



2017 South County Columbus Day Tournament Rules

1. GENERAL RULES

Unless modified by this set of rules, all games shall be played in accordance with the most current F.I.F.A. rules. All decisions of the referee are final and binding. The Tournament Committee, South County Athletic Association, and the Virginia Youth Soccer Association will not be responsible for any expenses incurred by any team or club if the tournament is canceled in whole or part. Any team that wants to cancel their registration for the tournament before acceptances are sent out will receive a full refund if a written notice has been received by South County Athletic Association. Any team that cancels after acceptances have been sent out will not receive any refund of fees under any circumstances. The Tournament Committee reserves the right to decide on all matters pertaining to the tournament and its judgment is final. Any team that disregards any decision by the Tournament Committee (including the inclement weather policy) will be automatically dropped from the tournament and forfeit all remaining games. First place trophies/medals will be awarded to winners in the U9 through U14 age groups. Runner-up teams will receive second place trophies/medals in the U9 through U14 age groups.

2. AGE AND ELIGIBILITY

A. Participation in the SOUTH COUNTY COLUMBUS DAY TOURNAMENT is open to accepted teams composed of twelve (12, U9 and U10), fourteen (14, U11 and U12) and eighteen (18, U13 and older) or fewer players meeting the age limit of the specified division. Players must have been born during, or subsequent to, the divisional year. Each team must be registered and in good standing with their national organization or state soccer association and must present a valid state roster. Player registration cards duly authorized by a team's sanctioning organization will be required as proof of age.

PLAYER PASSES MUST BE PRESENT AT THE FIELD FOR THE DURATION OF EACH GAME.

B. All teams must attend registration on the Friday night before the tournament or participate in digital registration by the deadline stated on the website. Teams are required to present the following: original copy of valid state roster, one copy of roster, player and coach registration cards, Permission to Travel form (if applicable), and medical release forms. Teams from the following clubs are not required complete the Permission to Travel form:

- 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

C. No player shall play for more than one team during the tournament. Players cannot be moved from a roster once that team has registered.

D. The Region I travel 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. All other USYSA teams **MUST** have a copy of the Permission To Travel Form approved and signed by a duly authorized state representative.

Teams that are members of organizations of the United States Soccer Federation but not members of US Youth Soccer (ex. US Club Soccer, AYSO, SAY, or Super Y League) are NOT required to have a US Youth Soccer Application to Travel form (although that team's organization may require that the team have permission).

3. ROSTERS

A. Each team shall have a roster properly stamped by its sanctioning organization present at every game and rosters may be inspected by the field marshal at the request of either coach or on the decision of the referee. Rosters submitted at tournament registration shall govern.

B. Maximum Roster Size

U9 to U10: 12 players

U11 to U12: 14 players

U13 and older: 18 players

4. GUEST PLAYERS

This tournament is not intended as a tryout event. A team may use no more than four (4) guest players for ages U9 and U10 and six (6) for ages U11 - U13, which must be approved by the Tournament Director. Rosters with guest players are limited as follows:

U9 to U10 teams may not have more than twelve (12) players on their roster, which number includes up to four (4) guest players. U11 to U12 teams may not have more



than fourteen (14) players on their roster, which include up to six (6) guest players and teams U13 and older may not have more than eighteen (18) players on their roster, which include up to six (6) guest players.

5. NUMBER OF PLAYERS

A. The U9 and U10 divisions will play 7v7; U11 and U12 will play 9v9 and U13 and older will play 11 aside.

B. A game may not start with fewer than six (6) properly uniformed players on each team for U9 – U12 age group and seven (7) for the U13 and older age groups. Once started, games may not continue with fewer than six players per team for U9 – U12 and seven for the U13 and older age groups. If a game cannot start or is stopped because a team has fewer than seven players, that team shall forfeit the game. A team shall have a 10 minute grace period from scheduled starting time before a forfeit is declared.

C. A forfeit in the preliminary rounds shall be awarded as three (3) points for the win. For tie breaking purposes, the score shall be set as the average of goals scored by the winning team rounded up to the nearest whole number, against the average of the goals given up by that team rounded down to the nearest whole number. As a minimum, the score will be recorded as 1-0.

D. If a team is the cause for termination of a game, that team will be considered to have forfeited that game.

E. Teams that have forfeited a game may not advance beyond the preliminary rounds without the approval of the tournament director.

6. SUBSTITUTIONS

A. Substitutions without limit may be made, with the referee's permission:

1. After a goal has been made.
2. At the beginning of the second half of play or prior to the beginning of an overtime period.
3. At a goal- kick by either team.
4. At a throw-in by the team in possession; by either team. When the other team is making a substitution, you may “piggy back” on their substitution.

B. Limited substitutions may be made, with the referee's permission:

1. In case of stoppage of play for an injury on one-for-one basis for the injured player(s).
2. To replace a cautioned player.



C. No substitutions on corner kicks will be permitted.

7. PROTESTS

THERE WILL BE NO PROTESTS.

8. UNIFORM, EQUIPMENT AND FIELDS

A. Players must wear numbers on the back of their uniforms and these numbers shall coincide with those listed on the team's Official roster.

B. PLAYERS ARE REQUIRED TO WEAR SHIN GUARDS IN ACCORDANCE WITH FIFA LAWS OF THE GAME.

C. Where uniform colors are similar, the designated home team will change colors. Home team is listed first on the schedule.

D. When requested by the referee, each team must provide a linesperson.

E. Check-in time is 30 minutes prior to the scheduled kick-off.

F. Regardless of weather conditions, coaches and their teams must appear on the field, ready to play as scheduled. Failure to appear will result in forfeiture of the game. Only referees and/or the tournament director can postpone or cancel a game.

G. U9 - U12 teams shall play with a #4 ball and U13 teams shall play with size 5.

9. DURATION OF GAMES

The following table shows the length of game halves for preliminary matches (semi-final) and final matches.

<u>Ages</u>	<u>Preliminaries</u>	<u>Finals</u>	<u>Max. overtime</u>
U9-U10	25 minute halves	30 minute halves	2 x 5 minutes
U11-U12	25 minute halves	30 minute halves	2 x 5 minutes
U13 +	30 minute halves	35 minute halves	2 x 5 minutes

The half time shall be 5 minutes. In the event inclement weather forces cancellation of a game after at least 20 minutes have been played, the game shall be considered official and the score at the point of cancellation shall be the final score. Should a game be halted before 20 minutes have been played, it shall be rescheduled for complete replay,



or recommenced at the discretion of the tournament director. In the event of a tie in a semi-final or final game, overtime shall be played as described above.

10. DIVISION WINNERS AND WILD CARD TEAMS

A. Each team shall be awarded three points for a win and one point for a tie in the preliminary games. The division winner shall be the team with the most points. In the event that two or more teams are tied, the tie-breaking rules are as follows:

1. Head to head competition (does not apply if more than two teams are involved);
2. Most wins;
3. Most Shutouts;
4. Goals Against;
5. Goal Differential;
6. Penalty kicks - the FIFA penalty kick procedure will be used to determine a winner. Coaches who feel that they may require this discriminator should stay in close contact with their field marshal throughout Saturday/Sunday.

B. In the event of a tie among more than two teams: a tie is broken by the above system, but if ties among remaining teams still must be decided, those ties would be broken by starting again from the top of the tie-breaking procedure.

C. The wildcard team will be the team from any division which, after the division winners have been determined, has the highest win/tie total points. In the event of a tie, the above listed priority applies. The wildcard team cannot play a team from their preliminary bracket in the semi-finals.

11. SEMI-FINAL AND FINAL TIE-BREAKING RULES

U13 and younger teams will play up to two 5 minute overtime periods. If a tie in score exists at the end of overtime, the FIFA penalty kick procedure will be used to determine a winner.

12. GAME AND SCORE REPORTING

A. The Field Marshal will ensure that the game report forms are properly completed, signatures obtained, and scores recorded at the end of each game.

B. The Field Marshal will ensure that the scores of each game are reported to Tournament Headquarters in a timely manner each day. The Division Coordinator will ensure that the game report forms are turned in to Tournament Headquarters by 7:00 p.m. each day.



13. CONDUCT

A. Players, coaches, and spectators are expected to conduct themselves within the spirit of the Law as well as the letter of the Law. Displays of temper or dissent are cause for ejection from the game and surrounding field area.

B. Both teams (players and coaches) will be on the same sideline. Spectators of both teams will take the opposite side of the pitch. No one will be allowed behind either end line.

C. A player or coach receiving a red card will not be able to participate in the tournament game following the game the card is issued. South County Athletic Association reserves the right to **SUSPEND ANY PLAYER, COACH OR TEAM FROM THE TOURNAMENT FOR UNRULY CONDUCT.**

D. Accumulation of Cards - any player or coach who receives a third caution card (yellow) during any part of the tournament will not be allowed to participate in the next tournament game following the contest where the third caution card was issued.

E. In the event of assault/abuse on a game official, a judiciary hearing shall immediately be convened at a Tournament site to be designated by the Tournament Director. All terms described in the USSF Official Administrative Rule Book under Rule 3.2.8, Suspension for Assault on Official, shall apply. In any event, a player, coach, or other team official who is charged with assault on a game official is suspended from further participation in the tournament.

F. Any team disregarding a decision by the referees and/or the tournament committee to either suspend or cancel tournament play, will be disqualified for the remainder of the tournament. Also, a written complaint will be filed with the team's sanctioning organization.

15. ALCOHOLIC BEVERAGES AND PETS

The use and presence of alcoholic beverages is prohibited near and at all game sites, including parking areas. Pets are not permitted on or near the field sites.

16. Heading Rule- Age group Divisions U11 and Younger

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 in advertent, then the proper restart is a dropped ball.

17. Buildout line- U9 and U10

The build out line promotes playing the ball out of the back in a less pressured setting. When the goalkeeper has the ball in his or her hands during play from the opponent, 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 (punts and drop kicks are not allowed. Opposing team must also be behind the build out line during a goal kick until the ball is put into play.

18. TOURNAMENT CANCELLATION

South County Soccer Tournament will offer a maximum refund of 25% of the Team Registration fee for games that are cancelled or modified for any reason.

19. TOURNAMENT WITHDRAWAL POLICY

Teams that withdrawn prior to the application deadline will be given a full refund of their application fee minus a \$50.00 administration fee. No refunds will be provided if a team withdraws after the application deadline.

20. GENERAL

Under no circumstances whatsoever will the Virginia Youth Soccer Association, Inc., South County Athletic Association (South County Soccer), the South County Soccer 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.

The Tournament Committee's or their official representative's interpretation of the rules shall be final pertaining to this Tournament.