



## **Tournament Rules: RDA Spring Invitational 2022**

### **May 6-8, 2022**

\*Local teams may play Friday, May 6th\*

**CREDENTIALS:** As part of the mandatory Online Team Registration process, teams must provide the listed required credentials via uploaded documents within their GotSoccer account, e-signature waiver document(s).

#### **US Club Teams:**

1. US Club roster
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
5. Waiver forms for all players, coaches, and team staff (Waiver File digital signature system)

\*Waivers will be sent out to each team after registration deadline (4/10/22)

6.

#### **US Youth Soccer Teams:**

1. Original state approved roster
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 – Only teams located outside of Region 1 need this
5. Guest Players – A current and valid player pass and medical release form for each player
6. Waiver forms for all players, coaches, and team staff (Waiver File digital signature system)
- 7.

#### **PLAYER AGE & ELIGIBILITY:**

(A player must be born in the listed year, or after, to be eligible for an age group)

##### **Boys & Girls:**

U19 = 2003/04

U17 = 2005

U16 = 2006

U15 = 2007

U14 = 2008

U13 = 2009

U12 = 2010

U11 = 2011

U10 = 2012

U09 = 2013

## **ROSTERS & GUEST PLAYERS:**

U8 and U10 Teams: 7v7 - 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: 9v9 - 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: 11v11 - 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.

U16 and Older Teams: 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.

The tournament directors reserve the right to amend the guest player limits per team as needed.

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\***

## **GAME JERSEYS, GAME BALL, AND SPECTATORS:**

The tournament scheduler determines the home team for each match. 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. If the home team cannot supply an alternate jersey, then the visiting team will.

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 coordinator, or the tournament director(s). Head coaches are responsible for the behavior of their teams’ parents and spectators.

## **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. Substitutions may be made, with the consent of the referee, at any moment during the match.

B. Games will consist of two halves of equal length. The directors reserve the right to adjust game length for conditions beyond their control.

- U09 to U10 Game Lengths: (2) 25-minute halves.
- U11 to U15 Game Lengths: (2) 30-minute halves.
- U16 to U19 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 in extreme circumstances. Due to the time allowed for the completion of all games, the clock should run continuously. Tournament Directors have the right to halt the clock as deemed necessary, and to declare a match over or postponed to a later time.

D. 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 semi-final games and championship games. There will be no overtime periods; these games will go straight to a penalty kick shoot out.

### **REFEREES:**

Referees will be USSF certified. It is the intent of the tournament to utilize 3-person referee crews for all matches U11 and older. As of 1/1/22 there is a shortage of USSF Certified officials in Western PA which could affect the tournament. Should a situation require it, the tournament reserves the right to use 1 official to operate a match. This would be a last resort. Should there be only 2 officials present for any game the distribution of those officials will be as follows: 1 center official and 1 linesman. There will not be a “two-whistles” system utilized.

### **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.

### **FORFEITS:**

The score of a forfeited game shall be recorded as 1-0 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, a team leaving the field during play, or abandonment of the match by the official for actions by one, or both, teams will also be cause for declaration of a forfeiture. In no case will a team which has forfeited a game, or caused the abandonment of a game, be declared a group winner or wild card.

### **POINT SYSTEM & TIES-BREAKERS:**

Win = 3 Points

Tie = 1 points

Loss = 0 points

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 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 3 per game either way, for or against. (Team wins 4-0, scored as +3 Goal Differential. Team wins 8-2, scored as +3 Goal Differential. Team loses 4-0, scored as a -3 goal differential). There are no tiebreakers involving “most goals scored”. Continuing to score goals does nothing for your goal differential once +3 is achieved and will not assist you in any way for advancement.

C. Fewest goals against, up to 3 per game. A team may only have a max of 3 goals against in a match. Losing 0-6 or 4-8 will still only count as 3 goals 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-Finals or Championship (“Finals”) game. Tournament Director(s) 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 marshal will collect the score from the match official, and have both coaches sign the score sheet, if/when they are available. 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.

### **EJECTIONS, CONDUCT & DISCIPLINE:**

Any player or coach who is ejected from a game must serve a mandatory 1 game suspension for the next game that the team plays. Any player or coach who is found to participate in the next game when they should be serving a suspension will cause that game to be forfeited. Players can be ejected for accumulation of 2 yellow cards in the same match, or a straight red card. Coaches do not need to be shown a red card to be ejected. If an official tells a coach to leave the field, that is an ejection and will constitute a 1 game suspension for the coach. There will be no appeals of ejections/red cards unless a team feels there has been a case of mistaken identity for the player or coach ejected. In that situation a registered team representative needs to bring their concerns to the Tournament Director for review.

A player, coach, team official, or spectator who is ejected for violent conduct, serious foul play, or racist remarks/actions may be subject to further sanctioning beyond a 1 game suspension. Any player, coach, team official, or spectator who assaults a referee will be expelled from the Tournament with further disciplinary action possible, up to and including contacting local authorities.

Tournament Directors reserve the right to levy additional discipline, up to and including expulsion of the entire team from the Tournament, at their discretion, should a situation warrant.

**Pets, alcoholic beverages, aerial drones, firearms, and verbal or racial abuse are not permitted at any tournament venue. This applies to all participants and spectators. Failure to adhere to these rules can result in forfeiture of games or ejection from the premises.**

### **PROTESTS & VIDEO FOOTAGE SUBMISSION:**

Protests are not allowed, and none will be permitted. Video footage submitted to the tournament for the purpose of overturning results or re-officiating live game action will not be permitted. The Tournament Directors / Committee reserve the right to utilize video footage to determine disciplinary measure against players, coaches, or teams in the event of violent conduct/actions perpetrated by players, coaches, or spectators.

**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.

**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)

**REFUND POLICY:**

Please see the “Refund Policies” Document located on the Pittsburgh Riverhounds website under the “Tournaments - RDA Spring Invitational” tab.

**LIABILITY:**

Pittsburgh Riverhounds SC, and each of its affiliates, subsidiaries, and parent entities, along with all owners of any facilities that host the RDA Spring Invitational, and all present and past officers, directors, investors, managers, employees, coaches, administrators, executives, and representatives are not responsible for injury, loss of property, or damage to any person(s) or personal property that occurs during the RDA Spring Invitational. This includes, but is not limited to, all; participants, spectators, relatives of participants, coaches, officials, or anyone associated in any way with the RDA Spring Invitational.

Additionally, anyone entering the parking facilities with a vehicle at any tournament field venue understands and acknowledges that there is an inherent risk associated with parking their vehicle near a sporting event, and that Pittsburgh Riverhounds SC, nor any of the above-mentioned parties associated with these organizations, is not liable for damages that the vehicle may sustain.