

The Philadelphia Union 7v7 Turf Cup

Chase Field House, 401 Garasches Lane, Wilmington, DE, 19801

Tournament Rules

1. Registration and Eligibility

a. The Philadelphia Union 7v7 Turf Cup is open to all teams that reside within the United States from ages U8 to U14. For any questions regarding eligibility please reach out to the tournament director, Noah Black, via email at nblack@philadelphiaunion.com.

b. Rosters submitted for teams competing in a 7v7 format, may roster a max of 12 players. Rosters for 7v7 teams may have any combination of regular rostered players and up to 3 guest/loan players.

c. Players may only compete with one team in the tournament. If a player is listed on two rosters that are submitted for competition, the first roster turned in shall be the team the player will compete with. If a player competes with two different teams, the player may be disqualified from participating in the event. Any team that violates this rule may be forced to forfeit any games said player competed in. The tournament committee will apply punishment as they see fit to address each infraction of the rules.

d. If the event is canceled before the start date, teams will receive no fewer than 75% refund of their registration fee. Teams may also receive a 100% credit towards free entry for any future event, teams will be given the opportunity to choose which compensation they would like. If the event is canceled for any reason mid-competition, future credit will be distributed relevant to the amount of competition missed.

e. At no point will the Philadelphia Union, the tournament committee, Chase Fieldhouse, Sporting AC, or the Union Youth Department be held liable for any travel, lodging, food, or any other expenses associated with the event based factors outside their control. Examples of these factors are inclement weather, facility operations, road closures, or other forces outside the control of the tournament and its governing bodies.

f. The Philadelphia Union and the Tournament committee reserve the rights to make decisions, create sanctions, and prescribe punishments as they see fit. No team or organization may violate the rules of the tournament unless they have received explicit, written, consent from the tournament committee. No objections, protests, or challenges to rules and punishments administered by the committee will be entertained. All decisions made by the committee will be final.

2. Forfeit

a. Every team will be given 5 extra minutes past the scheduled start time to be at the field for kickoff. Any team that is not on the field before the 5 minutes are up will be forced to forfeit the game. The opposing team will be awarded a 3-0 victory. However, officials are aware of outside factors that may affect a team's tardiness, officials may shorten or lengthen the grace period so that the game can be played without issuing a forfeit.

b. If a team cannot field the minimum number of players for a game by 5 minutes past the original start time, the team will be forced to forfeit the game. The opposing team will be awarded a 3-0 win. However, officials are aware of outside factors that may affect a team's tardiness, officials may shorten or lengthen the grace period so that the game can be played without issuing a forfeit. Listed below are the minimum number of players teams will need field to resume play.

i. Teams competing in a 7v7 format will need to field at least 5 players to compete.

c. The tournament committee will address abandoned/forfeited games on a case-by-case scenario. The committee holds the right to make decisions and discharge punishments for abandoned games as they see fit. All decisions made by the committee are final.

3. Group Play and Playoffs

a. The Philadelphia Union 7v7 Turf Cup is comprised of 7 age brackets, U8-U14, and two divisions per age bracket, elite and travel, for both the boys' and girls' tournament (with numbers permitting). Teams will compete in group play to determine which team will place first. The team with the highest overall record will be crowned champions of their division.

b. In divisions with 4 teams, each team will play all other teams in the group and the team with the most points after three games will be awarded first place.

c. The point system that will be used for group play is listed below:

i. 3 points will be awarded to the winners of a match.

ii. 1 point will be awarded to teams that draw their match.

iii. 0 points will be awarded to a team that loses a match.

d. If there is tie in points after group play has finished, the following criteria will decide the higher seeded team. The following criteria is listed in descending order based on the order in which the higher seeded team will be decided.

i. Head-to-Head Winner: The winner of the match played between the two teams tied on points.

ii. Goal Differential: This number of goals scored for minus the goals scored against. The team with the higher goal differential will be seeded higher. The max

goal differential a team can receive per game is 7. For example, if a game ends 10-1, the score will be recorded at 8-1.

iii. Number of Wins: The team with the higher number of wins will be seeded higher.

iv. Goals For: The team with the most goals scored for will be seeded higher.

v. 5 Man Penalty Shootout: If teams are still tied after the criteria above, they will compete in a 5v5 penalty shootout.

4. Injuries

a. if there is an injury, please report the injury to the officials and the field coordinator assigned to your field. They will alert the trainer.

5. Inclement Weather

a. Teams and coaches must arrive to their field on time for kickoff regardless of weather conditions unless stated otherwise by the tournament committee. See the “Forfeit” section for possible repercussions of arriving late to a game.

b. The tournament committee will communicate via email and the tournament website any cancellations or schedule changes in the event there is inclement weather.

c. In the event there is inclement weather, the tournament has the right to alter the schedule or cancel games as they see fit to keep players safe. All decisions made by the tournament are final and cannot be disputed.

e. This event is an indoor tournament, however the weather may have adverse effects on teams’ ability to reach Chase Fieldhouse. Inclement weather may also cause a safety hazard for teams trying to exit the venue. In either case, the tournament committee reserves the rights to change, alter, or cancel the scheduled games as they see fit to protect the safety of players and families.

6. General Information

a. All players, coaches, and family members are expected to behave within the spirit of the game. The tournament committee has the right to issue punishments as they see fit.

b. All decisions and disciplinary actions issued by referees are final and cannot be disputed. Game score and cards given will be recorded on score sheets by the referees. They will then pass the scoresheets onto tournament officials. Referees will not need to track down tournament officials, a representative will come to the referee for retrieval.

c. All coaches, players, families, and referees participating in this event acknowledge they have read this document and will adhere to all rules and regulations.

7. Abusive/Inappropriate Behavior

a. While at the fields, any coach, parent, team official, player or spectator threatening violence or engaging in verbal abuse will be subject to ejection from the tournament and the team may be removed from the tournament as well if appropriate. This type of behavior is not acceptable at this event and it will not be tolerated.

8. Discipline

a. All coaches, players, spectators, and referees must act in accordance with the Laws of the game.

b. If a coach or player violates the rules outlined in this document or the Laws of the Game, they may be subject to discipline from the tournament committee. If an offense is egregious, the tournament committee may send a report to the governing body of the team who committed the offense.

c. A player who receives a red card or is sent off in a game will usually be suspended from play for one game. If the act is violent or deemed egregious by the tournament committee, the player may be suspended for the rest of the tournament pending the committee's decision. A player who receives two or more yellow cards in separate games will not be charged with a yellow card accumulation penalty. Suspended players will not be permitted within the team technical area during the next match(es). They are permitted on the opposite side of the field and may watch the game as spectators, unless notified otherwise.

d. A coach who is sent off in a game will usually be suspended for one game. If the act is violent or deemed egregious by the tournament committee, the coach may be suspended for the rest of the tournament pending the committee's decision. Suspended coaches will not be permitted within the team technical area during the next match(es). They are permitted on the opposite side of the field and may watch the game as spectators, unless notified otherwise.

c. Any spectator who is asked to leave the field must do so immediately. Failure to leave the field may result in the forfeit of their team's game or in the involvement of local authorities.

9. Penalty Shootout Procedure

- a. 5 initial shots per team, in an ABABABABAB pattern, until a decisive result is reached.
- b. If still tied, single alternating penalty kicks, in an AB/AB pattern, until a decisive result is achieved.
- c. Only players on the field at the end of the game can kick.
- d. All players must kick before any can kick a second time.
- e. Shootouts may be moved to a designated area.
- f. If the penalty shootout is the result of a tie-on points in a group, coaches may select any 5 players from their roster to start.

10. Substitutions

- a. There will be unlimited substitutions, referees will wave players onto the pitch at the next stoppage of play.
- b. All subs waiting to come in need to be standing at the mid-field line. Not at their benches.
- c. No subs are allowed to enter the field unless they are waved on by the center referee.

11. Game Rules

- a) All games will be played in a 7v7 format, 6 field players and 1 goalkeeper.
- b) Each team is guaranteed 3 games.
- c) Each game will be 40 minutes long. There will be no half time.
- d) There will be 5 minutes of down time between each game.
- e) Each game will run on the same clock. The clock will be displayed on the scoreboard.
The clock will not stop for injuries or for teams that arrive late to their field.
- f) There will be a build-out line for all age groups.
 - a. Opponents may only pass the build-out line on a goal kick when the second player has touched the ball.
 - b. Example: the keeper passes to a defender, once the defender touches the ball play is live.
- g) All free kicks are indirect.
 - a. Corner kicks and penalty kicks are always direct.
- h) When the ball goes out of bound on the sidelines, the ball will be put back into play via a kick-in.
- i) Goalies are not allowed to punt the ball.
 - a. This is in line with standard 7v7 rules.
- j) Players can only be offside if they are past the opposing team's build-out line.
 - a. All players in front of the Build-out line cannot be offsides.