



FSCI SUMMER CLASSIC & SHOWCASE TOURNAMENT RULES – 2021

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

SECTION 1 - REGISTRATION INFORMATION

Below are the registration requirements for our tournament. All documentation must be submitted by June 1, 2021 unless otherwise approved by the tournament director. The coach must always have all documentation and the tournament approved roster at the field. Tournament officials or referees reserve the right to check each player pass against the tournament approved roster prior to each game.

1. **Documentation:** Each team must submit the following documents to participate in our event.
 - Approved official roster from a USSF sanctioned organization such as US Club Soccer, US Youth Soccer affiliated state association, etc.
 - Player Passes for the 2020-2021 soccer year
 - Permission to travel forms (applicable only to US Youth Soccer teams outside of Region 1).
 - Guest Player Forms (applicable only if you have a guest player from another club)
 - Medical release form for each player

Please submit all items above except the medical release forms via the instructions below

- Go to your GotSoccer team page
- Click on the event located under "Event Registration History"
- Click on the "Documents" tab
- Load the documents

All uploaded files must 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 3 separate PDF files outlined below.

Example:

File 1: Official Approved Roster

File 2: All Player Passes in alphabetical order

File 3: Guest Player Forms and Permission to Travel (if applicable)

2. **Guest Players:** The submitted roster must include all guest players. Players that are not participating in the tournament must be crossed out on the roster. To add guest players to the 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.

3. **Non-US Youth Soccer Teams:** 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 submit a US Youth Soccer “permission to travel form”.
4. **Consistency:** All player passes associated with a roster must match the roster’s sanctioning organization. For example, if the team roster is sanctioned thru US Youth Soccer, then all players on the team roster must have US Youth Soccer passes including guest players. If a team roster is sanctioned thru US Club Soccer, then all players on the team roster must have US Club Soccer player passes including guest players. A player may not guest play on a US Youth Soccer roster with a US Club Soccer player pass, and vice versa.
5. **Hotel Services:** This is a STAY TO PLAY tournament. All teams must book any hotel reservations through the tournament’s hotel services provider as a requirement to participate in our tournament. Any teams that do not comply will be removed from the tournament with no refund. Teams from inside a 50-mile radius of the tournament field locations are not required to book hotels for this event. All other teams outside the 50-mile radius not booking hotels thru the tournament’s hotel services provider must be approved thru the Tournament Director. For hotel reservations, please visit the hotel webpage within the tournament section of our website.
6. **Registration Fees:** All entry fees must be paid by the registration deadline to guarantee consideration for the event. All late application will be put on a wait list for review.
7. **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

8. **Competition Eligibility:** Each team must be in good standing with their sanctioning organization. We will accept a team if there is space available and payment is received. The event will feature the age groups listed below for the 2020-2021 soccer year:

| Age Group | 2020-2021 Soccer Year |
|-----------|-----------------------|
|-----------|-----------------------|

| | |
|-----|---------------------------------|
| U9 | Players born 1/1/12 and younger |
| U10 | Players born 1/1/11 and younger |
| U11 | Players born 1/1/10 and younger |
| U12 | Players born 1/1/09 and younger |
| U13 | Players born 1/1/08 and younger |
| U14 | Players born 1/1/07 and younger |
| U15 | Players born 1/1/06 and younger |
| U16 | Players born 1/1/05 and younger |
| U17 | Players born 1/1/04 and younger |
| U18 | Players born 1/1/03 and younger |
| U19 | Players born 1/1/02 and younger |

9. **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.

| Age Group | Maximum Roster Size | Max Players that can participate in a game | Max Guest Players |
|-----------|---------------------|--|-------------------|
| U9 | 14 | 14 | 7 |
| U10 | 14 | 14 | 7 |
| U11 | 16 | 16 | 8 |
| U12 | 16 | 16 | 8 |
| U13 | 18 | 18 | 9 |
| U14 | 22 | 22 | 11 |
| U15 | 22 | 22 | 11 |
| U16 | 22 | 22 | 11 |
| U17 | 22 | 22 | 11 |
| U18 | 22 | 22 | 11 |
| U19 | 22 | 22 | 11 |

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 |
|-----------|-----------|
| U9-U12 | 4 |
| U13-U19 | 5 |

2. **Game Duration and Playing Format:** Each game shall have a maximum halftime period of 5 minutes. There shall be no stoppage time. The maximum length of each game and playing format for each age group are as follows:

| Age Group | Game Length | Playing Format |
|-----------|-------------|----------------|
| U9 | 50 | 7v7 |
| U10 | 50 | 7v7 |
| U11 | 60 | 9v9 |
| U12 | 60 | 9v9 |
| U13 | 60 | 11v11 |
| U14 | 60 | 11v11 |
| U15 | 70 | 11v11 |

| | | |
|-----|----|-------|
| U16 | 70 | 11v11 |
| U17 | 80 | 11v11 |
| U18 | 80 | 11v11 |
| U19 | 80 | 11v11 |

3. **Substitutions:** Substitutions are unlimited. Substitutions can occur by either team with referee permission under the following situations:

- After a goal
- At half time
- On goal kicks
- Throw-ins
- Injury
- Cautioned player

The substitute player shall inform the referee at the midfield line that they wish to enter the game when any one of the previous situations occur. The substitute enters the field upon referee permission.

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

| Age Group | Goal Size |
|-----------|--------------|
| U9-U12 | 6x18 or 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 for U9, U10, and U11 Age Groups:** Play stops when the ball strikes a player in the head. The proper restart depends on 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 deliberate and 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.

7. **Build Out Rules for U9 and U10 Age Groups:** The build out line promotes playing the ball out of the back in a less pressured setting.

- The Build-Out Line is a line extending from touchline to touchline halfway between the penalty area and the center line.
- Where a physical line is not present, the referee may mark the line with appropriate soft cones, pennies, or other markings placed off the field.
- When the goalkeeper has the ball in hand or a team has been awarded a goal kick, the team not in possession of the ball shall retreat behind the Build-Out Line until the ball is put back in play. The team in possession of the ball is not required to wait until the opposing team retreats behind the Build-Out Line.
- A player on the team not in possession of the ball shall not be deemed to be in an offside position if such player has not crossed the Build-Out Line at the time the ball is played.
- There are no punts or drop kicks by the goalkeeper. If the goalkeeper punts or drop kicks the ball, an indirect free kick will be awarded to the opposing team from the spot of the offense. If the punt or drop kick occurs within the goal area, the indirect free kick will be taken on the goal area line parallel to the goal line at the nearest point to where the offense occurred.

SECTION 3 – COMPETITION FORMAT

1. **Standings:** 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 tied on points in the standings, the following tiebreaker criteria will be used to determine the team's order of finish:
 - a. Winner in head-to-head game. (If more than 2 teams are tied, proceed to next criteria)
 - b. Goal differential (goals scored – goals against) with a maximum of a 3-goal differential per game
 - c. Goals against
 - d. Most shutouts
 - e. 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 for the first pk contest. The winner of the first pk 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 Semifinal or Championship Match:** If the semifinal or championship match is tied at the end of regulation time, the winner will be determined using the FIFA penalty kick procedure. There will be no overtime period.
4. **Forfeit:** The tournament director is the only individual with the power to declare a forfeit. A forfeit occurs in the following situations.
 - a. A team without a minimum number of eligible players at the scheduled game time plus any grace period provided at the discretion of the tournament director
 - i. 11v11 age groups = minimum of 7 eligible players
 - ii. 9v9 age groups = minimum of 6 eligible players
 - iii. 7v7 age groups = minimum of 5 eligible players
 - b. A team that uses an ineligible player which can include but is not limited to
 - i. A team using a player that received a red card in the previous game
 - ii. A team using a player without a player pass
 - iii. A team using a player not on the tournament approved roster
 - c. A forfeit will be recorded as 3-0 loss for the forfeiting team
 - d. A team that forfeits any game will not be eligible to win the tournament or advance to a playoff round
5. **Home Team:** The team listed first in the schedule is the designated “home team”. The home team is responsible for the following:
 - a. Change jerseys when the referee determines a color conflict to exist.
 - b. Supply the game ball for the match
6. **Protest:** There will be no protests. All officiating decisions are final.
7. **Team Sideline:** Both teams must sit on the designated “team side” of the field. The tournament only allows an individual to be on the “team side” of the field if that individual holds a player pass, holds a coach pass, or is a tournament official.

8. **Behavior** Harassment or verbal abuse of the officials by coaches, parents, spectators, or players will not be tolerated.
 - a. If harassment or verbal abuse occurs, the referee has the power to stop the match and instruct the coach of each team to direct their parents, spectators, coaches, or players to cease the harassment.
 - b. If the game is stopped, the clock continues to run.
 - c. If a coach refuses to address the matter or the harassment continues, the referee has the power to terminate the game to ensure the safety of all participants.
 - d. The score at the point of termination shall stand.
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 their next match. A coach sent off during a match must leave the field immediately and must remain at least 100 yards away from the field for the rest of the current match and the team's next match.

SECTION 4 – DISCLAIMERS

1. No alcoholic beverages or propane grills are allowed at any of the game sites.
2. **SCHEDULING POLICY** – A team must be available to play at any time during the event day. A team can submit a schedule request for consideration no later than 1 month in advance of the registration deadline. We will deconflict schedules for a coach that operates at most 2 teams during the opening round games provided we know 1 month in advance. We cannot guarantee to deconflict schedule conflicts for championship games or playoff games. Requests to schedule games at specific game times, certain parts of the day, etc. will not be considered. The tournament reserves the right to combine age groups for this event as deemed appropriate.
3. **SCHEDULE MODIFICATIONS** - Schedule is subject to change due to inclement weather, field closure, or unforeseen circumstances. The Tournament Director reserves the right to make the following changes:
 - Relocate and/or reschedule a match
 - Change a division structure
 - Reduce the game length of a match
 - Cancel a match.
4. **TEAM WITHDRAWAL POLICY** - All team withdrawals must be done in writing (an email is ok).
 - Teams that withdraw prior to being accepted will receive the full amount back.
 - Teams that withdraw after being accepted will not receive any money back.
5. **COMMUNICATION POLICY** – Communication will be via e-mail, the tournament website, and our twitter tournament page. It is the responsibility of each coach, team manager, parent, and player to check all communication platforms often. The team manager and coach must ensure that all contact information is correct on the registration form.
6. **INCLEMENT WEATHER POLICY** - Coaches and their teams must appear at their respective field site ready to play as scheduled unless stated otherwise by the tournament director. Failure to appear will result in a forfeit of the match. In case of severe weather, the tournament director will follow the schedule modifications policy above.

Referees may suspend a match due to unsafe weather conditions. If a game is suspended due to inclement weather, the game score will stand regardless of whether it is the first half or second half. Games stopped due to inclement weather will not be restarted or rescheduled.
7. **CANCELLATIONS** – Every effort will be made to play the tournament. Cancellation can occur in whole or in part if the field owner closes the fields, inclement weather, or the fields have been deemed unplayable. We, the tournament, have no control over the weather nor do we have control over the field owner.
8. **FULL RESPONSIBILITY BY THE COACH** – The head coach is fully responsibly for knowing the eligibility of each player

that participates in a game and compliance with all the rules.

9. **COVID-19 PROTOCOLS** – Unless otherwise stated by the Tournament Director, all players, coaches, teams, and parents must abide by the FSCI covid-19 protocols for all games. Any player, coach, team, or parent that does not follow our protocol will be ineligible from playing. Our game protocols are listed on this webpage – www.fredsoccer.org/covid-19
- a. Referees are empowered to stop the game until all stakeholders abide by the FSCI covid-19 game protocols. In the event of a game stoppage, the clock will continue to run and not be stopped. Tournament officials or field marshals are empowered to tell the referee to stop the game for anyone violating covid-19 protocols.
 - b. Any violations of the covid-19 protocols during, before, or after the match may result in individuals or teams being banned for the rest of the tournament at the discretion of tournament officials.
 - c. At the discretion of tournament officials, any team that violates the FSCI covid-19 protocols to gain a competitive advantage will forfeit the match.
 - d. All parents and spectators must stay at least 10 yards away from the sideline or behind any set of signs indicating not to enter the area behind the signs.
 - e. Anyone found bypassing the temperature check process will be banned from the tournament immediately and without debate.
10. **REFUND POLICY** - **IF THIS EVENT IS CANCELLED, THERE WILL BE NO FULL REFUNDS. WE WILL PROVIDE EITHER A PARTIAL REFUND OR A DISCOUNT ON THE REGISTRATION FEE OF ANOTHER FSCI TOURNAMENT EVENT OCCURING WITHIN A YEAR.**

THE AMOUNT OF THE REFUND OR DISCOUNT WILL BE DETERMINED AFTER EVENT EXPENSES ARE CALCULATED. A DECISION WILL BE MADE WITHIN 2 WEEKS AFTER THE EVENT.

ONCE YOUR TEAM IS ACCEPTED, WE IMMEDIATELY MAKE PAYMENTS ON A VARIETY OF SUNK COST ITEMS. THIS INCLUDES FIELD RENTAL COSTS, FIELD PREPARATION COSTS, REFEREES, REFEREE ASSIGNING SERVICES, EQUIPMENT, AWARDS, AND OTHER EVENT MANAGEMENT COSTS. THESE SUNK COSTS CAN NOT BE RECOVERED EVEN IF THE EVENT IS CANCELLED. THIS IS WHY WE ARE UP FRONT WITH EVERYONE ON THIS DISCLAIMER.