

Stafford Area Soccer Association Explorer Classic 2011

Rules and Procedures

All tournament matches will be played in accordance with the Laws of the Game as issued by FIFA, except as modified in these "Tournament Rules."

All decisions of the referees are final and binding. The Tournament Rules Committee reserves the right to decide on all matters relative to the tournament and its decisions are final. Protests are not allowed.

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.

Eligibility

This tournament is sanctioned by the USYSA through the Virginia Youth Soccer Association. Participating teams may carry up to five (5) guest players. This tournament is for classic and recreational teams only. Travel players may not be guest players recreational teams.

Each team accepted must be registered with Virginia Youth Soccer Association (VYSA) or Maryland State Youth Soccer Association (MSYSA). 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 or Member Passes issued by player's club with birthdate, as well as parental medical release forms, are required for all players participating in the tournament. All Team Officials must have appropriate Member Passes.

Rosters

Teams in U8 will play 4v4 with a maximum roster of 8 players including guest players, U10 division will play 7v7 and have a maximum roster of 14 players including guest players. U12 teams will play 8v8 with a maximum roster size of 14 players including guest players. U14 and High School division will play 11v11 with a maximum roster of 18 players including guest players.

Player Registration

Teams must present their original and two copies of their current roster at the time of registration. Original player passes authorized by their respective Soccer Association shall be verified and compared with an approved roster at team registration and may be checked prior to each match. In order to avoid delays to scheduled matches, coaches must have their players' passes with them at the field. Teams must also submit a medical release form for players at registration and must have them on hand at all times.

Ball Size

Age groups U14 and older will use a size 5 ball. Age groups U12 and U10 will use a size 4 ball. U8 group will use a size 3 ball

Player Equipment

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.

In the event of a uniform color conflict, the home team, listed first on the schedule, shall be responsible for changing.

Sidelines

Coaches and players will share the same side of the field as designated by the field marshal. All spectators will take up a position on the opposite side of the field during the time that the match is in progress. All personnel must remain between the centerline 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 half-field line and at least one yard from the touchline. Spectators shall remain at least 3 yards back from touchline.

Inclement Weather

The Tournament Rules Committee reserves the right to make the following changes in the event of inclement weather:

*Relocate and/or reschedule a match

*Reduce scheduled duration of a match

*Change division structure

*Cancel a match

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.

Start of Play

All teams report to the field coordinator of their scheduled field 20 minutes prior to the scheduled start of each game. Player passes must be available for inspection at the field at all times. A team (U14, and High School) that cannot field at least seven players at the scheduled start time shall forfeit the match. U10, and U12 teams must be able to field at least five players at the scheduled start time or forfeit the match. U8 teams must be able to field at least 3 players at the scheduled start time or forfeit the match.

Should the conclusion of the preceding game be delayed, both teams must be ready to play within five minutes of the conclusion of the preceding game. Failure to report after five minutes will result in a forfeit.

In all instances except U8 games where no scores will be kept, the score of a forfeited game shall be recorded as 3-0.

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. For U14 and High school, 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.

Duration of Matches

U8 will play 30-minute games. U10 and U12 will play 50-minute preliminary games and finals. U14, and High School will play 60-minute preliminary games and finals. The interval between halves will be 5 minutes. The referee is the official timekeeper of the match. Length of matches is limited due to the availability of light for the season.

Substitutions

Substitutions will be made in accordance with FIFA/USYSA rules. All substitutions shall report to the assistant referee on their side of the field and shall not enter the field of play until the player they are replacing has left the field of play.

All age divisions substitutions will be made with referee's permission:

Unlimited substitutions may be made with the referee's permission:

- After a goal has been made
- At the beginning of the second half of play or prior to the beginning of an overtime period

- At a goal kick by either team or at a throw-in by the team in possession.

Limited substitutions may be made, with the referee's permission: In case of stoppage of play for an injury; or to replace a cautioned player.

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.

Warning and Ejections

If a player is ejected from a match-red card by the referee-that player must sit out the remainder of that match, plus his/her team's next match. No substitution may be made for the ejected player during the match in whom the red card was issued.

Two yellow cards to the same player in the same match will equal a red card and will result in immediate ejection from that match. Coaches in receipt of a red card or two yellow cards in the same match are subject to the same penalties as outlined above for players. Any coach ejected from a match will not be allowed in the vicinity of the field for the remainder of the match and for his/her team's next match.

Conduct

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 guest on the sidelines. No team or club official may enter the field of play, regardless of the circumstances, unless that person has been given permission to enter the field by the referee.

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. There will be **NO SMOKING OR ALCOHOL** in the vicinity of any field of play. Any case of referee assault will be filed with local law 1008 and will also be reported to the appropriate state association.

Tournament Overtime

All preliminary matches will remain a tie. In semi-final or final matches, if regulation play ends in a tie score, the following steps will be taken:

- 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.
- 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.

Tournament Standings

Division standings will be decided by the following match point system in all divisions except U8 where no scores will be kept.

- Win 3 Points
- Tie 1 Point
- Loss 0 Points

Ties within division shall be broken as follows:

1. Bonus point calculation (see below).
2. Winner of head-to-head competition.
 - a. Disregard if tie is between 3 or more teams. Proceed to next tiebreaker.

3. Fewest goals against.
4. Most wins.
5. Most shutouts.
6. Fewest penalty points in all games (5 points per yellow and 10 points per red)
7. Coin toss.

Bonus Point Calculation:

- Awarded to winning team only – no bonus points for ties or losses.
- Goal Differential – 1 point each (max 3)
- Shutout – 1 point
- A maximum of 4 bonus points may be earned per win.