

Chili Invitational Travel Soccer Tournament

The Chili Invitational is hosted by Chili Soccer Association and sanctioned by NYSW as a Travel Soccer Tournament.
The tournament is open to Girls and Boys U9-U18.

Location: Davis Park, Town of Chili link is <http://www.chilisoccer.org/tournaments/travel/tournament-field-directions>

Entry Fee:

Deadline for tournament registration is May 7th

U8 – U10 team Registration Fee is \$320 (entry fee is non-refundable once accepted)

U11 – U18 team Registration Fee is \$450 (entry fee is non-refundable once accepted)

Deadline for early registration discount is March 15 (U11-U18 save \$40, must be paid in full by March 15)*

Teams deemed premier by Tournament Committee may be required to play up an age group.

For more information contact the tournament directors: Amy Zah or Lisa Parker

Guidelines/Format:

Division	Ball Size	Format	Minimum Players	Maximum Players	Length of Play
U9-U10	4	7v7	5	14	25 min halves
U11-U12	4	9v9	6	18	25 min halves
U13-U18	5	11v11	7	22	30 min halves

U9 and U10 Divisions:

This portion of the tournament will be non-competitive and treated as a festival format. There will be no tournament standings posted or championship games at these age groups. Each U9 through U10 player will receive a participation award.

A goal kick for U9-U10 will require the opponents to retreat to their own half of field until the ball is in play. The ball is in play when it is kicked directly out of the penalty area. The attacking team does not have to wait for the opponent's defenders to retreat and has the option to restart the game before should they choose to.

U11 – U18 Divisions:

Each team is guaranteed three (3) games. Champion and Finalist awards (shirts) will be presented for each of the U11 through U18 divisions.

Registration:

Tournament registration for local teams will be held one to two days prior to the start of the tournament. All teams must check-in at the tournament headquarters at least 30 minutes before the start of their first game.

1. A final roster and medical release forms (if applicable) must be provided at registration.
2. Player identification and proof of age (player passes) must be available for review upon the request of the tournament director or designate.
3. Teams not affiliated with NYSWSA must obtain a "permission to travel" form from their governing soccer association.
4. Guest players must present proof of age (birth certificate, player pass or passport)

Please be sure to check for any last minute schedule or rules changes. All players must be registered and insured through their Associations league. The final roster must not have more than the maximum number of players listed and only those players listed will be allowed to participate. **Each team may have up to three substitute players, to replace players who could not attend.** All players must play within their designated age group.

Participation on Multiple Teams:

A player may not be registered for more than one team within the same age group. Players are permitted to “play up” on a second club team.

- Exception: Clubs with two teams in the same age group, but participating in different divisions, may have up to two (2) players double rostered.
- These players must be clearly identified by the team representative upon check-in.
- Guest players are not permitted to be double rostered. All teams must be registered before the start of their first game and no additions may be made to the roster upon the start of that game. Failure to check-in and register will result in a forfeit. Any team found with ineligible players will be disqualified from the tournament.

Game Rules:

Game Times: All warm-ups should take place off the field prior to the posted game time. Games will start as close to the posted game time as possible.

Home Teams: Teams listed first on the game schedule will be designated as the HOME team. The HOME Team will provide the game ball, subject to the referee’s approval. If both teams have similar jersey colors, the HOME team must change their jerseys. It is mandatory that the teams occupy opposite sides of the field. The HOME team has the advantage in choosing which sideline their team will occupy.

Sportsmanship: All games are expected to be played in the spirit of GOOD SPORTSMANSHIP. Coaches will be responsible for maintaining good behavior of their team players, parents and spectators. Coaches and their staff are prohibited from instructing their players from both sidelines, as a courtesy to the opposing team. Coaches, players and spectators are to be a minimum of five feet from the sidelines. Linesman will be provided for U13 and above games and all final competitive matches.

Spectators: Parents and spectators must sit on the same side of the field as their team, opposite the other team and spectators.

Forfeits or Cancellations: The minimum number of players, as listed above, is required to start a game. Failure to field the minimum number of players at the assigned field within five minutes after the scheduled game time will result in a forfeit. If a team cannot play a scheduled game they must notify the tournament director or designate in advance.

Only the referees and the tournament director or designate may cancel or postpone a game. In the event of inclement weather, coaches and players must appear on the field ready to play. If the game should be terminated in progress due to weather conditions after at least 26 minutes of play, then the game will be considered official and the score will be posted as final. If game is suspended due to weather problems, field conditions or other situations beyond the tournament organizers control before the completion of the first half each team involved must check with the tournament headquarters for instructions. All efforts will be made to reschedule or complete the match however no refunds will be given if the tournament is cancelled due to circumstances beyond the control of tournament organizers.

Substitutions: A player may be substituted on at a stoppage of play with the permission of the referee as follows:

- a) At the beginning of each quarter/half
- b) Prior to a kickoff after a goal has been scored
- c) At any goal kick
- d) Prior to your teams throw in and
- e) Upon a player injury at the referee’s discretion.

If a player is injured and there is stoppage of play by the referee, the injured player must come off the field. That player may return to the field at the next appropriate stoppage of play. Free (unlimited) substitution is allowed at all age groups. Harassment of the referees will not be tolerated. This includes but is not limited to: coaches, players and spectators. Any player, coach or manager receiving a red card or ejection will be subject to a (2) game suspension (this includes the game in which they are ejected). One point deduction will also be applied for each red card occurrence. A player ordered off the field for misconduct cannot be replaced with another player and the team must play “short” for the remainder of that game. As a sanctioned tournament, all red cards must be reported to our governing body.

Round Robin (Ages U11–U18): For any Division with 5 teams, each team will play 4 games. The Champion and Finalist will be determined by the number of points awarded in round robin play. In the event of a tie, the tournament tiebreakers rules will be applied (head to head will only be used if 2 teams are tied; if more than 2 teams are tied in the standings, head to head will not be a factor). Awards will be presented to the Champions and Finalists immediately following the conclusion of the last game in the Division. No protests will be allowed during this tournament.

Tournament standings will be determined by the following point system:

(3) Points for a win

(3) Points for a forfeit (forfeits will be scored as a win with a score of 1-0 and no extra point for a shut out will be awarded)

(1) Point for a tie

(1/2) point for a shutout, only when there is a winning team

Red cards: minus 1 point for each occurrence

Coach or Assistant Coach ejection: minus 1 point for each occurrence

Tiebreakers will be determined as follows:

a) Winner of games between the tied teams (only if 2 teams are tied)

b) Most games won

c) Goals FOR minus goals AGAINST, with a maximum difference of (4) per game, which will also be reflected on the score board

d) Least goals against

e) FIFA penalty kicks

Overtime Rules for Final Games and Semi-Final Games Only: (2) periods of five minutes each played to completion. If still tied after (2) completed periods of five minutes each, the champion will then be determined by FIFA penalty kicks or if the game cannot be concluded due to inclement weather then both teams will be awarded co-champions.

The tournament committee reserves the right to decide on all matters pertaining to the tournament. This includes the interpretation of the foregoing rules and regulations.

Scheduling: Any scheduling or special requests MUST be submitted in writing with your team's initial application. All requests will be considered but there is no guarantee of their approval. All tournament schedules and rules will be posted on the Chili Soccer website chilisoccer.org as well as emailed to participating coaches.

Inclement Weather Policy: It is solely within the discretion of the tournament committee to modify the structure and format of the tournament in the event of actual or threatened poor weather or field conditions. This discretion includes, but is not limited to, shortening or canceling of some or all games, relocating games or fields, determining teams advancing to championship matches or declaring champions in any particular division. In the event of tournament cancellation (meaning no matches are played by any team), teams will be entitled to a refund of their entry fee, less tournament expenses on a pro rata basis. Otherwise, no refunds will be given in the event weather conditions or other condition cause a team to play less than three matches.

Winning coach is responsible for reporting all scores to the scorekeeper after each game played. In the event of a tie, the home team is responsible for reporting the score.