played with a running clock, so ***there are no stoppages or time added at the end of a game.***

- **Goal Safety:** As the coach it is your first responsibility to make sure your players are safe. Before using a field, coaches should check that goals are properly secured and safe to use. Make the commitment to check the goals every time. If you move goals for practice and/or games, make sure you secure them before & after using them.

U09 & U10 (7v7) Specific Modified Rules:

Heading:

- Deliberate heading is **NOT** allowed in 7v7 games.
- If a player deliberately heads the ball in a game, an indirect free kick should be awarded to the opposing team from the spot of the offense.
- If the deliberate header occurs within the goal area, the indirect free kick should be taken on the goal area line parallel to the goal line at the nearest point to where the infringement occurred.

Build Out Line:

- The build out line promotes playing the ball out of the back in a less pressured setting.
- When the goalkeeper has the ball, either during play (from the opponent) or from a goal kick, the opposing team must move behind the build out line until the ball is put into play.
- Once the opposing team is behind the build out line, the goalkeeper can pass, throw or roll the ball into play (punting is not allowed).
- After the ball is put into play by the goalkeeper, the opposing team can cross the build out line and play resumes as normal.
- If a goalkeeper punts the ball, an indirect free kick should be awarded to the opposing team from the spot of the offense.
- If the punt occurs within the goal area, the indirect free kick should be taken on the goal area line parallel to the goal line at the nearest point to where the infringement occurred.

Offside Rule:

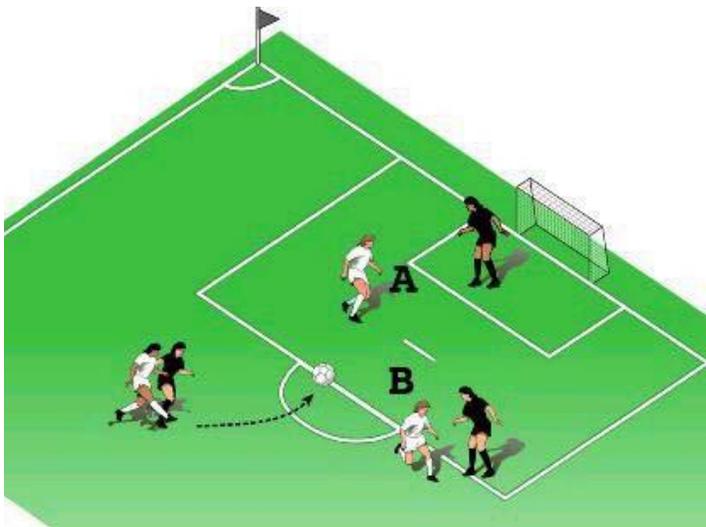
- The build out line will also be used to denote where offside offenses can be called.
- Players cannot be penalized for an offside offense between the halfway line and the build out line. Players can be penalized for an offside offense between the build out line and goal line.

Combined U11/U12 (9v9) Specific Modified Rules:

Heading:

- **Deliberate heading is NOT allowed in U11 games per US Soccer; therefore heading is NOT allowed in the tournament's U12 games** because U11 players make up part of the division.
- ***If a player deliberately heads the ball in a game, an indirect free kick shall be awarded to the opposing team from the spot of the offense.***
- **If the deliberate header occurs within the goal area, the indirect free kick should be taken on the goal area line parallel to the goal line at the nearest point to where the infringement occurred.**
- **Head Injury:** In accordance with Pennsylvania senate bill 200, known as the “safety in youth sports act” any participant exhibiting any signs or symptoms of a potential head injury shall be removed from play immediately. Such participant will not be eligible to return to play (games or practice) until he is cleared by a medical professional trained in the evaluation and management of concussions. Severe civil, criminal, and EPYSA sanctions are in place for coaches that fail to follow this procedure. For more information, [Click here](#).
- **Offside Rule:** Offside is defined as an offensive player (Player A) without the ball, has fewer than two defenders (including GK) between themselves and the goal line when the ball is played forward by a teammate.

Player B in the diagram below is on side because a defender and goalkeeper are between them and the goal line. Offside is called at the moment the ball is passed, not when the player receives the ball.



A player can not be in an offside position if:

- They are in their own half of the field
- They are level with the last two opponents
- They are behind the ball
- On a corner kick or throw in

7. CONDUCT

WCUSC Expectations of Coaches, Parents & Players:

The coach is expected to behave in a manner conducive to the promotion of good sportsmanship at all times including practice, during games and at any other team or program event. Coaches are an extension of WCUSC, and recognize the importance of their role in casting a positive reflection on our club. More often than not, both players and parents tend to adopt the coach's attitude and behavior. The coach, who argues and complains incessantly, berates officials throughout games, looks down on or criticizes opponents and otherwise demonstrates a haughty attitude is likely to have players who are conditioned to show a lack of respect for the game and exhibit poor sportsmanship. WCUSC has little tolerance for such a coach, and seeks instead one who provides an environment that enriches WCUSC players and fosters a sense of good will in all areas of the game. We also look for our parents to demonstrate the same sideline conduct as our coaches, and a similar positive attitude towards all players and coaches. We also expect all of our players to always demonstrate sportsmanship to their teammates, opponents, coaches, and referees. This will foster a positive environment for all players to demonstrate ongoing sportsmanship to their teammates, opponents, coaches, and referees and to develop a love of the game.

- A. Coaches, players and spectators are required to conduct themselves within the Laws of the Game.
- B. All disciplinary measures imposed by the Rec Plus Festival Committee shall be limited to participation in the festival.
- C. A player or coach accumulating 2 yellow cards will be suspended for one game.

8. INCLEMENT WEATHER AND REFUND POLICY

- A. WCUSC will use all available means to post weather updates, including website updates and emails to team contacts.
- B. Refund Policy: Full refunds will be given to all teams not accepted into the tournament. **Refunds will not be issued in the case of a team withdrawing from the tournament after being accepted. There will be no refunds for partial cancellation of the tournament for any reason. In the event of a full tournament cancellation (no games played), WCUSC intends to make partial refunds of team application fees. The amount to be refunded, if any, will be determined at that time. In the event of a full tournament cancellation the WCUSC would love to be able to provide significant refunds to all teams. Unfortunately, non-refundable expenses incurred by WCUSC prevent the club from providing significant refunds to the teams participating in the tournament.**

9. SCORE REPORTING, STANDINGS, AND PLAYOFF SEEDING

Division Winners and Wild Card Teams:

A. Game points will be awarded as follows: Teams will be awarded three (3) points for a win, one (1) point for a tie and zero (0) points for a loss.

B. At the end of the preliminary rounds, the divisional winner shall be the team with the most game points in their division. In the event of a tie within a division, the following criteria shall be used to determine the winner:

1. Head to head competition. (In the event of a tie among three (3) or more teams, this does not apply).

2. Goals Against - this is an incentive for teams to focus on their defensive game and be rewarded for a shut-out rather than driving up the score against their opponent.

3. Goals Differential

4. Goals For

5. Penalty kicks twenty minutes prior to the scheduled playoff round games.

C. In the event of a tie among three (3) or more teams, the elimination procedure begins with rule B step 2. If two (2) teams remain tied through rule B step 3 that tie will be broken, based on head to head play, rule B step 1 and if still tied at that point by penalty kicks.

D. In a three bracket division, a wild card team will be selected for the playoff round, based on the criteria and procedure outlined in playoff rounds, sections A and B as applied across the entire division.

E. The venue coordinator, acting within the parameters of these rules, will determine the teams to advance into the final rounds.

Playoff Rounds:

A. Tournament winners will be decided by championship game. The first and second place teams at the end of the preliminary round will advance to the championship game.

B. Should game remain a draw after regulation time, FIFA penalty kicks will be taken to determine the winner. The best of five penalty kicks taken alternately by each team will determine the winner.

Only those players on the field at the end of overtime may compete. If the penalty kick score is tied at the end of five kicks, teams will continue to take penalty kicks, alternately, until there is a winner. All players on the field must take a penalty kick before any player is allowed to kick a second time.

Failure to Show and Forfeits:

A. A minimum of seven (7) players constitutes a team by FIFA rules. A team representative is required to check in 20 minutes before scheduled kickoff time. In order to check in at least seven (7) players from the team must be present at the field. Teams without a minimum of seven (7) players present at kickoff time will forfeit the game. The start of the game will not be delayed.

B. In no case shall a team that forfeits a game be declared a division winner or wild card team. If an apparent division winner forfeits a game, the team from that division with the next best record shall be named the division winner.

C. If a referee is forced to terminate a game due to gross misconduct by players, coaches, or spectators, the team that causes the game to be terminated will forfeit the game.

D. In the case of a forfeit in the preliminary rounds the opposing team will be awarded three (3) points for the win. For tie-breaking purposes, teams winning by forfeits will be awarded 3 bonus points for a shutout.

E. Forfeits of games shall be recorded as 1-0 games.

F. Failure to produce authorized Roster at the time of registration or by game time is grounds for forfeit.

10. AWARDS

The champions and finalists (second place team in case of a round-robin division) will receive awards.

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