Tournament Rules: Challenger Invitational 2027

May 01 - 02, 2027 = Girls Weekend
May 08 - 09, 2027 = Boys Weekend

CREDENTIALS

For mandatory registration, done on-line via the team GotSPORT account, teams must provide the following required credentials:

US Club Teams:
1. US Club Roster.
2. Valid US Club Players Passes.
3. Valid player passes and loan papers for guest players.

US Youth Soccer Teams:
1. Original State Approved Roster.
2. Validated US Youth Soccer Player Passes. (Some state associations who use GotSport as their registration platform will have official rosters with player pass pictures on them. This will satisfy the requirement for both a roster, and player passes)
3. Permission to Travel forms, should your state association require them.
4. Valid player passes for guest players.

Foreign Teams:
1. Provincially approved player picture identification cards.
2. Teams must have a completed form from their Provincial, National, or Governing Association approving the team's participation in the tournament.

E-Waivers:
1. Every player, coach, and team manager must complete the online Tournament E-Waiver to participate in the event. The waiver is available on the tournament website.
2. Players found to be participating in the event without a completed waiver risk expulsion from the event and having their team games forfeited.
3. Spectators do NOT have to complete an E-Waiver, only participants.

PLAYER AGE & ELIGIBILITY

(A player must be born on August 1st of the listed year, or after, to be eligible for an age group)

Boys & Girls:
U19 = 2007/08
U18 = 2008/09
U17 = 2009/10
U16 = 2010/11
U15 = 2011/12
U14 = 2012/13
U13 = 2013/14
U12 = 2014/15
U11 = 2015/16
U10 = 2016/17
U09 = 2017/18
U08 = 2018/19 ** Depending on the level of a U08 (2018/19) team, the team will either play mixed within the U09 (2017/18) flights, or in an all U08 flight should there be enough teams of the same competitive level.

ROSTERS & GUEST PLAYERS

U8 and U10 Teams: 7v7
May register a maximum of 14 players. A team may use up to 3 guest players but any team utilizing guest players is still limited to a total of 14 players.

U11 and U12 Teams: 9v9
May register a maximum of 18 players. A team may use up to 4 guest players but any team utilizing guest players is still limited to a total of 18 players.

U13, and U14: 11v11
May register a maximum of 18 players. A team may use up to 5 guest players but any team utilizing guest players is still limited to a total of 18 players.

U15 and Older Teams: 11v11
May register a maximum of 22 players. A team may use up to 5 guest players but any team utilizing guest players is still limited to a total of 22 players. Only 18 players may dress for any each individual game. No more than 18 players may participate in any one match. A team using more than 18 individual players in a match will forfeit that match by the score of 3-0. Any team registering 19 to 22 players for the tournament is hereby advised not to have more than the 18 participating players in the "technical area" (bench area) during the game. Players 19-20-21-22, if they are in the technical area, should not be in uniform and should be clearly unavailable for use in the match.

The Tournament Directors reserve the right to amend the guest player limits per team as needed.

US Club Soccer teams may only take guest players registered under US Club Soccer, and USYSA teams may only take guest players registered with properly stamped USYSA player pass cards. No roster may be comprised of players with different passes from different organizations, or no "mixed rosters".

No player may play for more than one team in the tournament for the duration of the event. A player who plays for a team that he/she is not registered with for the event will cause the team that he/she is not registered with to forfeit any match in which he/she participates in. Players are only eligible to participate with one team.

GAME JERSEYS & GAME BALL

The tournament scheduler determines the home team for each match. The first team listed on the match card, and the official tournament website, is the home team. The home team will be responsible for using an alternate color uniform should there be a conflict with the away teams' uniform.

If necessary, the home team shall supply a suitable game ball if the tournament does not provide one. Should both teams agree on the use of a ball that is not the tournament ball, that is acceptable. Both teams and the match official must consent to this.

SPECTATORS

Spectators are not permitted behind the goals and shall be on the sideline opposite of the team benches. All spectators shall use appropriate behavior and language. Spectators are subject to ejection from the premises for verbal abuse, at the discretion of the match referee, the tournament referee coordinator, or the tournament director(s). Head coaches are responsible for the behavior of their teams' parents and spectators. Head coaches and teams risk sanctions, up to and including forfeiture of a match or expulsion from the tournament, if team spectators are out of control and deemed by any tournament official or director to be a threat to the continuance of the event. Any spectator who is told to leave a match by an official must do so without delay or the Tournament Directors reserve the right to forfeit the game to the detriment of the offending team.

If, in the viewpoint of the Tournament Director(s), Ref Coordinator, Match Official, or any other Tournament Official, a spectator has initiated, caused, engaged in, or been party to a physical altercation with any other player, coach, spectator, or event official then the individual(s) is subject to immediate ejection from all tournament facilities and premises for the remainder of the tournament weekend. Should the situation warrant further action, up to and including forfeiture of games and the request for police presence, that action will be undertaken.

LAWS OF THE GAME

All matches must be played in accordance with FIFA Laws of the Game, except as specifically modified as follows in the tournament rules:

- Substitutions may be made, with the consent of the referee, at any moment during the match.
- Games will consist of two halves of equal length. The Directors reserve the right to adjust game length for conditions beyond their control or for the good of the entire event.
    - U09 to U10 Game Lengths: (2) 25-minute halves.
    - U11 to U15 Game Lengths: (2) 30-minute halves.
    - U16 to U19 Game Lengths: (2) 35-minute halves.
- The game clock will not be stopped because of injury to any player, except if deemed necessary by the referee in extreme circumstances. Due to the time allowed for the completion of all games, the clock should run continuously. Tournament Directors have the right to halt the clock as deemed necessary, and to declare a match over or postponed to a later time.
- Group play games, and consolation games, that end in tie will remain as a tie. Only semifinal matches and championship matches, which must have a winner, will partake in penalty kicks. Semifinal and Final matches that end in a tie will go directly to a FIFA Penalty kick shootout. There will be no overtime periods; these games will advance straight to a penalty kick shootout.
- Teams will have their bench area on the same sideline, on opposite sides of the midfield line, from one another. Under no circumstance will teams have their benches on opposite sides of the field. Spectators are to be on the opposite side of the field from teams.

REFEREES

Referees will be USSF certified. It is the intent of the tournament to utilize 3-person referee crews for all matches U11 and older. Should a situation require it, the tournament reserves the right to use 1 official to operate a match. This would be a last resort. Should there be only 2 officials present for any game the distribution of those officials will be as follows: 1 center official and 1 linesman. There will not be a "two-whistles" system utilized.

PLAYER EQUIPMENT

It will be the referees' discretion to determine the safety and suitability of player equipment. Any player with a cast or brace must meet with the match official prior to kick-off of every match to determine the viability of playing with the cast/brace. Any cast/brace that the official deems allowable must also be

wrapped in padding to eliminate the risk of injury to other players. All players are required to wear shin guards.

FORFEITS

Any team that has forfeited a game, or caused the abandonment of a game, is prohibited from advancing to a semifinal or final match.

The score of a forfeited game shall be recorded as 3-0, in favor of the team not forfeiting.

Forfeiture will be declared for the following reasons, with the Tournament Directors reserving the right to declare additional reasons for forfeiture beyond the causes listed here, which are:

- A failure to begin play within fifteen (15) minutes of game time.

- Failure to complete a match where a team leaves the field during play prior to the match official terminating the game.

- Abandonment of the match by the official for actions by one, or both, teams or due to any team's spectators becoming out of control. The match officials report will determine which team is culpable for the abandonment. The responsible team will forfeit the match. Should the match official determine that both teams are culpable for the abandonment then the score shall be recorded as 0-0 and neither team will have the ability to advance to group playoffs or a championship match.

- A team utilizing more than the maximum number of players allowed in any one match.
    - U09 to U10 = 14 players
    - U11 to U19 = 18 players

- A team utilizing non-rostered players, or those unverified through the online check-in process, during a match.
    - Players are not permitted to play for more than one team in the tournament. Not even if in different age groups.
    - A player who is rostered with "Team A" for the tournament and then goes and plays with "Team B" for the tournament (even if "Team B" is from the same club as "Team A") will cause "Team B", the one he/she is not officially rostered with, to forfeit the match.

- A team utilizing any player(s), or coaches, that were red carded in their immediately previous match and therefore should be serving the requisite 1-match suspension.

STANDINGS, TIES-BREAKERS, AND DETERMINING WINNERS

The official event standings will be posted online via the tournament website. Standings are determined, and teams will be awarded points, using the following:

- Win = 3 Points
- Tie = 1 points
- Loss = 0 points

In the event of a tie in points at the end of bracket/group play, the winner for advancement to a semifinal or finals match will be determined as follows:

A. The winner in head-to-head competition. In the event of a 3-way tie, even after the elimination of 1 team through tiebreakers "B", "C", "D", and "E", the head-to-head tie breaker is NOT used. There is no reverting back to tiebreaker "A" in a 3-way tie.

B. Goal differential, maximum of 3 per game either way, for or against. (Team wins 4-0, scored as +3 Goal Differential. Team wins 8-2, scored as +3 Goal Differential. Team loses 4-0, scored as a -3 Goal Differential). There are no tiebreakers involving "most goals scored". Continuing to score goals does nothing for your goal differential once +3 is achieved and will not assist you in any way for advancement. The Tournament reserves the right to edit scores above a 5-goal margin. (Example: A 9-2 win may be edited to a 7-2 win, or a 8-0 win is edited to a 5-0 win)

C. Fewest goals against, up to 3 per game. A team may only have a max of 3 goals against in a match. Losing 0-5 or 4-8 will still only count as 3 goals against or a -3 in Goal Difference (GD).

D. Most total wins.

E. Most shut outs.

If a tie still exists after steps (A) through (E), FIFA Kicks from the Penalty Mark will be taken fifteen (15) minutes prior to the scheduled start of the Semi-Finals or Championship ("Finals") game. Tournament Director(s) may alter the time based on field availability and tournament needs.

"FINALS" | "CHAMPIONSHIP MATCHES"

Flights of 4 teams will see each team play the other 3 teams in their flight. A "Final" will occur if, after each team has played 2 matches, no teams are tied on points. In this case teams will play their third match (first game of Match Day 2) and then a "Final" will occur between the 2 highest points total teams. However, there is a circumstance where the "Final" or "Championship Match" could be played as the third group game. This scenario plays out when, after all teams have played 2 matches (end of Match Day 1), there are 2 teams that both have an identical record of 2 wins and 0 losses. These 2 teams, who would be scheduled to meet on Match Day 2 (Sunday), will play their initially scheduled match as the "Final". This only occurs when, regardless of the outcome of game #1 on Match Day 2, both teams

would advance to a "Final" later in the day as a repeat of the same match that is initially scheduled. The initially scheduled match will be considered the "Final". There will be no repeat match of the same 2 teams later in the day.

Flights of 5 teams will play in a "Round-Robin" style format. Each team in the flight will play the other 4 teams in the flight. There will be 2 games on each matchday, and the flight winner, and finalist, will be determined as the 2 teams with the highest, and second highest, points total at the conclusion of all matches.

Flights of 6, 7, 8, 10, and 12 teams will all have an official "Final" match that will determine the 1st and 2nd place teams in the flight.

MATCH & SCORE REPORTING

Match scores will be recorded by the match official following the game on the official match card. A tournament representative or field marshal will collect the match card from the match official. Both coaches are encouraged to sign the match card but are not required to do so. The score will then be communicated to the tournament HQ for posting online. It is the responsibility of the head coaches of each team in a match to sign the scorecard directly following the game to verify the proper result. Scores recorded by the match official on the official match card are considered final unless confirmation can later be obtained from the match official about an incorrect scoreline, or both head coaches are in agreement of such.

The comprehensive list of score updates for all ages, flights, and brackets, for the entire tournament will be posted online via the tournament website.

EJECTIONS, CONDUCT & DISCIPLINE

Any player or coach who is ejected from a game must serve a mandatory 1-game suspension for the next game that the team plays. Any player or coach who is found to participate in the next game when they should be serving a suspension will cause that game to be forfeited. Players can be ejected for accumulation of 2 yellow cards in the same match, or a straight red card. Coaches do not need to be shown a red card to be ejected. If an official tells a coach to leave the field, that is an ejection and will constitute a 1-game suspension for the coach. There will be no appeals of ejections/red cards unless a team feels there has been a case of mistaken identity for the player or coach ejected. In that situation a registered team representative needs to bring their concerns to the Tournament Director at the Tournament HQ for review.

A player, coach, team official, or spectator who is ejected for violent conduct, serious foul play, or racist remarks/actions may be subject to further sanctioning beyond a 1-game suspension. Any player, coach, team official, or spectator who assaults a referee will be expelled from the Tournament with further

disciplinary action possible, up to and including contacting local authorities.

Tournament Directors reserve the right to levy additional discipline, up to and including expulsion of the entire team from the Tournament, at their discretion, should a situation warrant.

Pets, alcoholic beverages, aerial drones, firearms, verbal or racial abuse, and physical violence are not permitted at any tournament venue. This applies to all participants and spectators. Failure to adhere to these rules can result in forfeiture of games or ejection from the premises.

PROTESTS & VIDEO FOOTAGE SUBMISSION

Protests are not allowed, and none will be permitted.

Video footage submitted to the tournament for the purpose of overturning results or re-officiating live game action will not be permitted. The Tournament Directors / Committee reserve the right to utilize video footage to determine disciplinary measure against players, coaches, or teams in the event of violent conduct/actions perpetrated by players, coaches, or spectators.

FINAL RULINGS

The final interpreter of the foregoing rules and regulations, and any matters not provided for in these rules, will be the Tournament Directors, whose decision(s) shall be final.

WEATHER

In the event of inclement weather, the Tournament Committee will have the authority to change games as follows:

- Relocate or reschedule any game(s)
- Change the duration of the game(s)
- Cancel any game(s)

REFUND POLICY

Please see the “Refund Policies” that are located on the Tournament website, right-side menu bar.

WEATHER INSURANCE POLICY

Please see the “Event Weather Insurance” information that is located on the Tournament website, right-side menu bar.

LIABILITY

Pennsylvania Classics AC, PA Classics USA Corp., and each of its affiliates, subsidiaries, and parent entities, along with all owners of any facilities that host the Challenger Invitational, and all present and past officers, directors, investors, managers, employees, coaches, administrators, executives, and representatives are not responsible for injury, loss of property, or damage to any person(s) or personal property that occurs during the Challenger Invitational. This includes, but is not limited to, all; participants, spectators, relatives of participants, coaches, officials, or anyone associated in any way with the Challenger Invitational.

Additionally, anyone entering a parking facility with a vehicle at any tournament field venue understands and acknowledges that there is an inherent risk associated with parking their vehicle near a sporting event, and that Pennsylvania Classics AC, PA Classics USA Corp., nor any of the above-mentioned parties, affiliates, organizers, or directors associated with these organizations, are not liable for damages that the vehicle may sustain.

As a condition of team acceptance to, and for individual participation in, the Challenger Invitational, all players, coaches, and team officials must complete and E-sign the Challenger Invitational E-Waiver Form. This document is available on the tournament website home page, via the "Online Team Check-In & E-Waivers" tab of the right-side menu bar.