

Riverhounds Classic: August 21-22, 2021

## **CREDENTIALS**

There is a mandatory on-line registration where teams must provide the required credentials. These items are due by Tuesday, August 17<sup>th</sup>.

## **US Club Teams:**

- 1. Current and valid US Club Roster.
- 2. Current and valid US Club Players Passes (not required IF Roster has picture IDs)
- 3. US Club Soccer Player Loan Form (For Guest/Loan Players only)
- 3. Signed Riverhounds Classic Team Info Sheet.
- 4. Each Player, Coach, and Team Manager must complete an online waiver form.

## **US Youth Soccer Teams:**

- 1. Current and valid Original State Approved Roster.
- 2. Current and valid US Youth Soccer Player Passes (not required IF Roster has picture IDs)
- 3. Signed Riverhounds Classic Team Info Sheet.
- 4. Each Player, Coach, and Team Manager must complete an online waiver form

## **AGE GROUPINGS:**

## **Boys & Girls:**

U-15: players born in 2007 or after.

U-14: players born in 2008 or after.

U-13: players born in 2009 or after.

U-12: players born in 2010 or after.

U-11: players born in 2011 or after.

U-10: players born in 2012 or after.

U-09: players born in 2013 or after.

#### **ROSTERS**

## U9 and U10 Teams: 7 v 7

- 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.

# U11 and U12 Teams: 9 v 9

- May register a maximum of 18 players. A team may use up to 4 guest players but any team utilizing guest players is still limited to a total of 18 players.

## U13, U14, and U15 Teams: 11 v 11

- 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.

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".

No player may play for more than one team in the tournament for the duration of the event, even if it is in different age groups. Players may only play for one team.

## **TEAMS**

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.

Spectators are not permitted behind the goals or on the sidelines of the team benches. 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 directors.

## 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. Games will consist of two halves of equal length. The Directors reserve the right to adjust gam
length for conditions beyond their control.
☐ U9 and U10 Game Lengths: (2) 25-minute halves

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	U11 to U15 Game Lengths: (2) 30-minute halves

- B. The game clock will not be stopped because of injury to any player, except if deemed necessary by the referee in extreme situations. Due to the time allowed for the completion of all games, the clock should run continuously. Any situations where serious injury has occurred and a large portion of game time has been run off will be referred to the Tournament Director(s) for a decision about added on time. The Tournament Director(s) decision to add, or not add, time will be final.
- C. Semi- Final and Final matches that end in a tie will go directly to a FIFA Penalty kick shootout. Games that end in tie will remain as a tie except for semifinal matches and championship games. There will be no overtime periods; these games will go straight to a penalty kick shoot out.
- \*\* Please note that we will be using the new FIFA rules of play regarding;
  - Officials, at their discretion, may allow for a substitution at any stoppage point in the game.
  - Substituted players should leave the field at the nearest sideline when possible.
  - Goal kicks are live the moment the ball is touched. The ball doesn't have to leave the box.
  - Free kick positioning of both the defending and attacking team.
  - Coaches and bench officials are now shown Yellow and Red cards.
  - GK's must have 1 foot on the goal line when a PK is taken.

## **HEADING THE BALL**

- The Riverhounds Classic follows the heading rules and protocols of US Club Soccer for all age groups for the 2021-2022 seasonal year. (Heading is prohibited for U09 and U10 aged players)
- Please visit https://usclubsoccer.org/resources/members-area/safety/head-injuries/ for further definitions about the rules of heading the ball in individual age groups.

### **REFEREES**

- Referees will be USSF certified.
- Matches for U12 and older players will utilize a 3-man referee system. U11 may have 3-man systems in place depending on referee availability.

# **PLAYER EQUIPMENT**

- It will be the referees' discretion to determine the safety and suitability of player equipment. Casts, soft or hard, and other external items are all subject to review before every game with the match official, in conjunction with the Referee Coordinator and Tournament Director(s), having final say on a players ability to wear the external item.
- All players are required to wear shin guards at all times during a match.

#### **FORFEITS**

The score of a forfeited game shall be recorded as 2-0 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 2-goal lead at the time of cessation.

If the non-forfeiting team has a 2 goal, or more than a 2-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.

**DETERMINING WINNERS**: Teams will be awarded points on the following basis:

Three (3) points for each Win One (1) point for each Tie Zero (0) points for each Loss

In the event of a tie in points at the end of bracket play, the winner for advancement to Semi-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 tiebreakers "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 3 per game either way, for or against. (Team wins 4-0, scored as +3 Goal Differential)
- C. Fewest goals against, capped at 3 per game against.
- D. Most total wins.
- E. Most shut outs.

If a tie still exists after steps (A) through (E), 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.

## **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.

The comprehensive list of score updates for all ages, flights, and brackets, for the entire tournament will be posted on line and accessible via the tournament homepage; https://www.riverhounds.com/pittsburgh-riverhounds-classic

## **PROTESTS & DISPUTES**

No Protests will be allowed

## **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 Director(s), whose decisions shall be final.

### **CONDUCT & DISIPLINE**

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, serious foul play, or racist remarks/actions may be subject to further sanctioning. Any player or coach who assaults a referee will be expelled from the Tournament.

Not permitted at any venue for this tournament; pets, alcoholic beverages, firearms, and verbal or racial abuse of anyone at any time.

### **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), as needed.

☐ End games that have already begun with the current score counting as the final score.

## **REFUND POLICY:**

- In the event of a full or partial tournament cancellation due to weather or any other non-COVID
  related cancellation, the tournament will refund teams after the tournament directors and the
  tournament staff have reviewed the entire event.
  - For full tournament cancellations, or cancellations of entire age groups, the tournament will keep at least \$200 of the entry fee to help cover administrative costs incurred.
  - For partial tournament cancellations the tournament will pro-rate games after expense have been met.

- If the Riverhounds Classic is canceled due to COVID-19 we will refund teams 100% of their entry fees, provided that the cancellation is 15 days or more prior to the event's first day of play. No team credits will be issued, and no entry fees will be kept. Only a direct payment of of all entry fees will be issued.
- If the Riverhounds Classic is canceled due to COVID-19 within 14 days of the event's first day
  of play, then the tournament reserves the right to pro-rate refunds following the conclusion of a
  full event review, and after all expenses have been met.
- Under no circumstances, whatsoever, will the Tournament Committee, the Tournament Director(s) or the Pittsburgh Riverhounds be responsible for any expenses (hotel, travel, food, etc.) incurred by any team due to a cancellation, weather or otherwise.

#### I IABII ITY

The Pittsburgh Riverhounds, The Riverhounds Academy, and/or any associated business entity, are not responsible for injury, loss of property, or damage to any personal property that occurs during the Riverhounds Classic. This includes, but is not limited to, all; participants, spectators, relatives of participants, coaches, officials, or anyone associated in any way with the Riverhounds Classic. 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 the Pittsburgh Riverhounds, The Riverhounds Academy, the Tournament Committee and its Directors, property owners, or anyone associated with the organization, is not liable for damages that the vehicle may sustain.

## ADDITONAL RULES & SAFETY PROTOCOLS DUE TO COVID-19

Due to ever-changing regulations put forth by the PA Dept. of Health, rules items related to Covid restrictions will be updated to the event website starting two weeks prior to the event.

The Riverhounds Classic will operate under all health guidelines issued by the State of Pennsylvania's Department of Health.