



Steel City Super Cup

Hosted by Steel FC

DATES

- July 30 & 31, 2022.

LOCATION

- No Offseason Sports
904 Little Deer Creek Valley Rd
Russellton, PA 15076

COST

- \$750 Per Team paid in its entirety on or before July 1st. This tournament is on a first come first serve basis.

RULES

1. The rules of play shall be the current "LAWS OF THE GAME" as published by FIFA.
2. Any rule not addressed shall be interpreted by the Tournament Director for the good the game.

NUMBER OF GAMES

Each team in the tournament is scheduled for a minimum of three (3) games.

PROTEST AND APPEALS

There will be no protests or appeals. Ruling of Referees at time of game is final.

FIELD OF PLAY

- All games will be played on a regulation size soccer field and with a size 5 soccer ball.
- There is limited seating for spectators. Please have your spectators bring a folding chair if they wish to sit and watch the matches to be safe.
- During the progress of any game, all substitutes for a team and the team's coaching support staff shall remain in their designated team area while not on the field of play and behind any drawn spectator line or at least 5 feet away from the touch line, with the specific exceptions of the Referee requesting the presence of staff on the field to assist an injured player of their team.
- At the end of each match, teams must promptly clear the designated team areas to make them available for the next game, and remove any trash produced during the game.

STRUCTURE OF THE GAME

1. Teams will be divided randomly into 2 Groups; Group A & Group B. Team standings will be based on the following point system:
 - WIN: 3 Points
 - TIE: 1 Point
 - LOSS: 0 Points
 - FORFEITS: Forfeited games count as a 1-0 win (3 points)
2. In the event that two or more teams in one division are equal in total points at the end of group play, the team(s) that will advance shall be determined IN DESCENDING ORDER of applicability by:
 - Head-to-Head
 - Goal Differential
 - Goals Against
 - Clean Sheets Secured
 - Coin Toss
3. Semi-final and Final games shall be a knockout competition. If the score is tied at the end of regulation time, the teams will play two 10-minute overtime periods with a two-minute period between each half. There is no "golden goal" rule. If the teams are tied at the end of overtime, winners shall be determined by the taking of kicks from the penalty mark. Only the players that were on the field at the end of the overtime period will be able to participate in the PK's and they all must remain on the field until the process is completed.

STEEL CITY SUPER CUP BRACKET EXPLANATION

- Two (2) Groups; Group A & Group B- each team plays all other teams in their group once for a total of three games on Saturday, July 31st. The two teams in each group with the highest total in points will advance to the semi-finals on Sunday, August 1st.
- Group A winner plays Group B runner-up in the first semi-final on Sunday, August 1st.
- Group B winner plays Group A runner-up in the second semi-final on Sunday, August 1st.

- The losers of each semi-final will play immediately after their game for 3rd place on Sunday, August 2nd. If both teams mutually agree to hit the road and head home rather than play the 3rd place match, that is acceptable.
- The winner of each semi-final will advance to the final and play in the championship match after the 3rd place game ends on Sunday, August 1st, or after a 30 minute “recovery period” if there is no 3rd place match. Teams can mutually agree to forego the given 30 minute “recovery period” and play the Championship Match immediately if that is what they would rather do.

PLAYING CONDITIONS

Games may be cancelled, temporarily suspended, or shortened in length due to extreme weather conditions determined as unplayable by the Tournament Director.

1. The responsibility of game cancellation, temporary suspension, or shortening in length will rest with the Tournament Director. Referees may suspend and/or terminate games due to lightning. Final judgment will be that of the Tournament Director. There will be no refunds for games cancelled or shortened due to weather conditions.
2. Games shall be considered completed upon the completion of the first half of the game when play has been stopped by the Field Referee or Tournament Director. The score at stoppage of play will be the final game score if play is not resumed.
3. At the discretion of the Referee, time may be added for time lost due to unexpected circumstances such as injury or interference of external factors, etc. If time is added, the Referee will clearly indicate to the coaches.

Although the time used for substitutions is considered a part of the Regulation Time, the Tournament discourages the excessive use of substitutions to run out the clock.

4. Rescheduling - If there is a stoppage of play for any reason and that stoppage lasts longer than 30 minutes, and the Tournament Director has determined that the orderly progress of the Tournament is threatened, the Tournament Director may take any of the following actions, but is not limited to them:

1. Resume games in progress from the point of stoppage.
2. Resume games in progress for a shortened period of play.
3. Cancel games in progress. Any game that has completed one full half of play will be considered a completed game. Games that have not completed one full half of play may be resumed for a shortened second half, rescheduled or cancelled.

COVID-19 PRECAUTIONS

- All referees, team staff, & players have the option to submit to a digital thermometer scan before their first match on each day. Individuals with temperatures above 100.4° will under no circumstances be allowed on the field or in the bench area but may view the match from a safe distance with spectators.
- Team staff are encouraged to provide hand sanitizer, wipes, etc to their players.
- Team staff are encouraged to wipe down their respective benches both before and after their games.
- Team staff and players are responsible for a clean bench area after each of their matches.

- Team staff will be responsible for keeping a list of their players, their staff members, and their fans at each game. Doing this will allow us to notify everyone on that list in case of a COVID incident and start the contact tracing process.
- No sharing of water bottles or team uniforms.

UNIFORMS

1. Home team is the first team listed on the game schedule. If the Referee determines there is a jersey color conflict, the home team will change to a contrasting color.
2. Player numbers are encouraged but not required on jerseys.
3. The following items are NOT permitted: Hair control devices with hard parts, earrings of any kind (no taped on allowed) and jewelry of any sort.
4. The following items are CONDITIONALLY permitted. Religious medals or medical tags taped to the body, splints, casts, braces or other joint support devices that, in the Referees opinion, are not dangerous or which are padded with pliable materials to eliminate danger. NOTE: Final decision rests with the Referee.
5. All players must wear shin guards. Socks must cover them.

TEAM AND PLAYER CERTIFICATION

1. A player may play for only one team during the Tournament.
2. All teams must check in 15 minutes (at the latest) prior to each match.
3. All teams must submit a current roster with names along with player passes (individual passes or one single document with all passes on it) to the Referee crew prior to each of their matches.
4. All players must have current USASA player passes. If your team is not affiliated with USASA, players must bring their driver's license in order to verify their identity on the team roster.
5. Each team must have a certified Tournament roster (22 player max). Player passes (or driver's licenses) will be checked against the roster, and player passes only will be kept by the Field Referee during the match. If a player does not present a current USASA certified player pass or valid driver's license to the Referee prior to the match, he will not participate in the match.
6. All passes are to be returned to the coach or manager of the teams at the conclusion of the game. If a red card was given or a coach/staff member dismissed, that player's pass will be returned but the Referee will make a note of which player, coach, or staff member will be ineligible to play or be on the bench during the team's next match. It is the responsibility of the coach to retrieve passes from the Referee at the end of the match.
7. At the conclusion of the match, the Referee will complete the game card in detail. He will also forward to the Tournament Director & Referee Assignor any knowledge of red carded participants for the Tournament records. He will also turn in an official supplemental game report if there are any unusual circumstances or the match is a forfeit.

PRE-GAME INFORMATION

- Kickoff will be at the time shown on the Tournament schedule with a five (5) minute grace period allowed. If a team is not ready to play at their scheduled time and has gone over the 5-minute grace period, the Referee of said match may award a forfeit win to the other team.

GAME LENGTH

- Group Play: 2x35 minute halves, 5-minute halftime.
- Playoff Play: 2x10 minute overtime periods, 3-minute halftime. No Golden Goal. If still tied teams will head to penalty kicks.

*Length of game may be shortened by the Tournament Director due to late start or other warranted conditions.

PLAYER SUBSTITUTIONS

- With the Referees permission, a team may use unlimited substitutions (except for Sent-Off players) at any stoppage of play, assuming the team making substitutions has possession of the ball.
- A team cannot substitute if the opposing team has the ball unless the opposing team is also subbing at the same time.
- A previously subbed player may re-enter the game at the appropriate stoppage.

For a substitution to be allowed, all the following conditions should be met:

1. The Referee must be informed before the substitution is allowed.
2. The substitute(s) must be ready at the Halfway Line before the substitution opportunity arises and only enter the field after receiving the signal from the Referee.
3. The substituted player may leave the pitch from any part of the field, but should notify the Referee where they are going off.
4. The use of this rule for the purpose of time-wasting is highly discouraged.
5. There is no substitute for an ejected player.

TEAM DISCIPLINE/SAFETY

1. An ejected player (2 yellow cards in one match or a straight red card) and/or coach are ineligible for participation for the remainder of the game and in the following Tournament game. This includes the 3rd place, semi-final, and final matches.
2. Fighting or referee abuse resulting in a send-off will result in an automatic 2 match ban for the individual.
3. Yellow cards (Cautions) are cumulative during the Tournament. A player or coach who receives 3 Cautions during the Tournament is not eligible to participate in their next game, including the 3rd place, semi-final, and final matches. The Tournament Director may take additional disciplinary action against a team or individual for serious offenses, including suspension from the remainder of the Tournament and non-eligibility for future Tournaments.

4. A coach is responsible for the actions of his teams' supporters. Abuse from spectators, coaches or any team member will not be tolerated. Violations can result in forfeiture of the game and/or expulsion from further Tournament play.
5. Any coach, manager, player, or staff official, who has been ejected must remove himself no less than 100 yards from the field of play within 3 minutes of notice of ejection, or the match will be forfeited to the opposing team.
6. Any coach that withdraws his team from the playing field during a match and refuses to continue play after being summoned by the Referee will receive a dismissal for "Irresponsible Behavior" and his team will forfeit the match.
7. If a field medic pulls a player from a match because they suspect that the player has a concussion, the player must be cleared by a doctor before returning to play. If no note is received, the player will not play. No exceptions.

United States Adult Soccer Association (USASA) Tournament Insurance Instructions

1. All players must be over the age of 18.
2. All players must be affiliated under USASA in order to compete.
3. If you are already affiliated with USASA, please disregard.
4. If your team is not affiliated under USASA, you must purchase tournament insurance in order to compete in this event.
5. Tournament insurance costs \$11.00 per player. If you are bringing a full roster (22 players) it will cost \$242.00. If you are bringing less, pay accordingly.
6. In order to purchase tournament insurance, please fill out the Steel City Super Cup Official Roster Form attached to this email. All sections of the roster must be filled out in their entirety.
7. In addition to the roster form, team staff must send pictures of the front of their player's driver's license in order to verify their birthdate, age, and player eligibility.
8. The final roster form and player's driver licenses must be submitted to steelfcinfo@gmail.com by 11:59pm on July 24th.
9. Payment for tournament insurance is due by 11:59pm on July 29th and can be sent via PayPal to steelfcinfo@gmail.com or via Venmo to @Brian-Luchini.

PRIZE

1. \$750 entry fee refunded and trophy for Champion.
2. First dibs at the 2022 Steel City Super Cup.

THE REFEREE TENT IS OFF-LIMITS AT EVERY FIELD

**RULES ARE SUBJECT TO CHANGE AS MORE INFORMATION ABOUT COVID IS
BROUGHT TO LIGHT**

BY COMPETING IN THIS TOURNAMENT, YOU ADHERE TO THE RULES ABOVE.