

MID PENN TOURNAMENT RULES AND REGULATIONS

2019 END OF SEASON TOURNAMENT

I. PARTICIPATION REQUIREMENTS:

- A. Only Mid Penn League teams that have met the participation requirements for the League may participate.
- B. Only Mid Penn teams that are rostered 2019 recreation teams may participate.
- C. All players must be properly equipped to participate in this event.
- D. All teams will comply with league requirements (e.g. insurance).

II. TOURNAMENT RULES / GENERAL CONSIDERATIONS:

A. **DIVISIONS/LEVELS:**

14U will be divided into two (2) divisions by season record and/or extenuating circumstances for competition. Each division will play for Gold, Silver, and Bronze medals.

- 1. 20-minute running halves
- 2. 5-minute half time
- 3. See clock and horn guidelines (timeouts, overtime, etc.)

12U will be divided into two (2) divisions by season record and/or extenuating circumstances for competition. Each division will play for Gold, Silver, and Bronze medals.

- 1. 20-minute running halves
- 2. 5-minute half time
- 3. See clock and horn guidelines (timeouts, overtime, etc.)

10U will be divided in to three (3) divisions for games. 1st/2nd winners of each division will receive Gold/Silver medals.

- 1. 7 v 7 on small field
 - 2. Round Robin only with **no championship game**
 - 3. Gold medals awarded Division winner and silver awarded to second place
 - 4. 20 minute halves with 5-minute halftime
 - 5. No OT at the 10U level
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B. **GAME TABLES**

- 1. Volunteers from EACH TEAM (1 from each) will manage the game table unless otherwise staffed by event personnel.
- 2. Game table must track time, penalties and keep score.
- 3. Table personnel are to provide score card document to the coaches after each game for signoff by both and direct the winning coach to deliver the card ASAP to the concessions area score tent.
- 4. Disputes (if any) are to be settled by the head official.
- 5. There will be a **running clock** and a **common horn**.
- 6. Start time is uniform, but games may vary in length (e.g. extenuating circumstance like injury).
- 7. There will be a common horn that will signal the start of play for each level.
- 8. The timer and scorekeeper on each field will work with officials to start/stop play once this sounds.

C. **END LINE/GAME BALLS**

These will be provided by the Tournament and placed on the end lines and side lines before the start of each game.

D. REGULAR SEASON BOYS 2019 RULES WILL APPLY WITH THE FOLLOWING EXCEPTIONS:

1. GUIDELINES ON CLOCK and PLAY STOPPAGES
 - a) **Time Outs:** One 45-second time out per half with no clock stoppage.
*No time outs in last 2 minutes of game with running clock.
 - b) **Injuries:** The clock will not stop for injuries unless the head official deems it necessary due to the length of the stoppage of play.
 - c) **OVERTIME:** Two-minute break before overtime starts. No time outs. 5 minute period, no time outs. If no winner after period, repeat after two-minute break.
 - **NO OT in 10U Division**
 - d) **Full field format, no changes from regulation play. First to score wins.**
2. **Keep it in/aka Box rule does not apply**

E. ZERO TOLERANCE / BEHAVIOR EXPECTATIONS: Please share these expectations with your parents and players before the start of the tournament.

1. Unsportsmanlike conduct will not be tolerated. Inappropriate behavior, such as the use of profanity and/or taunting by players or coaches, will not be tolerated. The player/coach is subject to ejection from the game and will be banned from the following game. The Tournament Officials reserve the right to ban a player/coach from the rest of the Tournament.
2. Overly physical and/or aggressive play will not be tolerated. The player/coach is subject to ejection from the game and will be banned from the following game. The Tournament Officials reserve the right to ban a player/coach from the rest of the Tournament.
3. Players or coaches that use abusive language toward or argue excessively with the officials will be ejected from the game. The player/coach is subject to ejection from the game and will be banned from the following game. The Tournament Officials reserve the right to ban a player/coach from the rest of the Tournament.
4. Fans that are disruptive or abusive to opposing teams or officials must be dealt with by the coach or representative of the team with which that fan or parent is associated. Penalties may be assessed for this behavior at the discretion of the official.

II. POOLS, BRACKETS and ADVANCEMENT: Three game minimum for all teams. Game formats (pool, pool/bracket, bracket, etc.) will be determined by the Tournament Director

1. **14U and 12U Advancement (Win/Loss/Tie)**
 - (1) Best Record
 - (2) Head to Head
 - (3) Goals against
 - (4) Goal differential
2. **Bracket Play**
 - (1) No ties, refer to Overtime in section C above for overtime rules if tie occurs at end of regulation time
3. **10U** Round Robin format; 1st/2nd only awarded at pool level. Ties are allowed, no overtime.
 - (1) Best Record
 - (2) Head to Head
 - (3) Goals against
 - (4) Goal differential
4. **TOURNEY MACHINE:** Please follow your team(s) on Tourney Machine to get the most up to date and accurate information on advancement and bracket play:
 - a) Field Map and Rules are also available within the App
 - b) Link: www.tourneymachine.com

III. ADDITIONAL CONSIDERATIONS In the event of adverse weather or unplayable field conditions, the tournamentdirector

reserves the right to:

- Reduce game times in order to catch up with schedule
- Finish games before inclement weather arrives, or to preserve field conditionsReschedule games, if possible
- Convert tournament to a "festival" format without playoffs or championships to provide the majority of teams the opportunity to play as many games as possible. Every attempt will be made to update cancellations. However, weather conditions can change rapidly and all teams should be prepared to play as soon as weather and fields are playable.

IV. THUNDER/LIGHTNING POLICY

If thunder or lightning is observed play will be suspended immediately and players and fans will be asked to leave the fields to return to cars. Play will be allowed to resume 30 minutes after the last sound of thunder or sighting of lightning is observed which will be determined by the tournament referee/medical staff. Every attempt will be made to begin subsequent games on time. Subsequent games will begin immediately after preceding games. These games may consist of one 30 minute running time period until games are back on schedule. Once games are back on schedule they will revert to “normal” tournament game time procedures.

V. RAIN DATE: Immediate day following event, so long as fields are considered playable by the Tournament Director.

VI: CONTACT INFORMATION:

<u>NAME</u>	<u>CELL NUMBER</u>	<u>FUNCTION</u>
Rob Long	717-609-2915	EVENT PLANNER/Director
Hope Helms	717-919-1630	SAFETY DIRECTOR/Emergency Operations Liaison
BJ Sieg	814-571-2308	Concessions Manager
Raphelle Beinhower	717-324-0020	Awards

VII. Field Map

Posted onsite at concessions and within the Tourney Machine app.

VIII. Park Rules/Guidelines

- **No Dogs/Animals**
- **Tents must remain in designated Team areas (green triangles on map)**
- **Tents must be staked, as this park is typically very windy**
- **Trash: please be respectful and care for keeping all areas clean of waste and debris**
- **Parking: arrive early and be patient. Fire police or volunteers will be parking the event. Handicap or other unique parking requirements are available at the concession lot; please let the fire police or volunteers know if you need to have special parking upon arrival.**

Mid Penn 8U Exhibition Format

8U: One pool with a three-game minimum.

4 v 4, small field, no offsides

No scores kept.

Twenty (20) Minute running clock, field/official timing.

No timeouts but game play can be stopped if needed.

Starting the Game

-Rock paper scissor determines first possession.

-4 field players per team placed in their defensive half. Upon the whistle being blown, defensive players may engage the offense.

Restarting the Game

-After a goal the defense (team just scored upon) is given the ball at Goal Line Extended (GLE) and will clear the ball. The riding team must drop back into their defensive half.

-Out of bounds normal rules.

-Shots, team on D.

-Lands in crease not goal, team on D gets it in X area.

Substitutions

Substitution anytime

Passing Rule

Teams must ATTEMPT 1 pass in their offensive half before going to goal or shooting.

No Contact

-Intentional stick to stick, stick to body, or body to body contact is NOT permitted. Checking is not permitted.

-PENALTY: Illegal Contact – Ball is awarded to offended team and the player is substituted and may not re-enter the game until the next goal is scored by either team.

Loose Balls

-Players are strongly encouraged to scoop through.

-No more than 2 players may contest a loose ball. If a third player comes into the scrum, play shall be stopped, and the ball is awarded via Alternating Possession.

Goal Crease Violation

-No player is allowed in the crease unless directed by official to retrieve ball.

Unsportsmanlike Conduct

Players are expected to uphold the highest levels of sportsmanship at all times. Any actions contrary to this shall be deemed unsportsmanlike conduct.

PENALTY: Unsportsmanlike Conduct – Ball is awarded to offended team and the player is substituted and may not re-enter the game until the next goal is scored by either team. May also be disqualified from the entire EVENT at official's discretion.

Coaches

No coaching. Adult field chaperone may assist with substitutions and provide positive encouragement but should not be directing play of the game.