

# HARRIBURG CITY ISLANDERS 2017 CAPITAL CUP

## Tournament Rules:

1. CREDENTIALS - At the Mandatory Registration, teams must provide the required credentials:
  - A. US Club Teams: 1. US Club Roster and 2 copies. 2. Valid US Club Players Passes. 3. Current US Club signed Medical Release forms for every player. 4. Valid player passes and loan papers for guest players.
  - B. US Youth Soccer Teams: 1. Original State Approved Roster and 2 copies. 2. Validated US Youth Soccer Player Passes. 3. Current, signed Medical Release for every player - forms do not have to be notarized. 4. Permission to Travel – out of state teams only. 5. Guest Players - Player Pass, Medical Release and Guest Player forms as required by your state association.
2. 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.
3. PLAYER AGE & ELIGIBILITY
  - A. U9s: 2008
  - B. U10s: 2007
  - C. U11s: 2006
  - D. U12s: 2005
  - E. U13s: 2004
  - F. U14s: 2003
  - G. U15s: 2002
  - H. U16s: 2001
  - I. U17s: 2000
  - J. U18s: 1999
  - K. U19s: 1998
4. ROSTERS U9, U10, (7v7), and U11, U12 (9v9) Teams: -May register a maximum of 14 players. A team may use up to 3 guest players but any team utilizing guest players is still limited to a total of 14 players.
5. U13 and up(11v11): -May register a maximum of 22 players. A team may use up to 5 guest players but any team utilizing guest players is still limited to a total of 22 players. Only 18 players may dress per game and no more than the particular dressed 18 players may be on the bench or in the technical area during any one game.
6. 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. No roster may be comprised of players with different passes from different organizations, or no “mixed rosters”.
7. Players are only allowed to play for 1 team at a tournament.

8. The home team is determined by the tournament scheduler. The first team listed in the tournament program (and website) is the home team. The home team will be responsible for using an alternate color uniform if necessary, and shall supply a suitable game ball if the tournament does not provide one. (as determined by the Referee). If the home team cannot supply an alternate jersey, then the visiting team will.
9. Spectators are not permitted behind the goals. All spectators shall use appropriate behavior and language and are subject to ejection from the premises for verbal abuse subject to the discretion of the match referee, the tournament referee assignor, or the tournament director.
10. **LAWS OF THE GAME** All matches must be played in accordance with FIFA Laws of the Game, except as specifically modified as follows in the tournament rules:
  - A. **Substitution Time:** Substitutions may be made, with the consent of the referee; before a throw-in in your favor; before the throw in of the opposing team, if and only if, the opposing team is substituting also; before a goal-kick; after a goal by either team; at half time. After an injury, by either team, when the referee stops play. Unlimited # of players. After a caution, one for one by both teams, if the cautioned player is substituted. Cautioned player does not have to be substituted.
  - B. Games will consist of two halves of equal length. The Directors reserve the right to adjust game length for conditions beyond their control. U9 and U10 Game Lengths: (2) 25 minute halves. U11 to U14 Game Lengths: (2) 30 minute halves. U15 to U18 Game Lengths: (2) 35 minute halves.
  - C. The game clock will not be stopped because of injury to any player, except if deemed necessary by the referee. Due to the time allowed for the completion of all games, the clock should run continuously. In the event of serious medical emergency the Tournament Directors will determine if the game should be paused, postponed, or ended as the score stands.
  - D. Semi- Final and Final matches that end in a tie will go directly to a FIFA Penalty kick shootout(best of 5 shooters). Games that end in tie will remain as a tie except for semi final matches and championship games. There will be no overtime periods; these games will go straight to a penalty kick shoot out.
11. **REFEREES** Referees will be USSF certified.
12. **PLAYER EQUIPMENT** It will be the referees' discretion to determine the safety and suitability of player equipment. All players are required to wear shin guards.
13. **FORFEITS** The score of a forfeited game shall be recorded as 3-0 in favor of the team not forfeiting, if; 1) the game has not commenced, or 2) the game has commenced and the non-forfeiting team has less than a 3-goal lead at the time of cessation.
14. If the non-forfeiting team has a 3 goal, or more than a 3-goal lead, at the time of cessation the score shall stand as it is. Forfeiture will be declared for a failure to begin play within ten (10) minutes of game time. Failure to complete a match or a team leaving the field during play may result in forfeiture. In no case will a team, which has forfeited a game, be declared a group winner or wild card.

15. DETERMINING WINNERS: Teams will be awarded points on the following basis:
  - A. Three (3) points for each Win - One (1) point for each Tie. - Zero (0) points for each Loss.
16. In the event of a tie in points at the end of bracket play; the winner for advancement to a Semi-Final or Final will be determined as follows:
  - A. The winner in head to head competition. In the event of a 3-way tie, even after the elimination of 1 team through tie-breakers "B", "C", "D", and "E", the head to head tie breaker is NOT used. There is no reverting back to tiebreaker "A" in a 3-way tie.
  - B. Goal differential, maximum of 5 per game (Team wins 6-0, only counts as 5, not 6 in goal diff.)
  - C. Goals For (max 5 per game).
  - D. Goals Against.
  - E. Most Wins.
  - F. Most Shutouts
17. If a tie still exists after steps (A) through (F), FIFA Kicks from the Penalty Mark will be taken fifteen (15) minutes prior to the scheduled start of the Semi-Final game. Tournament Director may alter the time based on field availability and tournament needs.
18. MATCH & SCORE REPORTING- Match scores will be recorded by the match official following the game. A tournament representative or field marshall will collect the score from the match official, and have both coaches sign the score sheet. The score will then be radioed in to the tournament HQ for posting. It is the responsibility of the head coaches of each team in a match to sign the scorecard directly following the game to verify the proper result.
19. The comprehensive list of score updates for all ages, flights, and brackets, for the entire tournament will be posted at tournament main site: Central Dauphin East HS as well as on line.
20. PROTESTS & DISPUTES -No Protests will be allowed
21. A.)FINAL RULINGS The final interpreter of the foregoing rules and regulations, and also any matters not provided for in these rules will be the Tournament Directors, whose decisions shall be final.
22. CONDUCT & DISCIPLINE- Disciplinary action taken against a coach will be levied in the next game in which he/she coaches the team playing at the time of the original infraction, or to the next game coached if the violation occurred during the last game for that team. If additional behavior problems occur, the Directors reserve the right to levy additional discipline up to and including expulsion from the Tournament. Players that are red carded or receive two yellows in a single game must sit out the next 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. Not permitted at our tournament includes: pets, alcoholic beverages, and verbal or racial abuse.
23. WEATHER- In the event of inclement weather, the Tournament Committee will have the authority to change games as follows: Relocate or reschedule any game(s). Change the duration of the game(s). Cancel any game(s), which have no bearing on the selection of the division winners.

24. REFUND POLICY- In the event the tournament has to be canceled, in part or in full, partial refunds will be granted after the tournament director and the tournament staff reviews the entire tournament. For full tournament cancellations the tournament will keep at least \$100 of the entry fee to help cover administrative costs. For partial tournament cancellations we will pro-rate games after expense have been met.
  
25. Once accepted into the tournament, any team requesting to withdraw from the event will not be given a refund of their entry fees. Our tournament committee will review each situation individually and decide if a full or partial refund should be awarded based on individual circumstances, but there is no mandate to reimburse teams that drop out after acceptance. Absolutely no refund will be given to teams that withdraw from the event within 1 week of the event start.
  
26. LIABILITY- Harrisburg City Islanders FC, Harrisburg City Islanders Youth Academy, and Harrisburg Capitals Soccer, Inc., are not responsible for injury, loss of property, or damage to any personal property that occurs during the Capital Cup. This includes, but is not limited to, all; participants, spectators, parents of participants, relatives of participants, coaches, officials, or anyone associated in any way with the Capital Cup. Additionally, anyone entering the parking facilities with a vehicle at any tournament field venue understands that there is an inherent risk associated with parking their vehicle near a sporting event, and that Harrisburg City Islanders FC, Harrisburg City Islanders Youth Academy, and Harrisburg Capitals Soccer, Inc., or anyone associated with the organization, is not liable for damages that the vehicle may sustain.