# The Philadelphia Union Summer Cooldown

Tournament Rules – August 8th & 9th, 2026

Saturday (8/8) -> Girls  Sunday (8/9) -> Boys

**1. Registration and Eligibility:**

a. The Philadelphia Union Summer Cooldown is open to all Boys and Girls teams that reside within the United States from ages U8 to U12. For any questions regarding eligibility please reach out to the tournament director, Sky Dumont, via email at sdumont@philadelphiaunion.com.

b. All players participating in The Philadelphia Union Summer Cooldown must be registered as a youth soccer player, and be in good standing, with a certified governing body. Teams will turn in their player cards via the Google form for check-in. All players of one team must be registered under the same governing body.

c. Rosters submitted for teams competing at the 7v7 level may have a max roster of 12 players. Teams at the 9v9 level may have a max of 15 players. Rosters for teams competing may have any combination of regular roster players and up to 3 guest/loan players.

d. Players may only compete with one team in an age bracket 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 in an age group, 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.

**Refund Policy:** Refunds will only be issued to teams that have purchased Event Cancellation Insurance (ECI) through US Sports Club Insurance (USSCI) via the GotSport platform. Teams that did not purchase Event Cancellation Insurance are not eligible for reimbursement of entry fees. Event Cancellation Team Coverage can be added up to 15 days prior to the start of the event. Teams may add coverage during the registration process through the GotSport platform. If your age division does not run due to low numbers, you will be refunded your full amount.

e. At no point will the Philadelphia Union, WSFS Bank Sportsplex, or the tournament committee be held liable for any travel, lodging, food, or any other expenses associated with the event based on factors outside their control. Examples of these factors are inclement weather, 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. Check-In Policy:**

a. All teams will need to complete check-in by 5pm on Monday, August 3rd before the competition starts. It is imperative all teams are signed up before the competition begins. The check-in process allows the tournament committee to ensure all players are properly carded and are eligible for competition.

b. Any team that competes before completing check-in shall receive 0 points for all games played before their check-in documents were submitted.

**3. 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, and the forfeited team will not be eligible to compete in the final. 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 and the team that forfeited will be barred from competing in the final. 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.

ii. Teams competing in a 9v9 format will need to field at least 6 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.

**4. Group Play:**

a. Each team will be guaranteed at least 3 games. Depending on age group/division size, there is potential for a 4th game. Please see scenarios below.

b. In divisions with 8 teams, the teams will be split into Group A and Group B. Each team will play the 3 other teams in their group. The first-place team in each group will be crowned champions.

c. In divisions with 7 teams, each team will play 4 games. The team with the best overall record will be crowned champions.

d. In divisions with 6 teams, the teams will be split into two groups. They will play the other two teams in their group and then play one team from the other bracket. The team with the best record after 3 games from both brackets will be crowned champions.

e. In divisions with 5 teams, each team will play 3 of the other teams in the bracket. After each team has competed in 3 games, the top two seeded teams will compete in a final for the championship.

f. In divisions with 4 teams, each team will play the other teams in the group and the team with the most points after three games will be crowned champions.

g. 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.

h. If there is a 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.

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.

**5. 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 athletic trainer.

**6. Inclement Weather:**

a. Teams and coaches must arrive at 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. Officials have the right to stop play if they believe the weather conditions are unsafe to continue. All decisions made by officials are final and cannot be disputed.

d. 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. In the event there is a stoppage in play due to poor weather conditions, teams and families should seek shelter and wait for further instruction from the tournament committee.

**7. 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.

**8. 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 ejected from the tournament as well if deemed appropriate. This type of behavior is not acceptable at this event and will not be tolerated.

**9. 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, 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.

e. 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.

**10. Overtime Procedure (Golden Goal):**

a. Overtime will only apply to *Semi-Final* and *Final* matches of any given age group/division. NOT POOL PLAY.

b. Consists of one 5-minute Golden Goal period.

c. If still tied after the end of 5 minutes, match will go on to a Penalty Shootout.

**11. 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 participate in the penalty shootout.
d. All players must kick before any player 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.

**12. 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.

d. A coach may alert an assistant referee when they are ready for subs, not the center referee.

**13. Game Rules:**

a. All U8-U10 age groups will play in a 7v7 format

b. All U11-U12 age groups will play in a 9v9 format.

c. All 7v7 and 9v9 games will be played with 7ft by 21ft. goals.

d. All games will be 40 minutes, and 5 minutes of downtime between games.

1. 2 halves, 20 minutes each

2. There will be a 5-minute half-time.

e. Deliberate heading is not allowed in any age group U10 or younger.

1. If a player deliberately heads the ball, an indirect free kick will be awarded to the opposing team at the spot of the foul.

f. The max Goal Differential a team can record per game is 5.

1. For example, if a game ended with a score of 7-0, the goal differential would remain at +/- 5 for both teams.

g. As soon as a team leads by 7 goals, a Mercy Rule will come into play.

1. The game will end effective immediately.

2. The goal differential for both teams will remain at +/- 5.