HIGH PEAKS CUP CLASSIC TOURNAMENT
RULES AND POLICIES
Tournament Dates: 5/22/27-5/23/27

REGISTRATION

Registration is done via GotSoccer.com.

Early Bird Registration closes *March 1st, 2027*. Teams must be paid in full to receive early bird discount. Payments need to be made online. Teams are not accepted into the event until they are paid in full. No exceptions will be made.

Regular Registration closes *May 1st, 2027*. Payments need to be made online. Any team that applies and fails to make payment by required deadline will not be accepted into the event. No exceptions will be made.

Tournament Check In: Our check in process is completely managed via the Tournament platform. All forms must be submitted and completed by May 15th. ***There will not be an in-person check in process.***

Hotel Accommodations: High Peaks Cup has partnered with Halpern Travel for all hotel accommodations management for the High Peaks Cup Classic Tournament. Halpern Travel has pre-selected Official Tournament Host Hotels in order to provide teams with the best options on value, location and amenities. All travel teams attending the High Peaks Cup Classic are recommended to book their hotels through Halpern Travel.

Location: North Elba Athletic Fields, 74 Recycle Circle Lane, Lake Placid

RULES

FIFA Laws are in effect, with modifications as published below. Website rules supersede all other published Tournament Rules.

AGE GROUPS/ROSTER SIZE/FORMAT OF PLAY/GAME LENGTH

The age group structure as established by US Soccer will govern. All players (including guest players) must have been born during the specified year for their age classification.

Age Group	Format	Length
U10	7x7	Four games: 25 minute running clock Boys: Saturday, Girls: Sunday
U12	9v9	Three games: 60 minute running clock
U14	11v11	Three games: 70 minute running clock
U16	11v11	Three games: 70 minute running clock
U19	11v11	Three games: 70 minute running clock

Roster and Player Passes

Roster and Player passes for all players must be available when requested by the referee, Field Marshal, tournament committee, and/or Tournament Director. **Teams should be prepared to present player passes/official roster at any time during the tournament.**

Any violations of the following roster rules and guest play will be reviewed by the Tournament Director and/or Committee members. Decision of the High Peaks Cup Committee is final.

- A valid roster (from US Youth Soccer, US Club Soccer, or other Soccer Organizational Member).
- Each team is allowed three (3) guest players. The total number of guest players may be waived by the tournament director in advance of the High Peaks Cup.
- Guest players may only appear on **ONE** roster, must be added on the tournament platform site, and must have a valid player pass (from US Youth Soccer, US Club Soccer or other Soccer Organizational Member).

GAME BALL.

The tournament will supply one game ball at each field. The HOME team should also be prepared to supply one approved game ball each if the tournament game ball is lost or misplaced.

TOURNAMENT DIVISIONS

There may be multiple divisions at each age level. This is dependent on the number of teams who have registered. As a result teams may be waitlisted.

NUMBER OF GAMES/GAME LENGTH

Subject to weather and other conditions beyond the control of the Tournament Committee, each team entering the tournament is guaranteed 3 games (unless a team forfeits). Qualifying and playoff game length is listed above. There will be no extension of time for substitutions, injuries or balls out of play, mandated water breaks – the play clock will run continuously.

At the conclusion of each game the two coaches and the referee will sign the scorecard attesting to the game score. If any game is terminated after one half of play, the score at the time will stand and the game will be considered official. Teams named first in the schedule will be considered the home team. Home team will wear white or light colored jerseys. Home team must change to an alternate jersey in the event of a color conflict.

GAME SCHEDULES

Qualifying games will be played on Saturday and Sunday between 8:00 AM and 8:00 PM with championship games on Sunday when applicable. U10 Boys will play Saturday only. U10 Girls will play Sunday only. Coaches may coach more than one team as long as each team has a different, credentialed Assistant Coach. Once the schedule has been published, no further changes will be made (unless a team drops out, field conditions change, or other issues as determined by the Tournament Committee come up that require a schedule change).

OFFICIALS

Qualified referees will officiate each game. Most if not all games will be officiated by a referee and 2 assistant referees in the U14 – U19 brackets, although the availability of qualified referees might necessitate the use of fewer linesmen at some games played by the youngest age groups.

For U10-12 games you should expect only one official for games.

ZERO TOLERANCE

The High Peaks Cup Tournament adheres to the Eastern NY Youth Soccer Association Zero Tolerance Policy.

It is the responsibility of ALL coaches to maintain the highest standards of conduct for themselves, their players, and spectators/supporters in all matches. Abusive and obscene language, disputing referee calls, yelling, criticism, sarcasm, harassment, intimidation, violent play, violent conduct, fighting and other behavior detrimental to the game, will not be tolerated.

Coaches are responsible for referee support and spectator control immediately before, during, and after the game, at the field and surrounding areas. Coaches, players, and spectators may not say or do anything that in any way conveys any criticism of the referee. Failure to do so sets

a bad example, will undermine the referee's authority, and may potentially create a hostile environment for the players, the referee, other participants, and the spectators.

Information regarding the Zero Tolerance Policy can be found here: ENYYSA Zero Tolerance Policy

Persons Responsible for a Team (Coach and Assistant Coaches)
Coaches and assistant coaches may not speak to the referee during the game except in these instances:

1. Responding to a referee-initiated communication
2. Making substitutions
3. Asking for how much time
4. Pointing out emergency or safety issues

Coaches /Spectators may ask questions before the start of the game. Coaches/Spectators may not approach the referee at half time or at the end of the game. Coaches/Spectators who have concerns about a referee's officiating may express those concerns in writing to the High Peaks Cup Tournament Director at (highpeakscup@gmail.com) who will alert the Referee Committee. They may not express those concerns directly to the referee.

Violators may be ejected and subject to disciplinary action by the High Peaks Cup Tournament Committee.

Coaching
All Coaches have total responsibility for the conduct of their players, substitutes, and spectators at all times. Coaching from the sidelines (giving direction to one's own team on points of strategy and position) is permitted, provided: No mechanical devices are used; The tone of the voice is instructive and not derogatory; Each coach or substitute remains within 10 yards on either side of the halfway line; No coach, substitute, or spectator makes derogatory remarks or gestures to the referees, other coaches, players, substitutes, or spectators; No coach, substitute, or spectator uses profanity or incites, in any manner, disruptive behavior.

Cautions and Ejections

- A player receiving two cautions (yellow cards) in a single game is considered to have been given an ejection (red card).
- A player who has been ejected (sent off), will not be replaced.
- A player who has been ejected will not return for that game and will not be allowed to participate in the next scheduled game.
- A player who is ejected for violent conduct or serious foul play may be expelled from the tournament, at the discretion of the Tournament Director.
- Any player or coach who assaults a referee will be expelled from the Tournament.

- Any player or coach whose conduct is unsportsmanlike, regardless of referee penalty, may be removed from the game or the tournament at the discretion of the tournament director or committee.
- A coach who has been ejected (sent off) will not be allowed to participate in the next scheduled game, and may be expelled from the tournament at the discretion of the Tournament Director.

During game suspension(s) for coaches, there can be NO contact between the team and the coach during the game and the coach must be out of sight and sound of the field. Additionally, the coach must not be involved in unacceptable conduct (defined as coaching his/her players by any means or method, or harassment of opponents/players/referees/staff). Failure to adhere to this rule will result in an immediate ejection from the tournament for the coach. The tournament director will notify the appropriate federation regarding disciplinary actions taken.

UNIFORMS AND EQUIPMENT

Uniforms

A player's uniform will consist of shirt, shorts, socks, shin guards, and footwear. Team uniform shirts must have a number on the back. Each player shall have a different number and this number must be the same as listed on the official tournament roster. In the event of a color conflict, the home team will change color. The home team is the first team listed on the schedule. Goalkeepers shall wear colors that distinguish them from the other players on both teams and from the referee.

FIELD MARSHALS

Field Marshals will be present at all fields. All participants should be aware that the Marshals have the authority and right to remove any unruly or uncivil spectators from the game field perimeter and/or the field complex area. All Coaches have total responsibility for the conduct of their players, substitutes, friends and spectators at all times.

TOURNAMENT DIRECTOR AND COMMITTEE

In the event of conditions beyond the Tournament Committee's control, final decisions with respect to game cancellations, shortenings or terminations shall lie solely with the Tournament Director and Committee. The Tournament Director and Committee, in conjunction with the Referees' Committee, reserves the right to change field assignments. In addition, the Tournament Director and Committee reserves the right to change sectional and divisional assignments in the interest of fair and balanced competition.

PROTESTS

No protests will be considered.

REFUND POLICY

- High Peaks Cup Classic charges a $50 administrative fee on any refund.
- If a team withdraws after registration/applying for the High Peaks Cup Classic:
    - Prior to or on March 1st: The team will receive 50% amount refunded minus the $50 administrative fee.
    - After March 1st: The team is not eligible for a refund.
- If the entire tournament is canceled due to weather prior to the first scheduled match, High Peaks Cup Classic will partially refund your team once all tournament expenses have been fully covered.

PLAYER SAFETY

High Peaks Cup Classic makes safety of players as our #1 priority. As a club and tournament, we are always looking at the risk associated with youth soccer participation and seek solutions to those issues to keep all players safe. Please take the time to review the policies and procedures listed below.

Casts: Players wearing a hard cast may not participate unless they are appropriately bubble wrapped and receive referee approval.

Heading Rules: No Heading of the ball is allowed for U10. The restart is an indirect free kick for the opposing team.

Player Wellness Tents

High Peaks Cup tournament will staff their Wellness Tent with Certified Athletic Trainer(s). They are available for pregame treatment, assessments, and post-game treatments. Any player who requires taping, is asked to bring the needed material with them. Our trainers will only be beckoned to field locations on request of the High Peaks Cup Classic field marshal and in medical emergency situations.

Player Concussion Policy and Procedure

A player who might have endured a concussion will be required to report to the Player Wellness Tent for an assessment from a trainer. Players can be requested to report to the Wellness Tent by their coach, field marshal, or referees. The player will not be eligible to play until they have completed the return to play protocol established by the trainer. The trainer will make the decision on if they can return to play. If they cannot, the trainer will notify the tournament director of the concussed player. The tournament director will ensure that the concussed player does not participate. Any coach who intentionally allows an identified concussed player to participate without prior proper medical clearance may be sanctioned by Tournament Director.

WEATHER GUIDELINES

Inclement Weather

In the case of inclement weather every attempt will be made to play all scheduled games in the

tournament. At the sole discretion of the Tournament Director and Committee, some games may be declared a 0 - 0 tie and not be made up. The following priority will be given to games needing to be made up:

- Teams that have not yet played a game in the tournament
- Teams that have only played one game in the tournament
- Games that will have a material impact on the final standings; however, all play is considered final even if games cannot be scheduled for a makeup.
- All other games

If inclement weather affects a game and it is rescheduled by the tournament, the time and field location then becomes final. Failure to play the game will result in a forfeit.

If a game must be stopped before halftime, the Tournament Director and Committee will rule on its rescheduling or other resolution. Such a game may be temporarily halted or recommenced, picking up where play was halted. Regardless of weather conditions, it is the responsibility of all affected teams to monitor the status of their games (via the tournament website) and to appear with their team ready to play as scheduled by the Tournament Director if games are recommenced. The referee, Tournament Director, or field marshal may postpone any game. Once the decision has been made to cancel a game, that decision is final. Teams that continue to play may be suspended from the tournament. In all cases, the Tournament reserves the right to abbreviate or shorten all games in order to adjust to weather or other complications that may occur.

When play is resumed the scheduled game closest to the time play is to resume will begin. For example, if play is stopped at 2:50 pm and restarted at 5:20 pm the teams scheduled to play closest to 5:20 pm will play, NOT the teams scheduled to play at 2:50 pm. Every attempt will be made to make up the 2:50 pm game at a later date and or time. All decisions made by the Tournament Director and the Committee will be final.

Lightning Policy and Procedure
When a decision has been made to “clear the fields,” all players, parents, spectators, team managers, and coaches must vacate the fields and return to the parking lot to their vehicles. The Tournament Director will make every attempt to keep our tournament clientele updated verbally, and through email. Teams refusing to “clear the fields” and following instruction may be sanctioned by the Tournament Director.

Heat Guidelines
Parents and players are required to follow these guidelines. The Athletic Trainer at each site shall monitor the heat index. The ATC will collaborate with the Tournament Director, Fields Marshals, and Referees. The Tournament Director may impose a mandatory water break halfway through each half. This is a two-minute water break and the game clock will be running (time not to be added on). If a decision has been made to “clear the fields” because of excessive heat, all players, parents, spectators, team managers, and coaches must vacate the

fields and return to the parking lot to their vehicles. The Tournament Director will make every attempt to keep our tournament clientele updated verbally, and through email. Teams refusing to “clear the fields” and following instruction may be sanctioned by the Tournament Director.

Tents and Canopies: All pop-up tents, canopies, and similar structures brought to the tournament must be properly secured and anchored at all times. Teams, families, and spectators are responsible for ensuring their tents are safely secured, and the High Peaks Cup and its organizers are not responsible for injuries, damages, or incidents resulting from unsecured or improperly anchored tents or canopies.

SUBSTITUTIONS

Eligible players from the roster shall be allowed to substitute for players on the field subject to permission and signal by the referee. Substitutions may be made at any stoppage of play subject to the Referee's Discretion. Less than 2 minutes of play remaining in the game it will solely be up to the Referee's Discretion. In the event of a cautioning, only the player(s) cautioned may be substituted for, (not mandatory): opposing team is entitled to a like number of substitutions at that time. In the event of injury, both teams may substitute freely.

MAXIMUM GOAL DIFFERENTIAL

For qualifying games, in the event of a strongly one-sided game, the maximum goal differential that will be recorded will be 6 goals even if the margin of victory was greater than 6 goals.

FORFEITS

All teams are expected to be at the appropriate field at the time when they are scheduled to play. In the event of a team not appearing at the scheduled time, a 3-0 win may be awarded to the opponent after consultation with, and at the discretion of, the Referee and Tournament Committee. All decisions of these committees are final.

PLAYOFF RULES

Determining Winners

Teams will be awarded points on the following basis:

- Six (6) points for each Win
- Three (3) points for each Tie
- Zero (0) points for each Loss
- One (1) point for each goal scored (max 3)
- One (1) point for each Shutout (including 0-0 games)

At the end of preliminary placements, the group placements shall be determined by the number of points earned in preliminary matches. In the event of a tie within a group, the

following criteria shall be used to determine final group placements, used in order until the tie is broken:

1. Head to Head Competition
2. Most Wins
3. Goal Differential (maximum (3) per game),
4. Goals For (maximum (3) per game),
5. Goals Against (maximum (3) per game)
6. Record against common opponent ranked in highest order
7. Flip of a coin.

Placement of Group Winners

Where teams are in different brackets, or did not play each other, #1 above will obviously not apply. In the event of a tie between three (3) or more teams, #1 above will only be considered if all three teams played each other. The Tournament Director, acting within the parameters of these rules, will determine the teams to advance to the final rounds or determine the champion of that group.

Final Game/Playoff/Tie Breaker:

Should a playoff game remain a draw after the end of regular play, FIFA penalty kicks will be taken to determine the winner. There will be NO OVERTIME play!

- The best of five penalty kicks taken alternately by each team will determine the winner.
- Only those players on the field at the end of the game may compete.
- If the penalty kick score is tied at the end of the five kicks, the teams will continue to take penalty kicks alternately until there is a winner.
- All players on the field must kick before any player may kick a second time.

AWARDS

U12-U18

Teams may pick up their championship awards at the Headquarters Tent.

U10

All coaches will receive their participation awards Headquarters tent unless otherwise advised.

GENERAL PROHIBITIONS

Alcoholic beverages and smoking are prohibited at any tournament location, including parking areas. The use of air horns is prohibited.

Spectators and teams will be on opposite sides of the field. Coaches, players and team managers (1) must remain between the 18-yard line and their side of the half line. No spectators are permitted to sit behind the goal area.

DISCLAIMER

The Tournament Director, members of the Tournament Committee, Empire City Soccer Academy, its members and board of directors, any participating associations, colleges, advertisers, school districts and recreation departments, and related municipalities will not be responsible for any expenses incurred by any team, player, or spectator nor will they be held liable for any injury of any player, coach, or spectator that may result from the participation in, or travel to and from the tournament. Each team will be responsible for its own medical and liability insurance. The tournament director and committee reserve the right to decide on all matters pertaining to the conduct and administration of the tournament and their judgment shall be deemed as final.