Battle in the Blue Ridge

Recreational Tournament

June 26-27, 2021 at the Shenandoah County SoccerPlex

Rules and Regulations

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1. ELIGIBILITY

Participation is open to 08U, 10U, 12U, 14U Boys and Girls & 16U Girls **Recreational All-Star** teams formed within recreational soccer clubs and **Recreational** teams.

This tournament is Unrestricted. 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. ((The tournament director has the right to waive the player passes, in limited cases, if requested and after consulting with VYSA officials - this has to be approved prior registering your team).

All players must be registered with their sponsoring club and have actively participated during 2020/2021 (for Guest Players) season on a House/Recreational team. In all divisions, only players who are properly registered with a house team and have actively participated in at least One (1) house league games sanctioned by their sponsoring club during the spring 2021 season are eligible. **No travel teams** or carded players are allowed. Girls are allowed to play in boys divisions. Players only can play up at their club's discretion. A player may only be assigned to one team and play for that team only during the tournament. Any team found using a player that is registered with another team in the event will forfeit all of their matches, and will not be permitted to advance into semi-finals or final matches. Guest players will be allowed up to 4 in all age groups.

Guest Players definition: All players who are active in their spring season 2021 or were active in the fall of 2020. Guest players are limited to a maximum of four (4) players per team.

2. REGISTRATION REQUIREMENTS & PROCEDURE

A team representative is required to appear at the Team Registration table at the tent at least one hour before their first game on Saturday, June 26, 2021 to have team credentials reviewed and approved. There will be no exceptions. Any team failing to appear at registration will be declared ineligible and their scheduled games declared forfeits.

The team representative shall be required to show two copies of an official roster (provided by the sponsoring Club) signed by the authorized official of the sponsoring club, one copy will be kept with the tournament official. A copy of the Medical Release Forms with signatures of a parent/guardian for each player is also required to be available. The team representative must also display a current US Youth Soccer Recreational Player Pass signed by the sponsoring club's authorized official for each player on the official roster. **Birth Certificates and or/Passports will not be accepted**. All Players must sign passes only if their state requires it. Photographs are NOT required to be on passes from teams based in the Commonwealth of Virginia. Out of the state teams MUST have a picture on their passes.

The Site Coordinator will review these passes for consistency with the official roster and return them to the team representative. Only one set of player passes is therefore necessary. The team representative shall provide a cell phone number for at least one contact for the team that can be reached at any time should the necessity arise. If you are from out of the area and staying at a local hotel, please provide the name of the hotel. Coaches (or designated team representative) must have an official team roster, Player Passes and Medical Release form in their possession at each game. ***Teams participating in the tournament are encouraged to email a signed copy of the Documents required for the registration (Roster + Application) to the tournament director as early as possible after finishing the online registration.***

3. APPLICATION DEADLINE & TEAM ACCEPTANCE

Teams can apply online no later than **June 05, 2021**, in order to be considered for the event. The application can be found at Shenandoah County Soccer League website: www.SHENANDOAHCOUNTYSOCCERLEAGUE.COM.

First come first serve. Apply as early as possible to be guaranteed a spot in our tournament. Accepted teams will be notified via email no later than Ten (10) days after the tournament deadline. Please be advised that you are not guaranteed a spot in the tournament unless you receive a confirmation email. **All registration must be online.**

4. TEAM WITHDRAWAL POLICY

All team withdrawals must be done in writing (an email to the tournament director is acceptable).

- Teams withdrawing before official posting date will receive a full refund within 45 days of acceptance posting.
- Teams withdrawing after the acceptance posting **will not** receive any refund.

5. COVID-19 PROTOCOLS

Unless otherwise stated by the tournament director, all players, coaches, and parents must abide by the SCSL COVID-19 policies for all games. Any player, coach, or parent that does not follow our policies will be ineligible from participating.

The SCSL COVID-9 policies are listed on our website, www.SHENANDOAHCOUNTYSOCCERLEAGUE.com (see "SCSL COVID-19 Policies").

Participation in SCSL activities assumes a risk of COVID-19 transmission, similar to attending a congregate event. If you have underlying health conditions that place you at elevated risk from COVID-19, or you are not comfortable with the possibility of contracting COVID-19, do not participate in a SCSL event.

- All players, coaches, and parents must review the 5 Pre-Screening Questions 24 hours before arrival at the SCSL SoccerPlex and may not participate in any SCSL activity if there is a positive answer to any of the following questions:
    a. Has the individual been around anyone with COVID-19 in the last 14 days?
    b. Does the individual have a fever now, or has the player in the last 14-21 days?
    c. Has the individual experienced a recent loss of taste or smell?
    d. Does the individual have a cough or is the player experiencing shortness of breath?
    e. Does the individual have any flu-like symptoms such as a headache, fatigue, or gastrointestinal upset?
- Players are not required to wear cloth face coverings as long as they have answered negatively to the aforementioned 5 Pre-Screening Questions and the team follows social distancing guidelines.
- Referees are empowered to stop the game until all stakeholders abide by the SCSL COVID-19 policies. 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 policies.
- Any violations of the COVID-19 policies 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.
- At the discretion of tournament officials, any team that violates the SCSL COVID-19 policies to gain a competitive advantage will forfeit the match.

6. CONDUCT/DISCIPLINARY ACTIONS

• Red Cards: Any player or coach who receives a red card will be sent off, the player will sit out for the rest of that game and also their next game. The player sent off cannot be sitting in the team side. S/he is allowed to be on the parents side without wearing his/her uniform. A coach or any other authorized bench personal sent-off during a game must leave the field immediately and must remain away from the field during the team's next game. The tournament director has the right to ask the person sent off to leave the premises for the remaining tournament duration if deemed necessary.

• Yellow Cards: Any player or coach who receives one yellow card will be cautioned of the offense and allowed to continue to play. A second yellow card issued to a player or coach during any one game will count as a red card.

• Accumulated yellow cards: Five yellow cards issued during the tournament, will result in the sending off of the player or coach from the current game and the player or coach will be required to sit out the team's next game. The player sent off for an accumulated yellow card offense CAN be substituted for in the current game.
If a player or coach is sent off based on the accumulated yellow card criteria, calculating subsequent yellow cards will start from zero, as if the player had not received any prior yellow cards.
Both teams, including players, coaches, supporters and spectators will take, side by side positions, on the same side of the pitch. The home team may select which half of the pitch is designated to the home team.

• No coaches, players, or spectators are authorized within 15 yards of the end of the field and no one is permitted behind the end line.
All spectators must remain behind the spectator's lines.

• It is the responsibility of the team's coach or the person acting on the coach's behalf to control the conduct of the parents and other spectators. Failure to do so may result in a warning by the referee to the coach or the person acting on the coach's

behalf. **Inappropriate or unsportsmanlike conduct will not be tolerated and may result in the ejection of the coach and/or spectators**. If a coach is ejected from a game, it will be treated as a red card offense and that coach must leave the field area for the remainder of that game and may not be present for the rest of the tournament. In the event that the ejected coach is coaching more than one team that coach will be barred from all tournament sites. Spectators causing the coach to be ejected will be subject to the same penalties as the coach. If a coach has been ejected and there is no assistant coach, team manager or other team official, as listed on the roster to represent the team, the game will be ruled a forfeit and will stop at that time. All ejections will be reported in writing to the team's Club, League, and State Association.

- **NOISE MAKING DEVICES ARE NOT PERMITTED, AND NO PETS ARE ALLOWED AT THE SOCCERPLEX EXCEPT SERVICE ANIMALS. ALCOHOLIC BEVERAGES, ILLEGAL DRUGS, AND WEAPONS ARE NOT PERMITTED AT ANY TOURNAMENT SITE. ANY PLAYER, COACH, OR SPECTATOR FOUND IN POSSESSION OF ALCOHOL, ILLEGAL DRUGS, OR WEAPONS WILL BE BANNED FROM THE TOURNAMENT AND APPROPRIATE NOTIFICATIONS WILL BE MADE TO LAW ENFORCEMENT AUTHORITIES. SMOKING AND USE OF TOBACCO PRODUCTS, INCLUDING VAPING, IS PROHIBITED FROM THE GAME FIELDS INCLUDING THE SIDELINES AND SPECTATOR AREAS.**

- **HARASSMENT OF REFEREES AND/OR ASSISTANT REFEREES OR ANY VIOLENT OR ABUSIVE BEHAVIOR, OR FOUL LANGUAGE DIRECTED AT ANYONE WILL NOT BE TOLERATED. PERSONS ENGAGING IN SUCH BEHAVIOR ARE LIABLE TO BE BANNED FROM THE TOURNAMENT AND ALL TOURNAMENT SITES BY TOURNAMENT OFFICIALS. TEAMS JUDGED GUILTY OF BEHAVIOR DETRIMENTAL TO THE TOURNAMENT WILL BE BARRED FROM PARTICIPATION IN THE FOLLOWING YEAR. A WRITTEN REPORT WILL BE FILED WITH THE VIRGINIA STATE ASSOCIATION AS WELL AS THE TEAM'S STATE ASSOCIATION, CLUB, AND LEAGUE.**

  The Tournament Director is the final arbiter of all disputes, arguments, and misunderstandings. His interpretations and decisions are in all cases final.

7. GAME CHECK-IN TIME

Teams should arrive at their fields at **least Half an Hour** prior to the scheduled kick-off and check in with the Site Coordinator to make their presence known. Site Coordinator will be identified by means informed at the registration table during initial team check in.

8. RULES OF PLAY

Except as modified herein, the FIFA "Laws of the Game" will apply to all games. The number of players for each age group is set forth in section 10.

No heading for age group 12U and under. VYSA rules apply when heading occurs in those age groups:

Whenever the ball strikes a player in the head, play is stopped. The proper restart depends upon whether the player deliberately played the ball with his or her 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.

10U (7v7) Use of the Build-Out Line

1. When the goalkeeper has the ball, either during play (from the opponent) or from a goal kick, the opposing team must move behind the build out line until the ball is put into play. Once the opposing team is behind the build out line, the goalkeeper can pass, throw or roll the ball into play (punting is not allowed). After the ball is put into play by the goalkeeper, the opposing team can cross the build out line and play resumes as normal. If a goalkeeper punts the ball, an indirect free kick should be awarded to the opposing team from the spot of the offense. If the punt 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.

2. Offsides. The buildout line will also be used to denote where offside offenses can be called. Players cannot be penalized for an offside offense between the hallway line and the build out line. Players can be penalized for an offside offense between the build out line and goal line.

Rules for 8U may be different since the division is played without a goalie. This document reflects the exception to the

rule applicable to this division.

Referees may explain the rules before each game starts. When requested by the referee, each team must provide a referee assistant.

9. FIELD AND GAME EQUIPMENT

• Soccer shoes with metal cleats are prohibited.

• Players must have a uniform jersey with a distinct number on the back matching their number on the team's official tournament roster (Jersey numbers are required for 12U division and up and are recommended for the 8U & 10U divisions). When uniform colors are similar, the home team will change jersey color. The team listed first on the game schedule is the home team.

All teams are required to have a second set of jerseys of different color to change to in case of a conflict with the opposing team. Such jerseys do not have to have the same numbers on them as the original jerseys. The use of practice vests (i.e., "pennies") will be permitted.

• All players must wear shin guards completely covered by uniform socks in accordance with FIFA laws.
The designated home team must provide a game ball.

10. SUBSTITUTIONS

Substitutions will be unlimited and may be made, with the consent of the referee, at the following times:

- Prior to throw-in, by the team in possession.
- Prior to a goal kick, by either team.
- After a goal by either team.
- In the event of an injury, when the referee stops play (one-for-one for the injured player(s))
- At half time or the beginning of an overtime period.
- For a player sent-off for an accumulated yellow card offense (three yellow cards in the tournament)

Under no circumstances may substitutions be made (1) on corner kicks or (2) after the game has ended in a tie and FIFA penalty kicks will be required to determine a winner.

11. DIVISIONS AND DIVISION STRUCTURE

Each age group will be divided into divisions, subdivisions and flights best suited for the number of teams registered at the sole discretion of the tournament Committee.

Anticipated Division Structure (for 8U and above)
1. Division of three (3) teams min.
   a. Each team will play 3 preliminary round games;
   b. After the conclusion of preliminary games, teams will be ranked. The first and second place from each group will advance to play a second round or advance to play for the tournament championship.

12. GAME FORMATS

Age Group, Ball Size, Minimum # of Players, Goalie, Duration.

Age Group	Length (time played)	# players	Ball Sizes
08U*	40 min.(2 halves)	5 v 5 (4 minimum)	3
10U	40 min.(2 halves)	7 v 7 (6 minimum)	4
12U	40 min.(2 halves)	9 v 9 (7 minimum)	4
14U	50 min.(2 halves)	11 v 11 (10 minimum)	5
16U	60 min.(2 halves)	11 v 11 (10 minimum)	5
*** No Goalie**			

* Combining of age groups may be necessary at the Tournament Committee's discretion.

- All games will be played with a running clock. The referee may only stop the clock for serious injuries or other incidents. The referee is the official timekeeper and therefore all decisions regarding game duration are solely at the referee's discretion and shall not be protested.
- PK's (FIFA Rules) are to be used to determine a winner if there is a tie. Overtime is played only in the Championship games.
- Half time shall be 5 minutes for all preliminary games.
- Overtime periods, 5 minutes each, will be played only in the event of a tie at the end of the championship games. If a tie persists after overtime, the winner will be decided in PK shootout (FIFA rules).
- Where necessary to maintain the schedule, the appointed site coordinator can adjust the length of preliminary and/or overtime periods equally.

13. DETERMINATION OF FLIGHT WINNERS

Generally speaking, the team with the most points in each flight will proceed to the championship game within the Division. Points will be awarded as follow:

- Three (3) points for a win.
- One (1) point for a tie
- No (0) points for a loss.

In the event of a tie within a bracket after preliminary rounds, the following tie-breaker system shall be used to determine group winners:

- Winner of Head-to-Head Competition
- Most Wins
- Least Goals Allowed (lowest average for all preliminary games).
- Goal Differential, 3 goals max will be recorded a (4-0) result will be recorded as 3-0 on the score sheet). •

FIFA Penalty Kicks

- In the event of a three-way tie within a group, tie-breaker (1) will not be used.
- 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.

14. FAILURE TO SHOW AND FORFEITS

- A team shall be allowed a ten (10) minute grace period after the scheduled kick-off time before the match is considered a forfeit. Waiting time will be deducted from total game time. The minimum number of players constitutes a team and if such number is present, the game will not be delayed.
- A forfeit in the preliminary rounds shall be awarded as three (3) points for the win. The score of a forfeited game will be recorded as 3-0.

- Forfeits of a championship game shall be recorded as 1-0. Any team forfeiting a championship game will not be entitled to individual trophies or prizes.
- Failure to produce either duly authorized Player Passes or an Official Tournament Approved Team Roster if requested prior to, during or immediately after the game, or failure of the home team to be able to change to different color jerseys in the event of a color conflict with the opposing team are grounds for a forfeit. Playing a suspended player (a player receiving either a red card, two yellow cards in one game or three yellow cards in the tournament) in the game following the receipt of a red card is also grounds for a forfeit.

15. GAME AND SCORE REPORTING (NORMAL CIRCUMSTANCES):

Prior to each game, the team coach will need to get a game card from the Site Coordinator. The winning team coach is responsible for the completion of the game card. Game card MUST include final score, coaches and referee signature. The Site Coordinator will ensure that the official tournament game cards are properly completed, signatures obtained, and the scores recorded at the end of each game. THE WINNING TEAM COACH IS RESPONSIBLE TO REPORT THE FINAL SCORE OF THE GAME TO THE SITE COORDINATOR. FAILURE TO REPORT THE FINAL GAME SCORE WITHIN 30 MINUTES OF THE END OF THE GAME, OR IMPROPERLY COMPLETED GAME CARDS WILL RESULT IN A 0-0 SCORE. With each team receiving 1 point for the game.

16. PROTESTS

There will be no protests. The decision of Tournament Director, Site Coordinators and/or Tournament Committee is FINAL.

17. INCLEMENT WEATHER/GAME CANCELLATION & GAME REPORTING SCORES:

In the event of inclement weather, the Tournament Director and or official representative(s) will have the authority to cancel the games. The SCSL fields can handle a great amount of rain without affecting the game play. **Our policy is to not cancel any games unless there is lightning or thunder**. If we receive extreme rain the referee commissioner will instruct the referees to stop the game. If that happens, the teams have to seek shelter at the parking lot in their parent's vehicle. They must remain there, once the weather is clear the games will resume immediately. Below are the game scenarios and how we approach them:

• Any game played more than 20 minutes will be considered as a complete game, no additional time will be added regardless of field availability. Score of the time played will be the final score of the game.

• Any game that played less than 20 minutes due to the weather will be considered as a complete game, no additional time will be added regardless of field availability. Score will be reported as tie 1-1

• Any game that did not play at all due to the weather will not be rescheduled regardless of field availability. Score will be reported as a tie 0-0. The minimum (3) games guaranteed for participants will not apply. In the event of severe bad weather we will not guarantee any games.

This policy applies to all the games that are delayed due to injury that last more than the normal time. There will be no additional time unless it is a championship game and there are no other games played on that field afterwards.

The tournament will do its best to schedule three games for each team. However; at the Tournament Director's discretion, the number of games is reduced, the tournament is not liable for any expenses and no refunds for the tournament application fees will be given. Under no circumstances whatsoever will the Virginia Youth Soccer Association, Inc., the Shenandoah County Soccer League, the SCSL Tournament Committee, or any of their official representatives be responsible for any expenses (including the Tournament entry fee) incurred by any team. This includes a situation whereby the Tournament or any game(s) is canceled in whole or part. It is solely up to the Tournament Committee to decide if any refunds will be returned, due to partial or full cancellation of the tournament.

18. SALES AT THE SOCCERPLEX

No items may be sold at headquarters, playing fields, or surrounding areas for the duration of the tournament unless specifically sanctioned by the SCSL Tournament Committee.

Eastern Region 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 are 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 I.

NATIONAL STATE ASSOCIATIONS IN EAST REGION

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

SCSL SOCCERPLEX

Address: 103 Koontz Drive New Market, VA 22844

Directions: From Interstate 81, take Shenandoah Caverns exit 269. Turn east off the exit ramp toward Route 11. At Route 11, turn left (North) and follow approximately 1/8 mile to first left onto Koontz Drive. Follow straight to SoccerPlex**.**