

1. General

The Tournament Committee and Hockessin Soccer Club (HSC) will not be responsible for any expenses incurred by any team, club or individual if the tournament is canceled in whole or in part. Every effort will be made to play the tournament in full, however, should weather conditions or the state of the fields make it impossible to carry out the tournament to its full extent, it is up to the tournament committee to make the necessary decisions concerning the rearrangement or cancellation of games for any reason. Should severe inclement weather cause cancellation prior to the start of the tournament, each team will receive a 50% refund. Fees are non-refundable after the tournament has begun.

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. During the tournament itself, the Tournament Director in consultation with the designated club official is considered to be the Tournament Committee.

Girls will play Saturday March 27, 2010
Boys will play Sunday March 28, 2010

All teams are responsible for their own insurance. In case of injury during travel or while participating in the tournament, HSC and the Tournament Committee will not be liable. Participation awards will be given to all U9-U10 teams at the end of their final game. Awards will be given to winners and runners up in the U11 through U15 brackets at the Smith Fields Headquarters tent after the last game for the bracket.

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

Referee will toss coin with team captains to start the game and choose goals.

Game reports must be signed by both coaches.

It is expected that each team will participate in the customary handshake and exchange of patches at the completion of each game.

Dogs are not permitted on premises, with the exception of service dogs.

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, or US Club Soccer. All teams outside Region 1 must have Permission to Travel forms authorized by their State Association. A State-stamped roster must be submitted by each team prior to on-site registration. Rosters, player passes and medical release forms for all players will be required at on-site registration. Up to 3 guest players are allowed per team.

4. Ball Size/Duration of Game

Size 4 ball for ages U9, U10: games consist of two 25 minute halves.

Size 4 ball for age U11, U12, games consist of two 30 minute halves.

Size 5 ball for age U13 and up, games consist of two 30 minute halves.

5. Inclement Weather

In 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 50% of the game has been played;
- Cancel any preliminary games that have no bearing on the selection of division winners or runner-ups;
- Reduce the duration of any game as needed.

6. 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
- On YOUR throw-in
- On the other teams throw-in IF THEY Substitute
- After an injury, one player for the injured player and if desired one player for the opposing team.
- For a yellow carded player.

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

7. Protests

There will be no protests allowed.

All decisions of the Referee on the field are final.

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

9. Conduct

Players, coaches and spectators are expected to conduct themselves within the spirit and laws of the game. The coach is responsible for their behavior, for the behavior of their players and for the behavior of their spectators. Coaches or spectators ejected from a game by the referee will be required to leave the field area immediately. A coach who is ejected, will not be permitted to coach their team's next game. Referees will collect the card of ejected coaches; the card may be returned from the headquarters tent after the suspension has been served.

Players and coaches shall occupy one side of the field and spectators the other. No one will be permitted behind either side of the end line. Alcoholic beverages are not permitted at any game sites.

10. Player Cautions and Ejections

Yellow cards - do not carry forward.

If a player receives a Red Card the player may not play in the next game, unless the Red card is for fighting then they are ineligible to play for the remainder of the tournament. Referees will collect the player card of red-carded players; they may be returned from the headquarters tent after the suspension has been served.

11. 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. Failure to be present at start time will be considered a forfeit and the opponent shall be awarded a 2-1 win for the match. A minimum of seven players (for 11 player sides, 5 for 8 player sides) is required for play to begin.

12. Determination of Division Winners

Each team will be awarded 6 points for a win, 3 points for a tie and 0 points for a loss. Each team will earn 1 point for each goal, to a maximum of 3. The winning team will lose one of these three goal points for each point of goal differential over 7. One point will be awarded to the winning team who shuts out its opponent. In case of a 0-0 tie, each team is awarded one shutout point. The maximum points earned by a winning team is therefore 10.

At the end of play, the division champion will be the team with the most win/tie points. The finalist will be the team with the second best win/tie points.

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

- Head to head
- Least goals conceded
- Most goals scored
- Flip of a coin