



# 36TH ANNUAL COLLEEN REILLY TOURNAMENT

**AUG. 18-20, 2023 • HORSHAM TWP., PA.**



# Welcome to Horsham Soccer's 36th Annual Colleen Reilly Invitational Soccer Tournament for Boys and Girls Travel Teams!

Horsham Soccer Association is pleased to announce that our 36th annual Colleen Reilly **Boys and Girls** Invitational Soccer Tournament, a great way to kick off your fall seasons, will be held August 20-22, 2023 in Horsham, Pa. We have hosted over 160 boys and girls soccer teams in past years and expect a similar turnout to compete this summer. The tournament will be based at [Kohler Park/Werner Fricker Fields](#), the home of Horsham Soccer, as well as other fields locations throughout Horsham Township. Games will be played over two days (Sat and Sun), with possible Friday night games for local teams. We have multiple fully lighted fields for day and evening games. We look forward to your team joining us for this terrific pre-season tournament.

## Eligibility

The Colleen Reilly Tournament is open to all **USYSA or US Soccer Registered (this includes USYS, AYSO, SAY, US Club Soccer)** boys and girls travel teams. All-star, state or league select teams may not participate. Each team must be registered with a national soccer association affiliated with the USYSA or US Soccer. All players must be carded to the same team and play for only one team in the tournament.

## Age Groups

Teams U8 through U17 are eligible to play. Teams will play in the age bracket to be played in the 2023 fall season. EPYSA cutoff date is 7/31. Brackets U16 and above may be combined by Horsham Soccer based on the number of teams registered.

## Format

- All teams are guaranteed a minimum of 3 games. A maximum of 5 guest players per team will be permitted.
- U8 to U10 teams will play 7v7 with 20 minute halves and a maximum team roster of 12 players.
- U11 to U12 teams will play 9v9 with 25 minute halves and a maximum team roster of 16 players.
- U13 through U17 will play 11v11 with 35 minute halves and a maximum team roster of 22 players. The referee must be presented with a roster of no more than 18 players for each game.
- USSF registered referees will officiate all tournament games.
- A 3-man referee system will be used for all 11v11 games.

## **Application Deadline & Payment**

- Deadline to apply is midnight of July 16
- Teams applying after July 16 will be added to a wait list and notified if accepted at the discretion of Horsham Soccer
- Payments may be made by check or credit card. A team's application is not complete until payment is received

## **Cancellation Policy**

1. Once registered, refunds will not be provided to teams withdrawing after acceptance by Horsham Soccer Club, unless the event is completely cancelled at which point rule #2 would apply.
2. A refund of a team's tournament registration fee minus \$100 administration costs will be given in the event of complete cancellation (due to weather, force majeure, or any other event beyond the control of the tournament staff) after the tournament director and the tournament staff reviews the entire event.
3. If a team plays a minimum of 2 games, due to circumstances out of Horsham Soccer control (weather, pandemic, etc), no refund will be issued. Be advised that Horsham Soccer reserves the right to proceed with the event in inclement weather and will make all efforts to play while keeping the safety of the participants as the priority.
4. Horsham Soccer Club is not responsible for any expenses incurred by any team in the event the tournament is canceled in whole or in part, or in the event games are discontinued or canceled, due to forfeit, inclement weather, force majeure, or any other event beyond control of the tournament. Only registration fees will be partially refunded.
5. COVID- 19 Policy: If we are forced to cancel the event prior to 14 days before the start of the tournament, a full refund will be given to participating teams. Essentially, no charge will be made.

If we are forced to cancel the event within 14 days of the start of the tournament (due to state or federal intervention), a refund minus expenses will be given (expenses will not exceed 25% of the application fee). This is due to the fact that, at this point, some costs would have been incurred. We will of course hope that once we get the green light, the event will go ahead as planned.

# Tournament Rules

All games will be played in accordance with [FIFA Laws](#), except as specifically modified by the following tournament rules.

## General Rules

This tournament is approved by EPYSA (Eastern Pennsylvania Youth Soccer Association), which is affiliated with USYSA, USSF and FIFA.

The Tournament Committee members, Tournament Director, Site Coordinators, Field Marshals, Horsham Soccer Association, its officers and EPYSA will not be responsible for any expenses incurred by any individual, team or club. All teams are responsible for their own medical and liability insurance coverage. In the event of an accident or injury while in transit to or from, or while participating in the tournament, the Tournament Committee members, Tournament Director, Site Coordinators, Field Marshals, Horsham Soccer Association, its officers and EPYSA shall not be held liable. All teams must have proof of insurance. Check with your club or state office about your proof of insurance.

Each team is scheduled to play 3 games. A 3 referee system will be used for 11v11 games.

Individual awards will be given to first and second place team members. Patch (or other team memento) trading is encouraged.

The Tournament Committee and Tournament Director reserve the right to decide all matters pertaining to the Tournament and their judgment is final.

## General Conduct

GENERAL CONDUCT - Only the coach who registers the team may speak with the Field Marshal on matters pertaining to the tournament. Each team shall have a designated speaking captain during the games. Coaches are responsible for the actions of their players, assistant coaches, parents and spectators.

NO ALCOHOLIC BEVERAGES are allowed at any field site.

NO FOUL OR ABUSIVE LANGUAGE is allowed at any field site.

NO HARASSMENT of referees (including assistant referees/linesmen) will be tolerated.

NO DISSENT of referee's decisions (including assistant referees/linemen's) will be tolerated

NO SMOKING at any fields.

NO DOGS at any fields.

The coach is expected to control his/her sideline and to put an end to any conduct detrimental to the good of the game. The coach is also expected to address any problem that the referee may bring to his/her attention. Failure of the coach to keep control of self, players, assistant coaches, parents or spectators may result in forfeiture of a game or the suspension of the team for the balance of the tournament by the referee, referee coordinator, field marshal, site coordinator or Tournament Director without refund.

PERSONS EJECTED – Coaches or Parents ejected from a game by the referee or asked to leave by tournament officials will leave the tournament grounds immediately and in an orderly fashion. Failure to leave the grounds immediately or continued abusive or threatening behavior will result in the manner being turned over to the Horsham Police. Abusive behavior by parents, players, or coaches may also result in forfeiture of the current game and/or expulsion of the team from the tournament and forfeiture of all remaining games.

### **Team and Spectator Location**

For both teams, players and coaches will take one side of the pitch. Supporters and spectators will take the opposite side of the pitch. The designated Field Marshal will indicate to the referee and to the teams which sides will be designated for players/coaches and which is for spectators.

No coaches, players, or spectators are authorized within 18 yards of the end of the field and no one is permitted behind the end line.

All spectators must remain behind the spectator's lines.

It is the responsibility of the team's coach or the person acting in the coach's behalf to control the conduct of the parents and other spectators. Failure to do so may result in a warning by the referee to the coach or the person acting in the coach's behalf.

### **Player/Coach Conduct**

Two yellow cards in the same game result in the ejection of the player from that game and the player must sit out the next game. There shall be no substitution for the ejected player.

One red card results in the ejection of the player from that game and the player must sit out at least the next game. Based on the referee report, the site coordinator, field marshal or referee coordinator may impose additional penalties for violent or dangerous play up to and including banning the player from further participation in the tournament. There shall be no substitution for the ejected player. Two ejections of the same player during the tournament result in the banning of that player from competition for the rest of the tournament.

Coach ejections will be treated the same as player ejections. In order for the game to continue after a coach ejection, an assistant coach must show a valid pass to the referee or the game is forfeited. If no assistant is available for the next game, then that game is also forfeited. Ejected coaches must leave the field area immediately and may not attend the following game. If not, the game is forfeited.

Per EPYSA tournament rules, all referee assaults and all yellow and red cards will be reported to EPYSA and the respective state associations.

### **Age, Eligibility and Guest Player Policy**

- U8-U10 - 7v7: up to 12 players
- U11-U12 - 9v9: up to 16 players
- U13-U18 - 11v11: up to 22 players on Tournament Roster but only 18 dressed and rostered per game
- All teams may include up to 5 guest players

All players (including guests) must be registered with their respective state, provincial or national association. All teams from outside EPYSA must supply a copy of their Permission to Travel Form signed by their state, provincial or national association. From EPYSA rules, secondary players registered on your roster are considered guest players for the purpose of traveling to tournaments and will be counted toward your 5 guest maximum if they attend.

Current player passes authorized by their respective state, provincial or national association will be required as proof of age for each player, including guests. Current coach passes authorized by their respective state, provincial or national association will be required as proof of good standing.

Official team rosters will be checked against coach and player passes during registration. The field marshal or referee may use a copy of this tournament approved roster to verify player eligibility before or during each game. Use of an illegal player (a player not registered with the tournament or a player who received a red or 2 yellow cards in the prior game) will result in the immediate dismissal of the team from the tournament without a refund.

No player may play for multiple teams during the course of the entire tournament. The player **MAY BE ROSTERED** on more than one team but cannot **PLAY** for more than one team.

### **Laws of the Game**

All matches will be played in accordance with [FIFA Laws of the Game](#), except as specifically superseded by these rules.

## **Player Equipment**

Each team is required to have alternate colored jerseys or pinnies. When the referee determines that the colors are similar, the home team is responsible for changing their jersey. The home team is the first team listed (left) on the schedule. In consolation or championship games, the home team will be determined by the referee's coin toss.

Shin guards must be worn during all games and socks are to cover shin guards during the match. All players must wear numbered jerseys. Players from the same team must wear different numbers and the numbers must match the player's number that is turned in on the tournament roster.

Goal keepers must wear a jersey color that contrasts with both team's jerseys and the referee's jersey.

Players may not play if they are wearing a hard cast, regardless of covering. No metal cleats may be worn during soccer games. Players may not wear jewelry on the playing field, including metal hair clips, earrings (taped or otherwise), and non-sports approved eyewear.

Any additional safety restrictions or requirements are at the discretion of the referee. **All decisions made the referee will be final!**

## **Substitutions**

There will be no limit to substitutions subject to permission of the referee: after either team has scored a goal, at the beginning of the second half, at either team's goal kick or on possession of a throw-in. When a yellow card is given, the carded player **MUST** be substituted for. The player may re-enter at the next available opportunity, subject to the permission of the referee. The opposing team has the right to one substitute at that time. If an injured player is attended to on the field, the injured player **MUST** be substituted for. The player may re-enter at the next available opportunity, subject to the permission of the referee. The opposing team has the right to one substitute at that time.

## **Balls**

BALLS – Under-12 and younger play with a size 4, everyone else a size 5. The home team supplies the game ball.

## **Protests**

There will be no protests. In matters pertaining to the game, all decisions of the referees are final. All scheduled center referees are USSF certified and are assigned by a local, state approved, referee assignor. The Tournament Committee, Tournament Director, Site

Coordinators, Field Marshals, Horsham Soccer Association and its officers have no control over referee assignments.

### **Forfeits**

A 5-minute grace period will be allowed after the scheduled kick off time before the game is awarded to the opponent. A minimum of 7 players constitutes a team for 11 v 11 games, 6 players for 9 v9 games, and 5 players for 7 v 7 games. Teams that fail to field the minimum at the start of the game or who fall below the minimum during the game forfeit the game regardless of the score at the point of forfeiture. Every team must have a coach with a valid pass at each game or the game is forfeit. A forfeit will be recorded as a 0-3 loss for the forfeiting team and a 3-0 win for the opponent.

### **Duration of Play**

Weather permitting, games for

- U8 - U10 groups will play 7v7 with 20 minute halves with a 5 minute half time
- U11 - U12 groups will play 9v9 with 25 minute halves with a 5 minute half time
- U13 and up groups will play 11v11 with 35 minute halves with a 5-minute half time

The referee, the site coordinator or the field marshal may shorten or cancel games to preserve the field or to keep the tournament on schedule. A game will be deemed official and its score stand if 20 minutes of the game have been played as of the scheduled start of the next game.

### **GAME CANCELLATION POLICY**

**INCLEMENT WEATHER or POOR FIELD CONDITIONS BEFORE A GAME:** An individual game may be cancelled or the players may be prohibited from warming up on the field and the game length may be reduced. Only the Tournament Committee, the Tournament Director, the site coordinator, the referee or the Field Marshal may shorten or cancel a game.

**INCLEMENT WEATHER or POOR FIELD CONDITIONS DURING A GAME :** In the event of lightning or other severe weather: the tournament committee will be notified by local authorities of approaching severe weather and may take the action of stopping tournament play before the severe weather is observable at the tournament sites.

The Referee, Field Marshal, or Site Director will also have the authority and responsibility to stop play if lightning or other severe weather is observed locally.

The Site Director at each tournament site will sound an air horn 3 times as a signal that that games are being stopped due to severe weather. Upon this signal the referee should immediately stop all games and everyone should take cover. The safest place to take cover is in cars away from the trees.



The game in progress may be terminated or the length of this and subsequent games may be reduced upon resumption of play. Only the tournament director, site coordinator, the referee or the Field Marshal may shorten a game. Should a game be terminated with 20 or more minutes played, the game will be considered official and the score will stand.

Cancelled games or games terminated before 20 minutes of play shall be considered a 0 to 0 tie for purposes of tournament standings.

See below for *special case rule handling terminated championship and playoff game brackets*.

ALL CLEAR - The Tournament Committee will determine when to give the All Clear Signal. Instructions for resumption of play will be given to the Field Marshals who will then inform the referee and coaches.

The All Clear Signal will be 1 long blast from an air horn.

EXCESSIVE HEAT - exists when there is a combination of high temperatures, high humidity and/or bright sunshine and can be very dangerous to anyone performing physical activities outdoors but even more so to young athletes participating in a highly competitive activity such as soccer. In the event of excessive heat, the tournament committee will add an additional 5 minute water break at the midway point of each half. This will essentially change the games to quarters.

In the event that games are switched to quarters while games are in progress: the Field Marshal will be notified by the Tournament Director and will then inform the referee at the next stoppage of play. The referee will then inform the coaches of each team.

If the current half is less than half way complete then the referee will stop the half at the midway point for a 5 minute break.

If the current half is past the midway point but still has more than 5 minutes remaining then the referee will stop the game at this point for a 5 minute break.

If the current half has less than 5 minutes remaining then the game will continue to half time (if in the 1st half) or to the conclusion (if in the 2nd half).

Teams will switch goals only at halftime, not at the quarters.

### **Score Reporting**

A Field Marshal will fill out a game report for each game played. The report will include game related information such as goals scored, yellow card and red card information and injuries. Coaches will be asked to sign the card to ensure that there is score agreement. In the event of disagreement, the referee's score is final. At the conclusion of each match the Field Marshal will

take this information to the site headquarters where the scores will be posted. Yellow and red card information will be used for tiebreaker scoring and for the Post Tournament report to the state.

## Ranking

Results are based on the following scoring criteria.

- Win - 6 Points
- Tie - 3 Point
- Loss - 0 Points
- 1 point per goal up to a maximum of 3
- 1 point for a shutout **win** (except for a 0-0 tie game. A 0-0 tie game is not considered a shutout win so each team will simply receive 3 points for the tie as noted above)

Maximum points that can be awarded for a team winning a game is 10 points (6 points for the win + 3 points for maximum goal differential of 3 + 1 point for a shut-out win)

Teams tied in points at the end of regulation games follow this tie-breaker order:

1. Head to Head competition if there are only 2 teams involved
2. Fewest Goals Allowed up to 3 per game.
3. Head to Head competition if there are only 2 teams left.
4. Goal Differential up to 3 goals (+ and -) per game for all games played.
5. Head to Head competition if there are only 2 teams left.
6. Fewest Red Cards.
7. Head to Head competition if there are only 2 teams left.
8. Fewest Yellow Cards.
9. Head to Head competition if there are only 2 teams left
10. Weather permitting a penalty kick shootout will be utilized to resolve a tie.
11. If any event a penalty kick shootout is not possible due to weather or other circumstances, then the team with the earliest online application will be declared the winner (determined by the date and time stamp of each team's submitted application).

## Ties

Ties stand in all games except championship/playoff games. If the teams are tied at the end of the championship game, it will be decided on FIFA penalty kicks.

**Special case:** For brackets that have a championship/playoff game where the game is terminated before 20 minutes of play then the team leading in that game will be declared the winner (i.e. the 20 minute game time rule does not apply for Championship/Playoff games). If the game is tied at the point that the game is terminated, then the team with higher points awarded during regulation play will be the winner (i.e. higher seeded team will be the game winner). If in the

event that both teams have same regulation play points, then the above tie-breaking will apply.