



The Haverford Welsh Cup Rules and Regulations

1. General

The Tournament Committee or the host club will not be responsible for any expenses incurred by any team, club or individual if the tournament is canceled in whole or in part.

Every effort will be made to play the tournament in full. However, should unforeseen circumstances cause partial cancellation we may offer a credit towards future Tournaments, upon the conclusion of this year's event weekend. In the event the tournament is canceled in whole, partial refunds will be made after Global Team Tournaments pays expenses incurred by the tournament. There is no make-up or rain date planned for the tournament.

The Tournament Committee's interpretation of these rules shall be final and binding. The Tournament Committee reserves the right to decide on all matters pertaining to the tournament.

Tournaments- First place awards will be presented to Winners in each division.

Pets are prohibited unless they are service animals

Grills are Prohibited

Failure to follow parking instructions from signage, event staff or facility staff. Global Team Tournaments and/or the host club are not responsible for ticketing or towing.

2. Laws of the Game

All games will be played in accordance with FIFA and USYSA laws, except as specifically modified by these rules.

3. Electronic Registration Process

ONLINE CHECK-IN

To complete the online check-in please follow these instructions.

1. Go to your GOTSport
2. Click on Event/ Welsh Cup
3. Click on the upload USYS/ EPSYA roster

* All official rosters should be uploaded to be verified

4. Payment and Scheduling for the Tournament/ Showcase

All teams are required to pay their registration fee before being accepted for the tournament- payment should be sent as early as possible. In the likely event that the tournament is oversubscribed, the teams that have paid will be accepted. Teams that have not sent payment, regardless of the date they applied for the tournament will either be waitlisted or declined."

The tournament committee will always aim to publish a preliminary schedule **on or around 10 days** before the commencement of the tournament."

5. Withdrawal Policy

Applied Teams Withdraw before Acceptance:

Teams withdrawing from the event before acceptances are issued via e-mail will be issued a full tournament refund. The tournament is not responsible for any hotel or additional costs incurred by the team.

Accepted Teams Withdraw after Acceptance:

Teams withdrawing from the event after being accepted will not be refunded.

6. Ball Size/Duration of Game

Size 4 ball for ages U09 and U10; games consist of **two 20 minute halves**

Size 4 ball for age U11 and U12; games consist of **two 25 minute halves**

Size 5 ball for age U13+; games consist of **two 30 minute halves**

HOME Team must provide the game ball.

Players aged 10 and younger are not allowed to head the ball. If the ball is headed an indirect free kick will be awarded to the opposition.

7. Cancellation Policy

In the case of severe inclement weather, the Tournament Committee shall have the authority to change the format as follows:

- Relocate or reschedule any game;
- Consider as complete a game that has been called by an official once 50% of the game has been played;
- Cancel any preliminary games that have no bearing on the selection of division winners;
- Reduce the duration of any game as needed.
- In the event of cancellation in its entirety, meaning no games played each day, refunds will be issued after all relevant expenses are covered. If the event is cancelled in part, we offer a credit towards future Tournaments, upon the conclusion of this year's event weekend.

8. Substitutions

Substitutions may be made without limit, with the permission of the referee as follows: after a goal has been scored, at any goal kick, at any throw in, after an injury, for a yellow carded player. **Please note that a team may substitute on the opposing team's throw in only if the opposing team makes a substitution.**

There will be no substitutions for a player who has received a red card.

9. Protests

There will be no protests allowed.

10. Games and Equipment

All uniforms must be numbered. In the event of conflicting color jerseys, the home team will be required to change (home team is listed first on the schedule). Players are required to wear shin guards in accordance with the Laws of the Game.

Players wearing a hard cast must have it covered. It will be up to the individual referee's discretion to make sure the cast is covered properly and will not pose a physical danger to any player. If a referee does not feel the cast is covered sufficiently, then that player will not be able to play. No metal cleats may be worn during soccer games. Players may not wear jewelry on the playing field, including metal hair clips.

Be at your field ready to play 20 minutes before game time.

Referee will toss coin with team captains to start the game and choose goal.

Game reports must be signed by both coaches. Failure to sign the game card will revoke your teams right to the score being modified online.

Mercy Rule- If your team outscores another team by more than four (4) goals, the score reported online will not exceed a four (4) goal difference. This will not affect the tie breaker rules as the maximum goal difference for calculating a tie breaker is four (4) goals.

11. Conduct

Players, coaches and spectators are expected to conduct themselves within the spirit and laws of the game. Players, coaches or spectators ejected from a game by the referee will be required to leave the field area. Severe misconduct and/or failure to comply with a referee could result in disqualification from the remainder of the tournament.

If a player is sent off they will be suspended for at least the next game in the tournament.

Players, coaches and spectators of opposing teams shall occupy opposite sides of the field. No one will be permitted behind either end line.

Alcoholic beverages are not permitted at any game sites.

12. Failure to Show and Forfeits

There will be a 5-minute grace time allowed for teams not at the field of play at the scheduled time of kick-off. The opponent shall be awarded a 2-0 win for the match. A minimum of seven (7) players is required for play to begin in a 11v11 game. A minimum of five (5) players is required for play to begin a small sided game (7v7/9v9). In no event shall a team who forfeits a game be eligible for first place awards. The team with the next best record or point total shall be declared the award winner.

13. Determination of Division Winners

Each win counts for three points, each tie for one point. All games in the initial phase shall carry equal weight, both in-group games and cross-over games. At the end of play, the division champion will be the team with the most win/tie points. In the event of a tie within the division, the following criteria will be used to determine the division champion and finalist, in the following order:

1. *Head to Head Competition*- Head-to-head shall only be utilized in the event of a two-way tie, and will no longer be utilized in the event of a tie among three or more teams.
 2. *Goal Differential* – up to plus-4 or minus-4 units awarded per game.
 3. *Accumulated Goals Scored* – limit of 4 per game
 4. *Accumulated Goals Against* – The team with the fewest goals allowed shall prevail.
 5. *Penalty Kick Shootout* – Should a team fail to show up for the scheduled shootout, the tiebreaker will be awarded to the team prepared to participate.
- Each team will designate players to take shots including one goalkeeper. Coin toss winner opts to kick first
 - 5 initial shots per team, in an ABABABABAB pattern, until a decisive result is reached.
 - If still tied, single alternating penalty kicks, in an AB pattern, until a decisive result is achieved.
 - Shootouts may be assigned to a designated area or field.

14. Guest Players and Roster Sizes

Tournament Roster sizes

U9-U10- Teams may not carry any more than 12 Players

U11-U12- Teams may not carry any more than 16 Players

U13+- Teams may not carry any more than 18 Players

*A maximum of 2 guest players may be used during the tournament. No more than a total of eighteen (18) players for U13 - U15 teams, no more than sixteen (16) players for U11 - U12 teams and no more than twelve (12) players for U9 - U10 teams listed on their Roster. Guest players must be 2025 registered players, whose club team is not participating in the Tournament. Teams must present a valid player pass for each participating guest player. **Guest players must be approved by the Tournament Director before the day of play.*

No player may play for multiple teams during the course of the entire tournament.