

Stafford Area Soccer Association
19th Annual St. Patrick's Day Tournament 2012
Rules and Procedures

I. Headquarters

The Tournament Headquarters will be located at the Stafford Area Soccer Association (SASA) office located at the following address:

235 Garrisonville Road, Suite 101
Stafford, VA 22554

Tournament Contact:

Elvis D. Lewis
Tournament Director
TournamentDirector@StaffordSoccer.com
202-302-4107

II. Registration and Team Eligibility

1. **Check In.** Initial team check in is required on Saturday morning, March 17, 2012 at the site of the first game played by each team. Teams must check in one hour before kickoff time. Check in is also required at least twenty (20) minutes before the team's additional game times at the team's game field with the Field Marshal on duty.
2. **Requirements.**
 - a. Teams from the United States – For teams from the United States:
 - i. Original player passes for the 2011-2012 seasonal year issued by the team's Federation Organization Member (USYS, US Club Soccer, AYSO, etc).
 - ii. Proof of approval of the team's participation from the team's Federation Organization Member in the form of an approved, registrar signed and stamped Team Roster – the original and two copies.
 - iii. Medical Release Forms for all players
 - iv. Teams from outside Virginia Youth State Association must provide proof of Permission to Travel.
 - b. Foreign Teams – For teams coming from a CONCACAF nation:
 - i. Player passports must be presented at registration.
 - ii. Teams are required to have and present player picture identification cards.
 - iii. Copy of documentation from team's Provincial or National Association approving the team's participation in the tournament

Each team accepted must be registered with a National State Association affiliated with the USYS/USSF or national equivalent and must present a valid State or Provincial roster. 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-League) 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, however, along with current passes from its organization. Validated State US Youth Soccer member passes, as well as parental medical release forms, are required for all players participating in the tournament. All Team Officials must have appropriate Member Passes.

US Club Soccer teams are required to have player passes, medical release, official roster and be in good standing with US Club Soccer.

Out of state teams must have a Permission to Travel Form signed by their association. In Region I, this requirement only applies to teams from Connecticut and New Jersey.

3. **Withdrawal Policy.** Teams are accepted to the tournament on a rolling basis once an application has been completed and payment has been received.
 - a. If a team withdraws before officially being accepted into the tournament, a full refund will be issued.
 - b. Once a team has officially been accepted into the tournament and appears on the accepted team list at <http://accepted.sasapatty.com>, no refunds will be issued.

Player Age and Eligibility

This tournament is sanctioned by the USYSA through the Virginia Youth Soccer Association and is for Travel division teams only. The following age groups (all in both boys and girls divisions) are eligible for the tournament with the applicable roster limits.

Participating teams may carry up to five (5) guest players. All rosters are inclusive of guest players.

Age Groups	Players on Field	Roster Limit
U9, U10	7v7	12
U11, U12	8v8	14
U13, U14, U15	11v11	18
U16, U17, U18, U19	11v11	22

III. Teams

1. **Home/Away.** Home and Away teams will each be indicated on the official Tournament schedule. In Consolation, Semifinals, and Finals, the Home team will be the team that earned the most points. In the event of a tie, the official tiebreaker procedure will be used.
2. **Color Conflicts.** In the event of a uniform color conflict, the home team shall be responsible for changing uniforms.
3. **Team and Spectator Locations.** Coaches and players will share the same side of the field as designated by the Field Marshal. All spectators will take up positions on the opposite side of the field during the time that the match is in progress. All personnel must remain between the center line and the 18-yard line of their own side. No coaching is allowed from the goal line. During the game, the coach, assistant coach, and a person responsible for delivering first aid shall remain in the area 15 yards on either side of the center line and at least one yard from the touchline. Spectators shall remain at least three (3) yards back from the touchline.

IV. Player Credentials and Uniforms

1. Player identification cards are to be present and available at all matches.
2. Identification cards are required to be checked by either the Referee or Field Marshal prior to each match.
3. The shirt number of each player must be the same as the player's shirt number on the daily match report or roster. If the numbers are not the same, the Referee is not to allow the player to take part in the match until the numbers are the same. The only exception to this policy

- occurs if cleared and approved by both the Referee and opposing coach before player enters game and/or specific change made (i.e. goalie becomes field player).
4. Player equipment must meet the requirements of FIFA/USYSA. The final decision on player equipment shall rest with the Referee. Protests of Referee decisions are not allowed.

V. Laws Of The Game

1. All matches must be played in accordance with *FIFA Laws of the Game*, except as specifically modified as follows in the Tournament Rules:
2. Modifications – Notes on the Laws of the Game:
 - a. Match Length – Specific match lengths determined as follows:
 - i. U9-U12 age groups: 50 minute preliminary games, 60 minute final
 - ii. U13-U19 age groups: 60 minute preliminary games, 70 minute final
 - iii. The interval between halves will be five minutes.
 - b. Substitution
 - i. Substitution time – Player(s) may be substituted on specific stoppages of play (listed below) with the permission of the referee. The opposing team may substitute as well if the team in possession requests a substitution.
 1. After a goal and prior to the succeeding kick-off.
 2. At the beginning of the second half of play.
 3. At the beginning of an overtime.
 4. At a goal kick by either team.
 5. At a throw-in by the team in possession.
 - ii. Limited substitutions may be made with referee permission in case of stoppage of play for an injury.
 - iii. Under no circumstances may substitutions be made on corner kicks or after game has ended in a tie and FIFA penalty kicks will be required to determine a winner.
 - iv. A substitution may also be made immediately after a player is cautioned (Yellow Card). Only that player may be substituted.
 - v. Substitution Age Limits
 1. If the age group is 15 & under, free substitution is allowed.
 2. For age groups 16 years and older, free substitution is allowed providing the tournament is not an official competition (but a friendly club tournament) and the age category does not include matches between national teams of CONCACAF member countries. If it does include national teams, up to six substitutions are allowed.
 3. FIFA limited substitution rules will apply in divisions involving more than one foreign team in age groups 16 years and older. Up to six substitutions are allowed. After leaving the game, substituted players shall not be allowed to re-enter.
 - c. Player Equipment
 - i. Shin guards – Required for all players (no exceptions).
 - ii. Casts – No hard casts are permitted. Soft casts are permitted with the permission of the referee.

VI. Tournament and Match Schedules

1. **Tournament Format.** All divisions will play a round robin during the first round. The following scenarios occur after the first round based on the number of teams in each division.
 - a. Four (4) teams. The teams finishing first and second qualify for the Championship.
 - b. Five (5) teams. At the conclusion of the round robin, the team with the most points is named Champion.

- c. Six (6) teams. Two three-team flights are formed. The third place teams in each flight play in a consolation game. The top team from Flight A will play the second place team from Flight B in one semifinal. The top team from Flight B will play the second place team from Flight A in the other semifinal. The winners of the semifinals qualify for the Championship.
 - d. Eight (8) teams. Two four-team flights are formed. The winner of Flight A and the winner of Flight B qualify for the Championship.
- 2. **Match Schedules.** Each team in each division will play two matches on Saturday, March 17, 2012. Each team in each division will play either one or two matches on Sunday, March 18, 2012 based on qualification for Championship games.
- 3. **Procedures for Determining a Winner.** All preliminary matches will remain a tie. In semifinal matches or the Championship, if regulation play ends in a tie score, the following steps will be taken:
 - a. Two (2) five (5) minute overtime periods will be played, with the teams switching ends at the conclusion of the first five minute overtime period. The team with the most goals after both overtime periods will win.
 - b. If still tied at the conclusion of two (2) overtime periods, the teams will break the tie by use of kicks from the penalty mark in accordance with FIFA rules. Only players on the field at the conclusion of the second overtime period will be allowed to participate in the kicks from the penalty mark. Goalkeepers may not be exchanged during the kicks from the penalty mark except in case of injury. If a goalkeeper injury occurs, the opposing may also elect to select another goalkeeper. Substitute goalkeepers must be chosen from the players on the field.
- 4. **Referees.** All matches will use referees certified by USSF.
- 5. **Match Delays, Suspensions, Cancellations.** The Tournament Rules Committee reserves the right to make the following changes in the event of inclement weather:
 - a. Relocate and/or reschedule a match
 - b. Reduce scheduled duration of a match
 - c. Change division structure
 - d. Cancel a match
 - e. Should a game be terminated due to severe conditions, the match will be considered official and the score at the time shall stand as the final score.
- 6. **Refund Policy.** The tournament committee, the coaches of the host's teams, or any sponsors of the tournament activities shall not be held responsible for expenses incurred by any team or club if the tournament is cancelled in whole or in part. In the event the tournament is cancelled for any reason, there will be no refunds. In the event a team withdraws after it has been accepted, there will be no refund.

VII. Forfeits

- 1. All teams must report to the field marshal of their scheduled field fifteen minutes prior to the start of each of their games. Player Passes must be available for inspection at the field at all times. Arriving late will result in a forfeit. Should the conclusion of the preceding game be delayed, both teams must be ready to play within five minutes of the conclusion of that game.
- 2. The following is the minimum number of players required to be on the field for the start of a game. Less than this number will result in a forfeit.
 - a. U9-U12 age groups: five players
 - b. U13-U19 age groups: seven players
- 3. Teams that forfeit a game are permitted to advance to semi-final or Championship games.
- 4. In all instances, the score of a forfeited game shall be recorded as 3-0.
- 5. If there is no referee present within 10 minutes of the scheduled start time, the match shall be rescheduled unless both teams' coaches agree to proceed. If the match proceeds, the score shall stand as played. If there is only one referee present for a preliminary match at the

scheduled start time, the referee present shall commence the match using voluntary linesmen. Should the second referee arrive at the field, he shall enter the match at an appropriate break in play and the volunteer linesmen shall be relieved of their duties.

VIII. Standings and Tie-Breakers

1. Division standings will be decided by the following match point system:
 - a. Win: 3 points
 - b. Tie: 1 point
 - c. Loss: 0 points
2. Bonus points will be only used as a tiebreaker and will be awarded to winning teams as follows:
 - a. Goal Differential - 1 point each (max 3)
 - b. Shutout - 1 point
 - c. A maximum of 4 bonus points may be earned per win with no bonus points awarded in tie games.
3. Ties within divisions shall be broken as follows:
 - a. Winner of head-to-head competition*
 - b. Bonus point calculation
 - c. Most wins
 - d. Fewest goals against
 - e. Most shutouts
 - f. Fewest penalty points in all games
 - i. 5 points per yellow
 - ii. 10 points per red
 - g. Most goals scored
 - h. Coin toss.**
 - i. * In the event of a tie between three teams, the first tie-breaker will be bonus point calculation. If all three teams have the same amount of bonus points, proceed to next tiebreaker with all three teams. If two of three teams are tied for the most bonus points, **only those teams** proceed to following tiebreaker(s) as needed. No head-to-head competition results will be used to break ties between three teams.
 - j. ** If time permits, Site Coordinator may elect to substitute Penalty Kicks in place of the coin toss as a tiebreaker.

IX. Match and Score Reporting

1. All match results, cautions, and ejections are reported by the Field Marshal to the Site Coordinator on-site. The Site Coordinator is responsible for reporting to Tournament Headquarters.
2. At the conclusion of each match, both coaches must sign the match scorecard. The Field Marshal will take this scorecard immediately to the Site Coordinator on-site.

X. Protests & Disputes

1. Protests - All decisions of the referees are final and binding. No protests are allowed.
2. Disputes - The Tournament Rules Committee reserves the right to decide on all matters relative to the tournament and its decisions are final. Any non-referee decisions can be brought to the Site Coordinator on-site for consideration by the Tournament Rules Committee.
3. The Tournament Rules Committee is comprised of the Tournament Director, Stafford Area Soccer Assn. Club President, and Travel Director and will consider disputes brought to the Site Coordinator on-site.

4. Disputes are to be documented with the Site Coordinator on-site. The Site Coordinator will relay the dispute to the Tournament Rules Committee who will decide on the issue and report back on the same day the dispute is made.

XI. Conduct & Discipline

1. Players, coaches, and spectators are expected to conduct themselves with the letter and the spirit of the Laws of the Game. Coaches are responsible for their players, parents, and guests on the sideline. No team or club official may enter the field of play regardless of circumstances, unless that person has been given permission to enter the field by the referee.
2. There will be no smoking or alcohol in the vicinity of any field of play. No verbal abuse of anyone will be tolerated. Any case of referee assault will be filed with local law 1008 and will also be reported to the appropriate state association.
3. If a player is ejected from a match, that player must sit out the remainder of that match, plus his/her team's next match. The player may sit with the team but may not be in uniform. No substitution may be made for the ejected player during the match in whom the red card was issued.
4. If a coach is ejected, they will be expected to leave the bench area and will be allowed to sit with spectators but not communicate with the team in any manner.
5. For either ejection, the team may retain the identification pass.
6. Because of the seriousness of such instances, red cards issued after the end of regulation play or as a result of physical assault are subject to review by the Tournament Rules Committee and a more strenuous penalty, which is not subject to appeal, may be employed.
7. Two yellow cards to the same player or coach in the same match will equal a red card and will result in the penalties outlined above. Yellow cards will not carry over match to match.
8. Report of Disciplinary Action:
 - a. For United States teams, the respective state association will be notified of the disciplinary action taken or required by the Tournament Committee.
 - b. For CONCACAF teams, the Tournament Committee will notify the U.S. Soccer Federation of the disciplinary action taken and the Federation will transmit the disciplinary action taken or required to that team's provincial or national association.

XII. Game Balls

1. Game balls will be supplied by the Field Marshal on-site.
2. Age groups U13 and older will use a FIFA Approved Size 5 ball. Age groups U12 and younger will use a FIFA Approved Size 4 ball.