



## FSCI MEMORIAL DAY TOURNAMENT RULES – 2020

Tournament Headquarters will be located at Patriot Park in Spotsylvania County  
Tournament Director: [tournaments@fredericksburgsoccer.org](mailto:tournaments@fredericksburgsoccer.org)

### SECTION 1 - REGISTRATION INFORMATION

Below are the registration requirements for our tournament. All documentation must be submitted by June 1, 2020. All documents listed in the following section and the tournament approved roster must always be present at the field of play.

1. **Documentation:** Each team must submit the following documents in order 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 2019-2020 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 forms 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 on the far right
- Load 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 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 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. All VYSA clubs have US Youth Soccer passes (travel and rec).
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. Local teams or teams “commuting” to tournament locations do not have to stay in hotels but must contact the Tournament Director for approval. For hotel reservations, please visit the hotel webpage within the tournament section of our website.
6. **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

7. **Competition Eligibility:** Each team must be in good standing with their sanctioning organization. We will accept teams if there is space available and payment is received. The event will feature the age groups listed below for the 2019-2020 soccer year:

Age Group	2019-2020 Soccer Year
U9	Players born 1/1/11 and younger
U10	Players born 1/1/10 and younger
U11	Players born 1/1/09 and younger

U12	Players born 1/1/08 and younger
U13	Players born 1/1/07 and younger
U14	Players born 1/1/06 and younger
U15	Players born 1/1/05 and younger
U16	Players born 1/1/04 and younger
U17	Players born 1/1/03 and younger
U18	Players born 1/1/02 and younger
U19	Players born 1/1/01 and younger

8. **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	12	12	6
U10	12	12	6
U11	16	16	8
U12	16	16	8
U13	18	18	10
U14	22	22	10
U15	22	22	10
U16	22	22	10
U17	22	22	10
U18	22	22	10
U19	22	22	10

## 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. 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	70	11v11
U18	70	11v11

U19	70	11v11
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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 (non-possession team is permitted to substitute if possession team substitutes)
- Injury
- Cautioned player
- Start of an overtime period

The substitute player shall inform the assistant 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	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. **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 still tied on points in the standings, the following tiebreaker criteria will be used to determine the team's order of finish:

- Head to Head competition (disregard if more than two teams tied)
- Goal differential (Goals scored – goals allowed, maximum 3 per game)
- Goals for (maximum 5 per game)
- Goals against (maximum 5 per game)
- Most Shutouts
- 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. **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.
5. **Forfeits:** No forfeit will be allowed without the permission of the tournament director. All forfeits will be recorded as 3-0.
6. **Protest:** There will be no protests. All officiating decisions are final.
7. **Team Sideline:** Both teams will sit on the same side of the field. Only coaches and trainers may stay on the player's sideline. Send offs will result in the person leaving the fields and staying in the parking lot.
8. **Behavior** Harassment of the officials from coaches, spectators, or players will not be tolerated. In the event of harassment from parents or spectators, the referee can stop game play so that the coaches can directly address the parents and spectators to cease the harassment. If game play is stopped, the clock continues to run. If the coaches refuse to address the matter or the harassment continues after the parents and spectators were warned by the coaches, the referee is empowered to terminate the game to ensure the safety of all participants. 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 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 or propane grills are allowed at any of the game sites.
2. **SCHEDULING POLICY** – Teams are expected to be available the entire day of the event. Schedule requests must be submitted at least 1 month in advance of the registration deadline for consideration. We will deconflict schedules for coaches that coach at most 2 teams at the event. All other scheduling requests such as playing all games during certain parts of the day, specific game times, 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 minus a \$50 processing fee.
  - 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 coaches and managers 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's 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. **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.**