TEAM CHECK-IN

Registration and team check in can be easily done via email to Toledo Celtics Director, Yousef Aliakbar at yousef@toledoceltics.com

The following documents are required to complete team check-in.

1. ● **Official Team Roster**: Two copies of the official USYSA State Association or US Club Soccer approved roster. The roster must include player jersey numbers.
    - ○ One copy is retained at the tournament headquarters. (You do not need to print this if it is emailed.)
    - ○ The other copy is kept with the team representative and must be available at all games.
    - ○ Foreign teams must provide an equivalent roster as approved by their state, provincial, or national association.
2. ● **Player Passes**: Player passes for each participating player issued by the same organization as the official team roster.
    - ○ Passes will be cross-referenced with the official team roster.
    - ○ Passes are kept with the team representative and must be available at all games.
    - ○ No roster may be composed of players with different passes from different organizations (no “mixed rosters”).

3. ● **Guest Players (not applicable if your team has none)**: The same items listed above are required for guest players. Guest players information should be added to the bottom of the official team roster.

    ○ A maximum of five (5) guest players are permitted per team, as long as the roster does not exceed the maximum number of players. If you have an exception to this, please contact Yousef.

4. ● **Medical Releases**: Your club or organization medical releases for each participating player.
    - ○ This is not necessary to send, but forms are kept or readily accessible (digitally) with the team representative, and must be available at all games.

If you email items 1 through 3, you do not need to check-in on tournament day, as we will have copies of your documents.

REGISTER BY EMAIL

Email check in is offered from today through October 3rd. **Only PDF documents will be accepted, and can include player passes.**

- Please email all documents to Toledo Celtics Director, Yousef Aliakbar, at yousef@toledoceltics.com

IF YOU CANNOT PROVIDE THESE, PLEASE CONTACT YOUSEF VIA EMAIL TO FIND AN ALTERNATE METHOD OF COLLECT THIS INFORMATION.

ROSTERS

Participation is open to accepted teams meeting the roster limit and player age limit as defined by US Soccer guidelines and the tournament's permission to host.

Age Groups	Number of Players	Maximum Roster Size
U6 - U8	4v4	10 players
U9 - U10	7v7	14 players
U11 - U12	9v9	18 players
U13 - U15	11 v 11	22 players

IF YOU HAVE AN EXCEPTION, PLEASE CONTACT YOUSEF VIA EMAIL.

UNIFORMS AND EQUIPMENT

● **Uniforms**: All players must wear uniforms of similar design and color with permanent numbers on the back that coincide with the official team roster.

○ In case of similar uniform colors, the Home team will change jersey color.

- **Shin Guards**: All players must wear shin guards in accordance with FIFA Laws of the Game.
- **Casts**: Players with protective casts or braces must meet referee approval in order to participate.
  This is required by the referee of each game.

LAWS OF THE GAME

All games shall be played in accordance with FIFA Laws of the Game, except as specifically modified by these tournament rules.

● **Substitutions**: Unlimited substitutions may be made during any stoppage of play with the permission of the referee.

○ National Teams: For age groups 16 years and older, free substitution is allowed providing the tournament is not an official competition (but a friendly club tournament) and the age category does not include matches between national teams of CONCACAF member countries.

● **Heading for Youth Players**

- ○ The tournament is a US Youth Soccer sanctioned event, and will follow the implementation guidelines for U.S. Soccer's Player Safety Campaign: Concussion Initiatives & Heading for Youth Players.
  ■ http://usclubsoccer.org/2016/03/14/implementation-guidelines-for-u-s-soccers-player-safety-campaign-concussion-initiatives-heading-for-youth-players/
- ○ Players in U-11 programs and younger shall not engage in heading, either in practices or in games. Therefore, U9-U11 age groups are not permitted to head the ball.

■ Clubs should be aware of circumstances in which individual consideration is needed. For example: A 10 year old playing at U-12 or older should not head the ball at all.

○ *When a player deliberately heads the ball in a game, an indirect free kick (IFK) 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 point nearest to where the infringement occurred.*

● **10 and Under Build Out Line**

○ **General Overview:** The purpose of the build-out line is to allow goalkeepers and defenders more time to control the ball before being pressured from opposing players; to play the ball without pressure and confidently play out of the back.
○ Goalkeeper Punting IS NOT PERMITTED
○ Defenders can receive the ball inside the Penalty Area. Only once the kicking team's player
receives the ball (inside or outside the Penalty Area) may the opposing players advance beyond the build-out line.
○ The build-out line also indicates where offside can be called, as teams cannot be called for
offside between the midfield line and build-out line.
○ **Build-out Line Rule 1 =** Goal Kicks: At all goal kicks, opposing players must move out of the
build-out area. Opposing players must remain on the other side of the build-out line until the ball has been touched by a second player on the kicking team. The sanction is to retake the goal kick. The ball is not required to clear the build-out area to be in play. The build-out line is not relevant for any restart other than goal kicks.
○ **Build-Out Line Rule 2 =** Goalkeeper Possession: At all goalkeeper possessions, opposing players must move behind the build-out line. Opposing players must remain outside of the build-out area until the goalkeeper releases the ball from their hands and the ball is touched by another player on the goalkeeper's team. The sanction is an IFK to the goalkeeper's team where the build-out line infringement occurred. The six-second goalkeeper possession rule is not enforced until all opposing players are outside of the build out area. Goalkeeper possession includes the goalkeeper contacting the ball with any part of their hand or arm including bouncing and tossing/catching the ball.

GENERAL TOURNAMENT INFORMATION

● **Sanctioning**: The event is a US Youth Soccer sanctioned event.

● **Protests**: There are NO protests. All referee decisions are final and may not be appealed. Should you have an administrative issue (ex. questioning player eligibility), please contact the tournament headquarters before the start of your game.

○ The tournament committee will have the final say on any issues.

● **Parking**: There are specific soccer parking areas. Please obey all field facilities parking restrictions. Otherwise your car may be towed at your expense.
● **Cancellation**: In the event the tournament is canceled (in part or fully) due to inclement weather or other circumstances, NO REFUNDS WILL BE ISSUED, including housing or travel expenses.

- **Entry Fee**: Once a team has been accepted and payment has been processed, there will be no refunds.
- **Awards**: Awards will be presented to the Champion and Finalist for each division. Awards will be presented at the fields.
- **Sidelines**: One sideline will be used for one team, the opposite sideline for the other team (players and spectators should not mix up).

○ No one is permitted behind the goals, so as not to distract the goalkeepers.

● **Warm-Up Areas**: There are plenty of grass areas near the fields that can be used for team warm-up. Please be courteous to the teams playing. Do not warm-up directly behind the goals and distract the goalkeepers.

- ○ When warming-up on the fields, please do not have a full team warm-up inside the penalty area. This should be reserved for goalkeepers and/or shooting.
- ○ The referee will have final discretion on teams warming-up near the current game.

GAME PROCEDURES

Age Groups	Number of Players	Game Length	Ball Size
U6 - U8	4 v 4 (3 minimum)	4 x 10-minutes	4
U9 - U10	7 v 7 (5 minimum)	2 x 25-minutes	4
U11 - U12	9 v 9 (6 minimum)	2 x 30-minutes	4
U13 - U15	11 v 11 (7 minimum)	2 x 35-minutes	5

- **Halftime**: All games will have a 5-minute halftime.
- **Injury Time**: No injury or additional time.

- **Overtime**: No overtime during group play, as games may end in a tie.
- **Playoffs**: Overtime during playoffs will consist of two (2) 5-minute full overtime periods - no golden goal.

○ If tied at the end of overtime, penalty kick elimination will be conducted per FIFA Laws of the Game.

- **Game Ball**: The tournament will provide game balls. The home team must have one ball prepared, in extreme cases. Should the home team's ball also become unplayable, the away team will provide the next game ball.
- **Game Report**: At the end of each game, the referee will complete the official game report.
    - Both coaches must verify and sign the game report.
    - Tournament officials will collect game reports from the referees.
- **Minimum Number of Players**: A game may not start or finish with fewer than the minimum number of players listed above.
    - There shall be a 5-minute grace period at the start of game time.
    - Failure shall result in a forfeit loss of 7-0.
- **Forfeits**: If a team, through the action of its players, coaches, and/or spectators, is the cause for termination of a game, the game shall result in a forfeit loss of 7-0.

PENALTY KICK PROCEDURE

- If at the end of the game, and before penalty kicks, one team has a greater number of players than its opponent, it must reduce the players to match the number of the opponent (ex. red carded team only playing with 10). The captain or coach should inform the referee of the excluded players.
- Unless participating in the penalty kicks, all other team members and coaches shall remain off the field on the designated sideline.
- Each team will select five (5) players to kick. Only players on the field at the end of the game may be selected. Referees will keep track of the eligible players and shooting order.
- Teams will alternate kicks, with the first team to kick determined by a coin toss.
- If the score remains tied after five (5) kicks, teams will alternate kicks from the remaining players
on the field until a winner is determined.
- No player may shoot more than once until all eligible players have kicked.
- Goalkeepers may be changed after any shot from the list of eligible participating players.

TOURNAMENT STANDINGS

- **Points**: The team(s) with the most points in their group play will advance to the playoffs.
    - Three (3) points for a win
    - One (1) point for a tie
    - Zero (0) points for a loss
- **Tie-Breaker**: In the event that two or more teams tie on points, the tie-breakers will be used in the following order.
    - Head-to-head result (if more than 2 teams are tied, skip this step)
    - Largest goal differential, with a maximum of +4 per game (ex: 5-0, 5-1, and 4-0 all result in a +4 goal differential for that game)
    - Fewest goals against
    - Most shutouts
    - Penalty kicks following FIFA Laws of the Game

    **When the tie-breaker system is used, the criteria are followed until one or more teams is eliminated. Then the criteria start over again at the first tie-breaker with the remaining teams. These are repeated until a winner is determined.
- **Mercy Rule**: If a team outscores an opponent by more than ten (10) goals, the score recorded in the system will not exceed a +10 goal difference (ex: 15-2 is recorded as 12-2). This will not affect the tie-breaker rules as the maximum goal differential is +4.
- **Seedings & Wildcards**: In the event of a division requiring seedings and wildcards for playoffs, the criteria will be used across all groups within the division.
    - Wild card teams will not be paired against the winner of their group. The wildcard will play the winner of the next alphabetical group.
    - Alphabetical sequence will also be used to prevent teams from the same club paired in the first round of playoffs.
    - The final determination of playoff pairings will be at the discretion of the tournament committee.

WEATHER & STOPPED GAME POLICY

If lightning or severe weather cause the stoppage, teams must take cover, but remain at the tournament site. For all other stoppages (ex: severe injury), teams should remain at the field. For all games, the following will be the first course of action.

- Halftime will be eliminated.
- An alternate field will be used if available.
- The halves will be shortened.

Otherwise, the following will be in effect.

Preliminary Group Games

● A game in the second half will be considered complete and the score at the time of the stoppage will be the final result.
● If the first half has not been completed, play will resume until the first half is complete, or until the next scheduled game on that field. The game will be considered final at the end of the first half.
● If the first half cannot be finished, the game will be terminated and the result will be a 1-1 tie.
● Games that have no bearing on selection of division winners may be canceled.

Playoff Games

● Games will resume and play full time. Subsequent playoff games in that division will be played at or near their originally scheduled times.
● If stoppages do not permit the completion of games, a decision may be made to move remaining games to an alternate field, eliminate halftime, or shorten the halves. If these are not possible, winners will be determined as follows:
    ○ The team leading at the stoppage will be declared the winner.
    ○ If the game is tied, or did not start, the winner will be determined based on the tie-breakers system.
    ○ Tie-breakers may also be used to determine the overall winners if playoffs cannot be played.

    The tournament committee will coordinate stoppage of play and communicate all decisions and/or changes with the teams involved as quickly as possible.

CONDUCT

● **Behavior:** Coaches and team managers are responsible for overall behavior and conduct of their players, coaches and spectators. Any disruptive behavior during the event, to the facility, staff or officials will result in that person(s) being removed from the tournament and/or facility. Persistent or overall unruly behavior may result in the team being disqualified.

○ Harassment of any tournament staff member, referee, player, coach, or spectator will not be tolerated, and will result in the immediate and permanent removal from the tournament and facility.

● **Ejections - Players**: Any player receiving two (2) yellow cards or one (1) red card in a game will be ejected from the game and not permitted to play in the next game.
    ○ Suspended players may sit with the team but not be in uniform.
    ○ However, referees and/or the tournament committee reserve the right to remove the suspended player from the field if necessary.

- **Ejections - Coaches**: Any coach or manager ejected from the game must leave the field area immediately. The “field area” is determined as 100 yards away from the field. That person is also ineligible for participation in the next game.

○ It is the decision of the tournament committee as to whether the ejection warrants complete removal from the tournament and/or facility, even if coaching multiple teams.

- **Report of Disciplinary Action**: For any such incident, a report of disciplinary action will be sent to the appropriate association offices.

These rules are subject to change based on the best interest of the players, teams, officials and fair play. All decisions made by the tournament committee are final.