Capital District Youth Soccer League (CDYSL) rules (http://cdysl.org/cdysl-rules/) shall apply, except where modified below:

1. **Conduct:** Players, reserve players, managers, coaches, and fans are expected to conduct themselves within the letter and spirit of FIFA's "The Laws of the Game" and the CDYSL Code of Conduct. Tournament Officials have the authority and the responsibility to remove any person(s) from the tournament for abuses of conduct, in addition to any specific disciplinary action brought about by any other authority. The referee will have the authority to warn and ultimately send off, any manager/coach whose fans behave in an abusive or disruptive manner. Tournament officials will designate one sideline to be for the sole use of the players listed on the game roster and a maximum total of three (3) managers/coaches/trainers from each team, with one team occupying one side of the mid field and one team, the other. While the game is in progress the manager/coach/trainer and the reserve players must remain on their respective benches and may not roam the sidelines. Upon the completion of each game, managers/coaches will insure their respective sideline areas are clean and that all trash is in containers. Spectators must be on the opposite side of the field as the players and shall stand back at least 3 feet from the playing field (touch line) at all times while games are in progress. No dogs or other pets are allowed on the tournament grounds.

2. **Rosters and Documents:** Coaches are required to present the following documents for review at registration on the day of the tournament: A copy of the official team roster approved by CDYSL or USYSA affiliate; Current CDYSL or USYSA affiliate player/coach pass cards (laminated with photo); A completed and signed USYSA Player Information and Medical Release Form (or equivalent utilized by team's club) for each player; For guest players, a copy of the official team roster for the regular team of each guest player and current CDYSL or USYSA affiliate player pass cards (laminated with photo); For Non-CDYSL teams, approved permission to travel from USYSA state assoc. or affiliate. U14 and U16/17 teams playing at the Golden Goal will also have to complete, sign, and submit a Golden Goal waiver form for each player and coach. Age divisions shall be determined by player ages according to birth ranges set by United States Youth Soccer Association (USYSA). Four guest players are allowed in addition to the players on a team's official league approved roster. All players must be registered with CDYSL, Eastern New York Youth Soccer Association (ENYYSA) or another USYSA affiliated organization. A player may play on only one team during the tournament.

3. **Players' Equipment:** Player equipment must conform to FIFA rules. All players must wear shin-guards under their socks. Teams will wear uniforms of matching design and color. Numbers must be at least six (6) inches high and affixed to the back of the uniform shirt. No two players may have identical uniform numbers while both players are playing on the field at the same time. All teams shall bring numbered alternate jerseys or different colored vests (pinnies). Coaches should attempt to resolve any jersey color conflicts before the game. Home team has choice of jersey color in event of an unresolved conflict. Goalkeeper's jersey must be a different color than that of either team jersey.

4. **Officiating**: All referees' decisions are final. Tournament officials will be available for clarification of rulings and instances not explicitly covered in these rules.

5. **Duration of Games:** Each game for U14 through U16/18 shall be 30 minutes in duration; U10 through U-12 shall be 25 minutes in duration; each game for U8 shall be 20 minutes in duration. At halftime of the game, the referee shall

stop play, the teams shall promptly change ends and play shall resume with a kickoff at the center mark.

6. **Ball**: Size #3 for U-8. Size #4 for U-10 and U-12. Size #5 for U-14 and U-16/18.

7. **Start of Play:** The home team shall decide which goal to attack or whether to kick off. The away team shall decide the other.

8. **Number of Players:** U-8 will play with two squads of 4 players each on the field (without goalkeeper) and a maximum of 14 on the roster. U-10 will play with 7 players (including goalkeeper) on the field and a maximum of 14 on the roster. U-12 will play with 9 players (including goalkeeper) on the field and a maximum of 16 on the roster. U-14 and U-16/17 will play with 11 players (including goalkeeper) on the field and a maximum of 22 on the roster. Players are only allowed to play on one team during the tournament.

9. **Substitutions:** Substitutions shall be made with the consent of the referee as follows: before goal kicks, throw-ins by your team, throw-ins by the other team if other team is substituting, after a goal is scored and to replace an injured player. A player who is bleeding must be replaced until the bleeding is stopped.

10. **Fouls and Misconduct:** Players who receive a yellow card must leave the field of play until at least the next substitution opportunity. Players and coaches who receive a red card in a game shall be suspended for the following game. Players and coaches who receive three yellow cards during the tournament shall be suspended for the following game. Coaches are responsible for their own behavior as well as their players and fans. Fighting and excessively loud or persistent dissent by players, coaches, or spectators will be grounds for individual or team ejection from the tournament with no refund of entry fees. Yellow and red cards will be recorded by the referee and reported in accordance with CDYSL/ENYYSA directives.

11. **Forfeits:** If a team has to forfeit for any reason, the opposing team is granted a 3-0 win.

12. **Tournament Scoring (U-12, U-14, and U-16/18 Only):** Win = 6 points. Tie = 3 points. Loss = 0 points. One additional point will be awarded for each goal up to 3 goals. No points will be awarded for more than 3 goals. Upon the conclusion of each game, a completed Game Scoresheet and Referee Report will be submitted by the referee to the designated tournament official.

13. **Final Standings (U-12, U-14, and U-16/18 Only):** Divisions with five teams will use a round robin format and there will be no playoffs. The team in each division with the highest point total is declared the tournament champion and the team with the second highest point total is declared the runner up. Divisions with four teams will play three rounds in a round robin format, followed by a championship round, where the two teams with the highest point totals will play for first place, and the third and fourth ranked teams will play for third. If two or more teams are tied in the standings on points after the round robin games, the tiebreaker sequence is:

    -Winner of the game played between the tied teams
    -Most wins
    -Goal differential (highest number of total net goals; maximum differential is 3 per game)
    -Fewest total goals allowed
    -Most shutouts
    -Penalty kicks

14. **Weather:** The tournament will take place rain or shine. However, games will not be played in inclement weather if there is a possibility of injury to players or serious damage to the playing fields. In the event of inclement weather, the Tournament Director has the authority to change the duration of any game, cancel a game or cancel the entire tournament for the safety of the players and the good of the playing fields. Field marshals or site coordinators can suspend matches due to weather conditions once play has begun. Because of contractual agreements with facilities

and service resources, no guarantee is made for a full or partial refund of registration fees.

15. **General**: The tournament committee shall have the final say over any disputes and reserves the right to modify the Tournament Rules at any time.

Revised January 14th, 2020.