

ERIE FUTBOL CLUB HOLIDAY CUP RULES

Gameday Sports Center has additional rules that apply to their facility and these are included at the end of the Erie Futbol Club Holiday Cup Rules.

1. **Roster:** Maximum of 18 players on a roster. Only players on the roster prior to first game can play for the team during the tournament.

2. **Field Players:**

Number of Field Players for Erie Futbol Club Holiday Cup

U12 and under – 6 field players + keeper

U13 and up – 5 field players + keeper

3. **Playing on Multiple Number of Teams**

A player is not allowed to roster on two teams participating in the same age division.

Younger players allowed to play up an age group as an individual or as an entire team. Player(s) must be listed on all team waiver/ rosters.

4. **Uniforms:** All players on a team shall wear jerseys of the exact same color except the Goalkeeper who shall wear a jersey, which distinguishes him/her from all other players and the referee. All uniforms shall be numbered. Home team must change jerseys if both teams are the same color (team listed first is the home team).

5. **Shin Guards:** Mandatory – all players must wear them.

6. **Dangerous Equipment:** The referee shall determine if equipment is dangerous to any of the players on the field. No jewelry is allowed. Indoor shoes, turf soccer shoes or outdoor molded cleats are recommended. The referee decides if the player can play.

7. **Fouls & Misconduct:** The referee is responsible for calling fouls including but not limited to: tripping, pushing, holding, jumping, charging, delay of game, etc. If, in the opinion of the referee, a foul is of such nature as to warrant additional punishment besides a free kick, **a two (2) minute blue card will be issued as well as a shootout. Boarding is an automatic two (2) minute penalty with a shootout.** Any player who receives a time penalty will proceed immediately to the team box to serve the two (2) minutes. If the opposing team scores the shootout or a goal during the two (2) minute penalty the player may return to the field. Dissent, or the failure to give your name will result in a yellow card and an additional two (2) minute penalty. The bench shall be asked to identify the player and if they refuse the player shall receive a red card. Players are expected to cooperate with the referee and play within the spirit of the game. Any player spitting or throwing gum on the field will be ejected for the game.

8. **Accumulation of Penalties:** A player receiving a blue card (Time Penalty) who commits another foul, which warrants an additional time penalty, will receive a yellow card. If this same player commits a third offense, which warrants a time penalty, they will be issued a red card, 5 minute penalty and ejected from the game.

9. **Ejection's:** Any player or manager/coach, etc. ejected from a game must leave the soccer area and retire to lobby area of the Facility, or face further disciplinary action. Any ejection will result in a tournament suspension.

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10. Violent Conduct/Serious Foul Play: Any player and/or team official ejected for violent conduct such as striking, fighting, assaulting an official, or verbal abuse of an official, shall be suspended for the remainder of the tournament. The Facility reserves the right to prohibit any person from participating in a Erie FC Holiday Cup or entering any Facility due to gross misconduct on the soccer fields, within the building and/or on the property grounds. For any violations not covered herein in the Erie FC Holiday Cup rules and regulations, the Facility Director and/or Tournament Director shall determine the penalty imposed or the interpretations of any matters.

11. Three Line Violation: NO THREE LINE VIOLATION

12. Goalkeeper Possession: FIFA outdoor back pass rules will apply. The keeper may not control the ball with his feet outside the goalkeeper box and bring the ball into the box and then use his hands without a player on the opposing team touching the ball first. **PUNISHMENT:** Loss of possession and restart at the top of the arc.

13. Restarts and Substitutions: ALL SUBSTITUTIONS ARE ON THE FLY – NO GUARANTEED SUBSTITUTIONS EXCEPT GOALS AND INJURIES. Restarts must be taken within five (5) seconds after the ball is ready for play. Opponents must allow the required 10 feet from the restart kick. Intentional encroachment is a two (2) minute time penalty. Players must enter and leave the playing field at their own bench areas. A two (2) minute time penalty will be assessed for violations. Please enter and leave through the bench doors. Do not jump over the boards to enter or leave the playing field.

14. Ball Over Perimeter Wall: When the whole of the ball passes over the perimeter wall along the touchline, it shall be kicked in from the point where the ball went out.

15. If the ball hits the netting , lights above the field-of-play or building superstructure, the referee will be sole judge as to whether any contact has occurred, and teams are advised to continue to play until they hear a whistle. Play will be stopped for contact and a free kick will be awarded to the opponent at the center spot of the nearest "zone" line where contact occurred (Never the halfway line).

16. Goal Kick: When the whole of the ball passes over the perimeter wall having last been played by a member of the attacking team, play shall be restarted with a goal kick.

17. Corner Kick: When the whole of the ball having last been played by one of the defending team passes over the end perimeter wall, excluding when a legal goal is scored, a member of the attacking team shall take a corner kick.

18. Penalty Kicks: All penalty kicks are to be taken from the top of the dot.

19. Forfeits: There will be a one - minute grace period for a team to field enough players. After one minute, the game will be forfeited by the team without enough players to field a team. All games forfeited for any reason will have a 1-0 result.

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20. **Length of Game:** The clock will be set for 35 minutes and will begin to run for the next game immediately following conclusion of the prior game. In case of a serious injury, the referee may decide to stop time. The referee may terminate a game because of bad conduct of players, coaches, or spectators. The tournament director shall determine the outcome of any game termination. Teams are to leave the field immediately after the conclusion of their game. The home team shall kick-off.

21. Rules to Determine Group Champions:

a) *Points:* Win 3 Points
 Tie 1 Points
 Loss 0 Points

b) Tie Breakers:

1. Total Points
2. Head to Head (if 3 or more teams are tied, head to head will not be used)
3. Goal difference – subtract total goals allowed from total goals scored. Please note: The maximum recorded goal difference in any one game shall be four (4)
4. Most Goals Scored (up to 4 per game)
5. Least Goals Allowed
6. Sudden Death Penalty Shots
7. In event of forfeit, rules 3 and 4 will be placed in a “per game average”

a.) Divisions with wild card teams will use the same criteria as outlined above to determine a winner. Wild card winners will not be paired against each other or against the winner of their group. The wild card will play the winner of the next alphabetical group. **Alphabetic sequence will be utilized to prevent teams from the same club to play prior the Championship Game.** The final determination of the pairing will be the decision of the Tournament Committee
Seeding for third game in 7 team bracket - Teams will be seeded 1 to 7. First seed has a bye and will automatically move on to semi-final game. In a seeding situation, 2 teams from the same club **may** play each other in the third game.

b) *Semi-Finals & Finals:*. If the score is tied at the end of the game, there will be a five (5) minute sudden death overtime. If still tied after the overtime, Penalty Kicks shall be used to choose the winner.

21. **Appeals:** There will be NO APPEALS.

22. **Insurance:** All teams must supply their own additional insurance. All players (or parents, if minors) must sign a roster/waiver form before participation.

23. **Team Check-In:** Completed Waiver Form Roster and proof of age (player pass, birth certificate, drivers license) are to be presented at registration desk one hour before your first game. **All money must be paid by REGISTRATION or your team will be ineligible to play – NO EXCEPTIONS!!!!!!!!!!**

24. **Awards:** Individual awards will be presented to first place champions in each age division.

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Gameday Sports Center Facility Rules

1. Shinguards mandatory
2. No three line violation
3. Goal kicks taken anywhere in penalty area
4. Corner kicks taken under blue ribbon
5. Ball in play kicks are taken one yard from boards
6. Spitting an automatic ejection!!!!
7. Shootouts for penal fouls during play
8. Penalty kicks taken at spot above Penalty area
9. No jumping over boards
10. Clock does not stop except for serious injury
11. Ceiling is IN play except if creates an unfair advantage
12. Ceiling cannot help score a goal -
13. Ball goes to nearest line from penalty area
14. Fouls are not a guaranteed sub
15. Six Team non-penal fouls will result in a shootout. After the shootout the non-penal fouls reset to zero. This is only in effect for Adult Leagues.
16. No guaranteed Sub in last 2 min