

# ***The I88 Challenge***

## ***Tournament Policies***

The I88 Challenge youth soccer tournament is hosted and sponsored by the Oneonta Soccer Club (OSC). The OSC is affiliated with FIFA, USYSA and ENYYSA. Only teams affiliated with the United States Soccer Federation (USSF) and those Foreign teams who are specifically invited may participate in The I88 Challenge.

The I88 Challenge is based on the objective of providing youth the opportunity to acquire and develop skills through a higher level of competition. These skills, as well as the individual growth of players, must be nurtured in an environment which is free of confrontation, poor sportsmanship, and verbal and physical abuse among spectators, match participants and match officials. Not only is this type of behavior contrary to the spirit of the match and examples we are trying to set for the participating youth, it also creates situations which could place the Oneonta Soccer Club (host of The I88 Challenge) in bad standing with ENYYSA thereby threatening the continuation of the event.

### **REGISTRATION**

The entry of teams into the I88 Challenge must be accepted by the Tournament Committee whose decision is final. Acceptance and placement of entry may be based upon findings of competitive skills, the risk of injury to the player's, previous team history and the best interests of youth soccer.

### **TEAM CHECK-IN (Day of the Event)**

Each team must have a representative "check in" at least 30 minutes prior to the team's first match. Check-in is located at the tournament headquarters on the Wright National Soccer Campus (35 Browne Street, Oneonta, NY).

1. The team representative must provide a Medical Release form for ALL players
2. There may be instances where the Tournament Committee may require additional forms or documentation. These forms or documentation will be conveyed to participating teams at least two weeks in advance of the tournament.
3. For teams from within the United States:
  - a. The Representative must present picture identification cards/rosters issued by the team's Federation Organization Member (USYS, AYSO, other) for each participating player and coach
  - b. Teams must provide approved state association roster (see TEAM ROSTERS)
  - c. Teams from outside of Region I must provide proof of permission to travel.
4. For a teams coming from a CONCACAF nation:
  - a. Players/Coaches must present passports at registration or, if from a nation that the United States does not require a passport, proof of entry into the United States that is required by the United States.
  - b. Teams are required to have and present player/coach picture identification cards/roster.
  - c. Teams must provide approved Provincial or National Association approved roster (see TEAM ROSTERS)
  - d. Team has a completed form from its Provincial or National Association approving the team's participation in the tournament.

### **AGE GROUPINGS**

The I88 Challenge consists of age groupings. Each age group shall be separated into a girls and boys conferences. Flights within a conference shall be determined by the Tournament Committee in conjunction with participating team coaches. Age groupings are determined by the player's DOB.

Age groupings for the 2026 Tournament

- 8U - Born in 2018 or after
- 10U - Born in 2016 or after
- 12U - Born in 2014 or after
- 14U - Born in 2012 or after
- 16U - Born in 2010 or after
- 19U - Born in 2007 or after

## **TEAM ROSTERS**

Team rosters must:

- Be submitted the day of the tournament during “check in” with player/coaching passes (Note : leagues which print player/coach photos on the roster will be allowed to use this roster as the photo identification - no cards will be required for them).
- Be correctly filled out
- Have the official State/Provincial or National association approved (i.e. NYSWYSA, ENYYSA, etc.) paragraph or an Official NSA State stamp, seal of approval.

EXCEPTIONS: 8U and 10U Rosters may either have the Official NSA State stamp or seal OR may be signed by the Club Registrar. The roster limit for 14U-U19U shall be 22 players, for 12U is 16 players, 10U is limited to 12 players and 8U is limited to 8 players.

A player may play for more than one team in the tournament provided the requirements of USSF and the National State Association the player is registered with, for multiple registrations are met. A player cannot play for multiple teams in the same flight.

A maximum of three non-players or non-substitutes will be allowed on the team side of the field. Anyone who is not a player on the team MUST have a valid Risk Management pass OR have proof of registration with a USSF affiliate (coaching pass or photo included stamped roster). Furthermore, there must be one adult (age of 18 years or greater) on the team side of the field the entire time the team that they are with are on the field, including the warm-up time before the match until all of the players leave the field. Any youth coaches on the team side MUST carry a valid Risk Management pass which identifies them as an Under 21 coach.

## **PLAYER/COACHES PASSES**

All players (on teams 14U and above) and ALL coaches MUST have a player's or coach's pass, signed and sealed by the league/district registrar or State Risk Management officer, with a photo that is no more than 2 years old, in order to participate in any I88 Challenge match and/or be on the team sideline. Except, in instances where the League in which the team or player participates does not require passes and instead utilizes photo identification on a stamped roster. 8U/10U/12U players, AYSO/SAY players and AYSO/SAY coaches are exempt from this photo identification rule.

NOTE: Adults who are properly on the sideline with the team will be responsible for the actions of all members of the team; including youth coaches. Should an adult coach refuse or be unable to control the actions of his or her team, the match shall be terminated and the adult coach will automatically be penalized for failure to control the bench area. This penalty shall be the same as if the coach had been sent-off (or dismissed) from the match.

## **PLAYER ELIGIBILITY**

All players (on teams 14U and above) must have a valid player pass or photo identification via photo included stamped roster. 8U/10U/12U team players and AYSO/SAY players must appear on the team's approved roster. If it is discovered that an ineligible player was used, all matches the player may have participated in will be deemed as forfeits.

Per ENYYSA directive :

If the referee of a match rules that a player has suffered a head injury and the player is not cleared by an appropriate medical professional\* (in writing) that the player may not re-enter the match.

\* please refer to ENYYSA website ([http://www.enysoccer.com/about/recognize\\_to\\_recover/](http://www.enysoccer.com/about/recognize_to_recover/)) for following clarification on “appropriate medical professional”

## **MEDICAL RELEASE FORMS**

Coaches or managers MUST have in their possession at all matches a Medical Release form for each player.

## **GUEST PLAYERS**

Guest players are NOT encouraged. However, three (3) guest players are allowed per team. A guest player is one who is not on the state/provincial association approved roster and also any players who appear on a roster for that gender/age group but on another team.

EXAMPLE : The Large Town Strikers have enough players on their single state association approved roster to field two teams. They decide to divide the team into a stronger and weaker team. They also decide, since the teams will be playing two separate flights, that they would like to have some of the players play on both teams. This is allowed. However, they would be able to share a maximum of 3 players between the two teams, with no other guest players allowed for either team.

## **LAWS OF THE MATCH**

All matches will be played under the FIFA Laws of the Match, except as noted in The I88 Challenge - Laws of the Game.

## **TOURNAMENT AND MATCH SCHEDULES**

1. Teams in 4 team flights will play 3 round robin matches. The top two teams after round robin play, will play for the Championship. The bottom two will play against each other for a fourth match.
2. Teams in 5 team flights will play 4 round robin matches, with the Champion determined by points following round robin play.
3. Each team will play a minimum of four matches
4. Ties at the End of Regulation
  - a. Round robin matches simply end in a tie. In the event of a tie in a match which must have a winner (i.e. Championship match); the match will go directly into a penalty kick shootout to determine a winner. Five players per team; if still tied, sudden victory penalty kick shootout. This shoot out may be moved to a location other than where the match was played, at the discretion of the Tournament Director.
5. All referees are certified by the United States Soccer Federation
6. The I88 Challenge reserves the right to reduce the number of matches or shorten the length of match under its sole discretion. If the I88 Challenge or matches within it are canceled due to events beyond the control of the Tournament Committee, the Tournament will not be required to make any financial remuneration.

## **FORFEITS**

A forfeit is considered when a team is unable to begin or continue play within 5 minutes of its scheduled start time. A minimum of minus 2 players constitutes a team. The Tournament Director will make the final decision if a forfeit shall be allowed depending upon extenuating circumstances that may have prevented a team from making the match on time. If a forfeit is determined, the winning team shall be awarded a score of 3-0, and will receive the points for that score.

A forfeit in itself does not eliminate a team from further competition.

## **STANDINGS and TIE-BREAKERS**

(6) points will be awarded for a win, (3) points for a tie and (1) point will be awarded for each goal scored up to a maximum of (3) in any one match. Example : Team A (3) v Team B (2) - Team A is awarded 9 points for that match, while team B receives 2 for that match.

In the event of a tie in total point standings, the following sequence will be used to break the tie:

- Head to head competition between the teams that are tied.
- Fewest goals allowed.
- Most shutouts recorded.
- Penalty kick shootout; five (5) players per team; if still tied, sudden victory penalty kick shootout.

## **SCORE REPORTING**

The winning coach and match referee are responsible for signing the report for each match played (in the event of a tie either coach may sign). The match report will consist of the match score, indication of any yellow or red cards and additional comments as deemed appropriate by the Field Marshal or Referee.

## **PROTESTS & DISPUTES**

Protests must be presented in writing to the Tournament Headquarters within 30 minutes of completion of the match and must be accompanied by a fee of \$100 in cash. Referee judgment will NOT be a basis for protest. The Tournament Committee's decision is final and may not be appealed.

## **START OF THE GAME**

The AWAY team starts the match with the ball (kick off). The AWAY team will start in the half in front of their bench. HOME team will be in the blue area. AWAY team in the yellow area. HOME team is listed first on the schedule. If the match referee determines there is a conflict with jersey colors the HOME team will be required to change colors.

## **FIELDS**

Each field will have an I88 Challenge representative (Field Marshall), who will act as a match facilitator. The Field Marshall will provide the ball used for the match, ensure correct teams are participating, obtain verification of the match score, coordinate emergency response for incidents on that field as well as be able to communicate quickly with the Tournament Director. Normally, teams are along one touch line (side with the tents), spectators are on the opposite side of the field. There may be instances where this may change.

## **CAUTIONS AND SEND OFFS**

If a player during the match is sent off, they must sit out the remainder of the match (while their team plays short) plus their next match at that level of competition.

Strong or vulgar language is punishable for players and coaches with a send off or dismissal. Any person who is sent-off or dismissed can not communicate with anyone at any match from which they are banned from using any means, electronic or otherwise.

All cautions and send-offs shall be reported to the team's home State Association.

## **GENERAL**

If a match is temporarily suspended due to weather problems, field conditions or other situations beyond the tournament's control, each team involved must check with the Tournament Director for further instructions. In the event of bad weather, it may be necessary for the Tournament Committee to change the length of matches or cancel them.

- The Tournament Director's interpretation of the foregoing rules/regulations shall be final.
- The Tournament Director reserve the right to decide on all matters pertaining to The I88 Challenge
- Rosters are frozen at team "check-in" on the day of the Tournament.

## **CONTACT INFO**

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