



FSCI SUMMER CLASSIC AND SHOWCASE TOURNAMENT RULES – 2018

Tournament Headquarters will be located at Patriot Park in Spotsylvania County
Tournament Director: tournaments@fredericksburgsoccer.org

SECTION 1 - REGISTRATION INFORMATION

At registration, a team must submit an official approved roster from either a US Youth Soccer affiliated state association or US Club Soccer, current 2017-2018 player passes, and permission to travel forms (for US Youth Soccer teams outside of Region 1). All these documents including the tournament approved roster must be available at the field of play at all times. Although we do not need to see medical release forms at registration, it is mandatory that each player have one present at the field of play at all times.

Registration will be done electronically. To upload documents, follow the instructions below:

1. Go to your GotSoccer team page
2. Click on the event located under "Event Registration History"
3. Click on the "Documents" tab on the far right
4. Load Documents

The following documents must be uploaded into your team's GotSoccer account no later than **June 5**.

1. Approved/Certified Roster
2. Player Passes
3. Guest Player Forms (if guest player is from another club)
4. Permission To Travel (not required for clubs in Region 1 or US Club teams)

All uploaded files need to be in PDF format. Documents uploaded in other formats will not be accepted. No photos of documents will be accepted. Documents must be uploaded as 1 file per category rather than individually scanned and uploaded.

Example:

Category 1: Official Approved Roster

Category 2: Player Passes (MUST BE IN ALPHABETICAL ORDER)

Category 3: Guest Player Forms (if applicable)

Category 4: Permission To Travel (if applicable)

Guest Players (if applicable)

Rosters must include all guest players and must mark out any players not attending the tournament. To add guest players to your roster, write the guest players information below the existing rostered players. The minimum required information for each player on the roster is Name, Date of Birth, player ID number, Uniform number, and Gender. No player can play on more than 1 team at any point during the tournament.

Other Information Pertaining to Registration

The tournament will be played in accordance with FIFA Laws of the Game except as modified.

Teams that are members of organizations of the United States Soccer Federation but not members of US Youth Soccer (such as AYSO, SAY, US Club Soccer or Super Y Leagues) DO NOT have to have a US Youth Soccer Application To Travel form (although that team's organization may require that the team have permission). An approved team roster does need to be provided to tournament officials, along with current player passes from its organization.

All player passes must match the affiliation of the roster. For example, If the team roster is US Youth Soccer, then all players on that team must have US Youth Soccer passes. A player may not guest play on a US Youth Soccer roster with a US Club player pass, and vice versa. All VYSA clubs have US Youth Soccer passes (travel and rec).

Hotel Services

To ensure the quality of service provided at the event, a hospitality service has been established. All teams are mandated to book any hotel reservations through the hotel provider to ensure their place in the event. Any teams that do not comply will be at risk of forfeiting their acceptance. Local teams or teams "commuting" to tournament locations do not have to stay in hotels but must contact the hotel provider or Tournament Director for approval. For Booking/Reservations: HBC Event Services, 505-346-0522 or thru the FSCI website.

Region 1 Policy Regarding Application To Host A Tournament

Region I has established the following policy concerning permission to travel when attending US Youth Soccer sanctioned tournaments in Region I. The purpose of this policy is to make it as simple as possible for the US Youth Soccer Region I teams to travel to tournaments within Region I.

The new policy states that any US Youth Soccer State Association teams within Region I that is accepted into a tournament in Region I do not need permission to travel papers. Permission to Travel is not required in friendly games within Region 1.

National State Associations in Region I:

Connecticut Jr Soccer Assn
Delaware Youth Soccer Assn
Eastern New York Youth Soccer Assn
Eastern Pennsylvania Youth Soccer Assn
Soccer Maine
Maryland Youth Soccer Assn
Massachusetts Youth Soccer Assn
New Hampshire Soccer Assn
New Jersey Youth Soccer Assn
New York State West Youth Soccer Assn
Pennsylvania West State Soccer Assn
Soccer Rhode Island
Vermont Soccer Assn
Virginia Youth Soccer Assn
West Virginia Soccer Assn

Competition Eligibility

Each team must be in good standing with their state association and be registered with a league affiliated with the United States Soccer Federation or its national equivalent.

The competition is open to all accepted teams (U10 through U19 boys and girls), based on rosters for the soccer year 2017-2018 with these age divisions:

Age Group	2017-2018 Soccer Year
U10	Players born 1/1/08 and younger
U11	Players born 1/1/07 and younger
U12	Players born 1/1/06 and younger
U13	Players born 1/1/05 and younger
U14	Players born 1/1/04 and younger
U15	Players born 1/1/03 and younger
U16	Players born 1/1/02 and younger
U17	Players born 1/1/01 and younger
U18	Players born 1/1/00 and younger
U19	Players born 1/1/99 and younger

Roster Sizes:

Below are the maximum roster sizes, the number of players that can participate in a game, and the maximum number of guest players allowed for USYS teams.

Age Group	Maximum Roster Size	Max Players that can participate in a game	Max Guest Players
U10	12	12	6
U11	16	16	6
U12	16	16	6
U13	18	18	8
U14	22	18	8
U15	22	18	8
U16	22	18	8
U17	22	18	8
U18	22	18	8
U19	22	18	8

SECTION 2 - MODIFICATIONS TO THE LAWS OF THE GAME

All Tournament matches will be played in accordance with "The Laws of the Game" as issued by FIFA except as modified below.

1. **Ball Size:** Below is the size of the ball per each age group.

Age Group	Ball Size
U10-U12	4
U13-U19	5

2. **Game Duration and Playing Format:** Each game shall have a 5 minute halftime. The lengths of games and playing

format for each age group are as follows:

Age Group	Game Length	Playing Format
U10	50	7v7
U11	60	9v9
U12	60	9v9
U13	70	11v11
U14	70	11v11
U15	70	11v11
U16	70	11v11
U17	70	11v11
U18	70	11v11
U19	70	11v11

3. **Substitutions:** Substitutions are unlimited and can occur by both teams at the same time with permission of the referee under the following circumstances:

- After a goal
- At half time
- On goal kicks
- Throw-ins (non-possession team is permitted to substitute if possession team substitutes)
- Injury
- Cautioned player
- Start of an overtime period

All substitutes shall inform the assistant referee on their side of the field that they wish to enter the game prior to the time they are entitled to enter the game as a substitute. The assistant referee will signal the referee that substitutes wish to enter the game at the first opportunity that the substitute is allowed to enter the game. The substitutes must wait until the referee signals that it is okay for them to enter the field.

4. **Goal Size:** The following goal size shall be used:

Age Group	Goal Size
U10-U12	7x21
U13-U19	8x24

5. **Player's Equipment:** All players must wear shin guards. No metal-rimmed glasses allowed. Casts, splints or body braces made of a hard substance in its final form such as leather, rubber, plastic, plaster or fiberglass must be covered on all exterior surfaces with no less than ½ inch thick, high density polyurethane, or an alternate material of the same thickness and similar physical properties to protect the injury. A medical release for the injured player signed by a licensed physician must be available at the game site.
6. **Heading Rule at U11 and younger Age Groups:** Whenever the ball strikes a player in the head, play is to be stopped. The proper restart depends upon whether the player deliberately played the ball with their head. If deliberate, the proper restart is an indirect free kick to the opposing team. If this occurs within the goal area, the indirect free kick should be taken on the goal area line parallel to the goal line at the point nearest to where the infringement occurred. If the play by the head is deemed inadvertent, then the proper restart is a dropped ball.

SECTION 3 – COMPETITION FORMAT

1. **Rules for Advancement:** Teams will play within their respective division. Points will be awarded as follows:

3 points for a win

1 point for a tie

0 points for a loss

2. **Tiebreakers in the Standings:** If teams are still tied in points in the standings, the following tiebreaker criteria will be used to determine the team's order of finish and/or placement in any subsequent playoffs:

- a. Head to Head competition (disregard if more than two teams tied)
- b. Goal differential (Goals scored – goals allowed, maximum 3 per game)
- c. Goals for (maximum 5 per game)
- d. Goals against (maximum 5 per game)
- e. Most Shutouts
- f. Penalty kicks (Tournament Director will decide PK format if more than two teams are tied)

If FIFA penalty kicks are taken for a three way tie, there will be a draw by the Site Coordinator. The first team drawn will receive a bye, the next team drawn will be the home team against the remaining team in the first contest. The winner of the first contest will then compete against the bye team to determine the group winner. In this contest the bye team will be the home team.

3. **Resolving Ties in Semi-Finals and Championship Match:** If the semi-final/championship match is tied at the end of regulation time, the teams will be given a five minute rest and then 2 - five minute overtime periods will be played. This applies to all age groups. If still tied after the two overtime periods are completed, the finalists and/or champion will be decided using the FIFA penalty kick procedure.

4. **Placement of Division:**

- Division of 8: Each team will play 3 games within a 4-team group. The group winners will play for the championship.
- Division of 6: Each team will play two games within a three-team group. The first and second place team in each group will play in a semi-final match. The third place teams will play a consolation game. The semi-final winners will play for the division championship.
- Division of 5: Each team will play a four game round robin schedule. The champion will be the top finishing team by points. No Final will be played in 5 Team Divisions
- Division of 4: Each team will play a three game round robin schedule.
- THERE WILL BE NO OTHER BRACKETS BUT THE ONES DESCRIBED ABOVE.

5. **Home Team:** The team listed first in the schedule is the designated Home Team and must change jerseys when the referee determines a conflict to exist.

6. **Forfeits:** No forfeit will be allowed without the permission of the tournament director. The score will be counted 3 - 0.

7. **Protest:** There will be no protests. All officiating decisions are final.

8. **Sideline Behavior:** Both teams will sit on the same side of the field. Only coaches and trainers may stay on the player's sideline. Harassment of the officials from coaches, spectators or players will not be tolerated. Send offs will result in the person leaving the fields and staying in the parking lot.

9. **Send-offs:** If a player receives a red card or two yellow cards during a match, that player will sit out the rest of that match and also their next match. A coach or other authorized bench personnel sent off during a match must leave

the field immediately upon being sent off, and must remain away from the field during the team's next match.

SECTION 4 – DISCLAIMERS

1. No alcoholic beverages are allowed at any of the game sites.
2. **TEAM WITHDRAWAL POLICY** - All team withdrawals must be done in writing (an email is ok).
 - Teams that withdraw prior to the registration deadline will receive the full amount back minus a \$50 processing fee.
 - Teams that withdraw after the registration deadline will not receive any money back.
3. **INCLEMENT WEATHER POLICY** - Regardless of weather conditions, coaches and their teams must appear at their respective field site, ready to play as scheduled. Failure to appear will result in forfeiture of the match. Only the Tournament Director may cancel or postpone a match. Referees may suspend a match only.

In case of severe weather, the tournament director may cancel any and all games. The Tournament Director reserves the right to make the following changes in the event of inclement weather:

- Relocate and/or reschedule a match
- Change a division structure
- Reduce the game length of a match
- Cancel a match.

In the event of inclement weather, the score will stand if the game is halted at anytime due to bad weather either in the first or second half. Games stopped due to bad weather will not be restarted. The tournament director will have the final decision on field closure.

4. **IF THIS EVENT IS CANCELLED, THERE WILL BE NO FULL REFUNDS. THE TOURNAMENT COMMITTEE WILL NEED TO DETERMINE THE EXPENSES ASSOCIATED WITH THE EVENT BEFORE MAKING A DECISION ON ANY PARTIAL REFUNDS. A DECISION WILL BE MADE WITHIN 1 WEEK AFTER THE EVENT. ONCE YOUR TEAM IS ACCEPTED, WE IMMEDIATELY MAKE PAYMENTS ON A VARIETY OF SUNK COST ITEMS. THIS INCLUDES PURCHASING EQUIPMENT, PURCHASING AWARDS, REF ASSIGNING SERVICES, FIELD PREPARATION, SETUP SCHEDULES, AND HUNDREDS OF HOURS OF OTHER PREP WORK. REGARDLESS OF WHETHER THE TOURNAMENT OCCURS OR NOT, THESE ARE COSTS THAT CAN NOT BE RECOVERED. THIS IS THE REASON WHY WE PROVIDE YOU WITH THIS DISCLAIMER.**