CELTIC CUP 2020 TOURNAMENT RULES

LAWS OF PLAY
Play will be governed by the FIFA Laws of the Game, except where amended by USYSA (or US Club if applicable) Rules of Play, The State Soccer Association Rules of Play and/or the tournament Rules. These rules may be modified before the beginning of tournament play. The final tournament rules will be published in the rules section of the tournament website.

TEAM, PLAYERS AND COACHES CREDENTIALS
Players must be registered to the team making application. Teams must be registered and in good standing with their US Youth Soccer affiliated state association. Teams may have up to **3 guest players (8U-12U) and 5 guest players (13U-19U)**; guest player forms will be required. Player picture identification cards are to be present and available at all matches. Teams must comply with US Youth Soccer travel procedures. A player can only play on one team during the tournament. A roster certified by your state association must be submitted before or at tournament check in.

Any team participating must carry valid 2019-20 player passes. All player and coach passes must be laminated. All teams must follow the applicable procedures of the US Youth Soccer Travel Policy. Out of state teams must have upload or register with a US Youth Soccer permission to travel form. All teams are also required to carry written medical releases with signatures from parents/guardians in case emergency medical care is necessary.

No foreign teams are allowed at Celtic Cup.

HOME TEAM
The home team will be responsible for wearing an alternate color jersey, if necessary, as determined by the referee. The team is listed first in all rounds shall be the home team. Teams use the side of the field with team benches and spectators shall use the opposite side of the field.

EQUIPMENT/UNIFORMS – SHIN GUARDS ARE MANDATORY
Teams must have matching uniforms and should have numbers on the jersey back. Goalkeeper must have a different color, preferably not black. All player equipment is subject to Referee approval. **All players must wear shin guards.**

PLAYING CONDITIONS
Teams will be expected to play according to the schedule of games regardless of weather. Only the Tournament Director(s) may reschedule games or alter the competitive format because of inclement weather or other just cause. Games shall be considered complete if one half has been completed and play is stopped by the referee, referee assignor or the Tournament Director(s). When necessitated by playing conditions or just cause, the game format may be altered to include shortening of games, penalty kicks or coin tosses.

POINT SYSTEM AND BRACKET WINNERS
Bracket winners will be determined by the following point system:
Win ---------- 3 (three) points
Loss ---------- 0 (zero) points
Tie ---------- 1 (one) points

A team that forfeits a game will give up 3 (three) points to the declared winner of the game and shall not advance to a final match. The match will be scored as a 4-0 win for the declared winner. If a team is not scheduled for three bracket games, that team's point total will be prorated based on the number of scheduled games played. Point total thus determined will not be rounded off.

AWARDS
8U-19U (if applicable) teams finishing first and second will receive team and individual awards.

TIEBREAKERS
If at the conclusion of bracket play, two or more teams have the same point total, advancement to the semifinals will be determined using the following tiebreakers in the order listed until a team is eliminated. Once a team is eliminated, advancement among the remaining teams shall again be determined by the tiebreakers in the order listed starting with head to head competition.

1. Most Wins
2. Head to Head
3. Goals For
4. Goals Against
5. Goal Differential
6. Penalty Shootout

SUBSTITUTIONS
9U-12U: Substitutions can be made on the fly during the flow of the match.
13U-19U: Substitutions can be made during any stoppage with the consent of the referee. Substitutions are prohibited in the last five minutes of a second half of any match except due to injury.

FORFEITS
The Director(s) may declare a forfeit. Any team that forfeits a game will not be allowed to advance out of their group to the finals.

BUILD OUT LINE FOR 8U to U10 (if applicable)

We will use build out lines at 8U to 10U. Opposing players cannot cross the build out line until the ball as been touched.

The build out line shall be placed equidistant between the half line and the penalty box.

NO HEADING (if applicable)

No heading at 8U-11U.

MIN #s NEEDED TO START A GAME

7V7 5 PLAYERS

9V9 7 PLAYERS

11V11 7 PLAYERS

PREGAME CHECK IN PROCEDURE
Team Managers/Coaches should be prepared to upload all required registration materials to their team account in GotSoccer for the Celtic Cup. This includes, but not limited to Official State Roster (stamped), Tournament Roster, Guest player forms, Medical forms, and other forms as listed. All player cards will be checked at Tournament Headquarters and banded for the weekend. Field Marshals will check all banded passes for the work.

GAME LENGTH (if applicable)
Age Game length Overtime
8U-10U (7v7) 2 x 25 minute halves
11U-12U (9v9) 2 x 30 minute halves (2 x 5 minute extra time if tied. If still tied, penalty kicks in semi or finals)
13U-19U Non-Showcase (11v11) 2 x 35 minute. halves (2 x 5 minute extra time if tied. If still tied, penalty kicks in semi or finals)
16U-19U Showcase Division Only (11v11) 2 x 40 minute halves (No extra time)

SHOOT-OUTS (PENALTY KICKS)
Penalty kicks used in semi-final and final matches will be run in accordance with the FIFA Laws of the Game. The referee chooses the goal at which the kicks will be taken. The referee tosses a coin and the team whose captain wins the toss choose shoot or defend first. Both teams take five kicks; kicks are taken alternately by the teams.

If before both teams have taken five kicks, one has scored more goals than the other could score, even if it were to complete its five kicks, no more kicks are taken. If after five kicks the score is tied, kicks continue until one team has scored a goal more than the other (sudden death) from the same number of kicks.

Only the players on the field at the end of the match are allowed to take kicks. A different player must take each kick and all eligible players must take a kick before any player can take a second kick. If the player
is under suspension they may NOT participate in the kicks.

RED CARDS
The player(s) or Coach(s) receiving the red card and the Player or Coach must report to Tournament Headquarters following the game. The red carded Player or Coach will be suspended for a minimum of 1 game. The suspension may be increased depending on the severity of the incident. If a red card is received in final match, the player or Coaches will have to serve suspension in the following year's event. Law 5 / Law 12

REFEREE ABUSE
Referee abuse will not be tolerated during the tournament. Referee abuse by a player, a coach or a fan will be reported to the home state association within 48 hours of the end of games. The player, coach or fan will be removed from the soccer complex and will not be allowed to return.

REFUNDS

Refund policy will be posted on our tournament website prior to the start of the event. Shall be determined by the tournament staff.

TEAMS, PLAYERS AND COACHES

All teams and players must be affiliated with the USYSA or US Club Soccer. Player passes will be collected prior to each match at the field.

GAME ROSTER

After check-in/registration, teams may not alter their rosters or make additions/subtractions at any time.

TEAM DISCIPLINE

A coach is responsible for the words and actions of his players and their fans. Verbal abuse of the opponents or referees by players, coaches or spectators will not be tolerated. Violations may result in forfeiture of the game and/or expulsion from the tournament.

PROTESTS

No Protests.