

BLACK WATCH SOCCER CLUB
13TH Annual Labor Day Tournament

2009
RULES OF COMPETITION

The rules of this tournament shall be in accordance with USYSA and FYSA except as modified and approved herein.

1. **Team Eligibility** - This tournament shall be open to all teams comprised of properly registered youth players (as defined by the rules of USYSA) in all age groups indicated on the tournament application form, provided such team entering is in good standing with its state youth association. The tournament is open to all advanced teams. Competition shall be provided for both boys and girls teams.

Advanced Team – A team of players having better than average playing skills. Players may be selected by a tryout process. Teams are formed from players within a geographically defined area.

U10 teams shall play under the guidelines in a 6V6 format. U11 and U12 teams shall play in the modified 8 aside format. U13 teams and above shall be playing 11 aside as in past years.

USYSA teams shall be certified by their state associations by definitions as listed on the USYSA Application to Host Tournaments, Cups and Games.

Each coach/assistant coach/team manager shall present a valid coach's pass and must be listed on the team roster.

It shall be the responsibility of the State Youth Association or the appropriate official designated by each State Youth Association to certify the eligibility of its competing teams and to provide such teams with a certified copy of the team roster, permission to travel, and proof of insurance.

For this tournament the maximum number of guest players allowed on a team shall be four (4). Guest players must be properly registered through their National and State Association, Federation, or any other affiliated organization. Guest players must have permission to travel and permission to guest paperwork properly completed and signed by their Affiliate of Record.

2. **Player Eligibility** – Players must be properly registered as youth players as defined by the rules of their respective state association. Player passes must be issued by their governing body, and must be current and valid indicating player name, State association registration number and date of birth. Passes must be verified, properly signed, current photo attached and laminated.

The maximum number of players on any U10 team shall be 12. U11 and U12 teams shall be 14. The maximum number of players on any one U13 and above shall be 18. Players may play on only one team during the tournament. No switching of teams will be allowed.

Competition in single age groups shall be provided for girls and boys or mixed teams where sufficient entries allow.

3. **Age Classification** – For this tournament, age classification will follow FYSA guidelines.

4. **Game Schedule**

- A. Team pairing shall be done by a seeding process when possible. Teams will not be required to play more than two matches per day and will not be forced to play back-to-back games.
- B. Referees shall be assigned by an approved assignor, in accordance with FYSA and FSR assignment procedure. No non-registered referee shall be assigned.

The assignor has represented to us that there will be an adequate number of USSF registered referees available during the tournament dates to cover the scheduled tournament games.

- C. The District Commissioner and the Tournament and Games Representative shall be invited to the aforementioned activities.

5. **Team Check-In Procedure**

- A. Credentials checks shall be conducted at team registration/check-in the evening before the tournament at a time and place to be determined to insure that all players are properly registered to insure that all players are properly rostered with their team and that all are participating in accordance with representative set forth on the Permission to Host Tournament form.
- B. Each team must submit an original roster plus two (2) copies. With the rule changes that recently occurred, the official FYSA roster is the current (not older than 30 days prior to tournament) downloaded FYSA roster, and for guest players, the completed signed guest player forms attached to the roster.
- C. It is the responsibility of the team manager and/or coach at this time to advise the Tournament Credentials Committee of any players(s) not present, of who are ineligible to play, including but not limited to those players serving suspensions and those wearing casts.
- D. The team manager and/or coach shall present current notarized medical releases for each player.
- E. The official team roster shall include a list of uniform numbers.
- F. Players are not required to be present for team check-in.

G. Team managers/coaches shall receive any updates in the schedule at the time of check-in. It is the coach's responsibility to insure their team reports to the correct site and fields for their scheduled game time.

H. **NO PASS, NO PLAY, NO EXEPTIONS.**

6. **Pre-Game Procedure**

A. Credentials checks shall be conducted at the field prior to each game. Referees shall verify the identity of the player against the player pass and shall check off players participating in the game on a copy of the roster furnished by the coach. The player and coach passes, and the roster shall be given to the assistant referee for safe keeping during the game, and retained for attachment to the game report.

B. The referee shall assemble his assistants for pre-game instruction and review of tournament rules.

The referee or assistant shall check player equipment in accordance with tournament rules and USYSA/FYSA rules concerning player equipment.

In no event shall a referee allow a player to participate who has not been verified by the Tournament Credentials Committee. A player who arrives at the playing field after the pre-game procedure, may enter the game once the game official(s) verify the player is eligible and with the permission of the center referee.

A late arriving player may be challenged at the time he is allowed to participate by the center official.

NOTE: Only at this pre-game procedure may a player be challenged by an opposing manager/coach. Challenged player(s) shall be noted by the referee on the Referee Game Report, but shall be allowed to participate in the game (providing the player has been verified by the Tournament Credentials Committee and has a valid player pass). A challenged player does not constitute a game protest, but may serve as the basis for protest should one be submitted.

At any time a coach/assistant coach and/or team manager plays an ineligible player, the team shall forfeit all matches player and be eliminated from the tournament.

7. **Laws of the Game** – Except where modified herein, rules of play shall be FIFA "Laws of the Game". Competition sanctioned by this Association shall abide by the "Laws of the Game", along with any modifications or regulations of the Association.

Law I - THE FIELD OF PLAY – The minimum field dimensions, goal size and field markings shall be in accordance with LAW I.

Law II – THE BALL – The size of the ball will be as follows:

<u>AGE GROUP</u>	<u>SIZE NO.</u>	<u>CIRCUM. (IN)</u>	<u>WT (OZ)</u>
U13 & older	#5	27 – 28	14 – 16
U12 & under	#4	25 – 26	11 – 13

Law III – THE NUMBER OF PLAYERS – The number of players shall conform with FIFA with the following exceptions:

U13 and up on the field at any one time: eleven (11) players.

U11 and U12 on the field at any one time: eight (8) players, one of whom shall be the goalkeeper.

U10 on the field at any one time: six (6) players, one of whom shall be the goalkeeper.

Substitutions – Substitutions shall be unlimited. Substitutions may be made only from the center line and upon proper notification of the referee through referee assistants and with the referee's permission at the following times:

- a) Prior to a throw-in by your team.
- b) Prior to a goal kick by either team.
- c) After a goal by either team.
- d) At the beginning of the second half or overtime periods.
- e) At the referee's discretion in the event of an injury.
- f) At the referee's discretion following the issuance of a caution.
- g) The substitute shall not enter the field of play until the player he/she is replacing has left, and then only after receiving a signal from the referee.

Law IV – PLAYERS EQUIPMENT – Players equipment shall meet these additional requirements, regardless of the rules of their home state associations:

1. All players in every age group shall be required to wear protective shin guards beneath their game socks.
2. Teams shall wear uniforms with matching design and color with minimum six-inch numbers on the backs. No two players from the same team may be on the field at the same time while wearing identical uniform numbers.
3. In the event of similar team uniform colors, the team designated as the home team (TEAM 1) shall be required to change to a color accepted by the referee.
4. Goalkeeper's Uniform: The uniform or jersey of a goalkeeper must be distinctly different in color from the basic colors of either competing team.
5. Metal hair clips, jewelry, headbands, bandanas, braided beads, hard-billed hats or other items deemed hazardous are prohibited.

6. Casts and Braces: **NO CASTS.** Players wearing an orthopedic cast shall not be eligible to participate in any game. Soft braces may be allowed if:
- The player has a written statement from a physician stating that he feels the brace is necessary and that no further injury is likely to occur to the joint that is supported by the brace, and
 - The parent has signed a waiver to free FYSA, the tournament, tournament committee, site officials and the hosting club of any claim against the aforementioned or their insurance company in case of further injury to the joint protected by the brace.
 - Judgment as to the safety of the brace is at the discretion of the referee.

Note: A player may be removed from the game if at any time the referee determines a player is using or attempting to use the brace to injure another player.

Law V – REFEREES – The referee shall be required to complete and submit the official tournament game report to the Field Marshall or Site Director. The game report shall include the player's names, player pass numbers, team names and team codes of all players issued red and/or yellow cards along with their player pass and details of any other matters involving any improper or unsporting conduct of a team, its players, coaches or supporters.

In the event the assigned referee fails to appear, the senior assigned assistant referee shall assume the duties and shall find an alternate assistant. The game will be played as scheduled and will be deemed official.

Law VI – REFEREE ASSISTANT – Two (2) referee assistants shall be used for all matches for U11 and up games. In the event one or both of the assigned referee assistants fail to appear, the referee must find a suitable replacement(s). The game will be played as scheduled and be deemed official.

No assistant referees shall be required for the U10 matches.

Law VII – DURATION OF THE GAME – The duration of the game will be as follows:

<u>AGE GROUP</u>	<u>GAME (MIN)</u>	<u>*OVERTIME PERIODS (MIN)</u>
U19	2 X 40 = 80	2 X 5 = 10
U17	2 X 40 = 80	2 X 5 = 10
U16	2 X 35 = 70	2 X 5 = 10
U15	2 X 35 = 70	2 X 5 = 10
U14	2 X 35 = 70	2 X 5 = 10
U13	2 X 35 = 70	2 X 5 = 10
U12	2 X 30 = 60	2 X 5 + 10
U11	2 X 30 = 60	2 X 5 + 10
U10	2 X 25 = 50	go directly to PK's*

In group play, ties will stand. Overtime periods shall be used only for deciding winner in semifinal and final rounds.

*There will be no overtime periods for U10 games, which are not allowed to participate in overtime periods. They will go directly to PK's.

In head to head competition, if the game is not decided after regulation time, overtime will be played. Overtime periods shall be played to completion. If there is no decision after completion of overtime, penalty kicks will be taken in accordance with FIFA "Taking of Kicks From the Penalty Mark".

NOTE: Teams may be requested to move to a designated penalty kick area to permit the next scheduled game to proceed.

Any match in which the goal differential is eight (8) and once the whistle blows for the second half, the game shall be declared completed at that point. At any time in the 2nd half the goal differential reaches eight (8) the match shall be declared completed.

8. **Control of Sideline Conduct** – Players, reserve players, managers, coaches, assistant coaches and fans are expected to conduct themselves within the letter and spirit of "The Laws of the Game". The Tournament Committee has the authority and responsibility to remove any person(s) from the tournament for abuses of good conduct, in addition to any specific disciplinary action brought about by other authority. In addition to good manners, the following rules shall apply in this tournament:
- The Tournament Director shall designate one sideline to be for the sole use of players listed on the game rosters. A maximum of three (3) rostered coaches with each team may be on the players' sidelines during any game. Each coach, assistant coach and/or team manager must have a current valid coach's pass and be listed on the roster. One team shall occupy one side of the midfield line and one team the other. Each team's bench area shall be from no less than five (5) yards from the halfway line to no more than twenty (20) yards from the halfway line. While the game is in progress, the manager/coaches and reserve players must remain in their respective bench areas and not roam the sidelines.
 - The Tournament Director shall designate the opposite sideline for spectators and fans.
 - All sideline viewers must remain outside of at least four (4) yards from the touchline.
 - No spectators or fans shall be allowed to view the game from behind the goal areas.
 - Managers/coaches shall be responsible for the behavior of their fans, and the referee shall have the authority to warn and ultimately send off any manager/coach/assistant whose fans behave in an abusive or disruptive manner.

- F. If a coach, assistant coach or manager is ejected during a game, an assistant may conduct the team. If the assistant is also ejected, or there is no assistant, the game will be forfeited. In no case shall a team be allowed to participate without a properly registered coach or assistant.
- G. Games terminated for violent conduct or uncontrollable situations will not be replayed.
9. **Discipline Committee** – The Discipline Committee shall be selected prior to the tournament by the Tournament Director and consist of no less than three (3) members. The Discipline Committee shall review and rule on all reports of unacceptable behavior and conduct by players, managers, coaches, assistant coaches, referees, spectators, etc. using the FYSA standards as set by Rule Section 502. Notwithstanding rulings of this committee:
- A. A player or coach ejected shall have a minimum of one (1) game suspension, regardless of the cause of the ejection. Punitive measures as described in FYSA Guidelines and Policies shall be used to determine minimum disciplinary actions.
- B. Depending on the severity of the unacceptable conduct, the Discipline Committee may recommend suspension of up to the duration of the tournament or further disciplinary action by the appropriate governing state or national organization.
- C. At the conclusion of the tournament, passes shall be returned to the manager/coach (even if suspension has not been completed). The issuance of all red and yellow cards and other matters involving the conduct of a team, its players, coaches or supporters shall be recorded and this information shall be reported to the FYSA within 72 hours. Any matters involving a referee assault shall be handled in accordance with FYSA Rule 502.7 and shall immediately be reported to FYSA within 48 hours.
- D. The home state association and the home club/league of the player, coach, team and supporters shall, except in the case of referee assault, have the responsibility for imposing, should the circumstances warrant, additional sanctions within their jurisdictions, with regard to any matters arising from the tournament.
10. **Post-Game Procedure** – We ask that as a mutual courtesy, both teams congratulate each other for a game well played.
- A. Referees shall complete the Referee Game Report, attach one copy of each team roster along with both sets of player passes and deliver them to the Site Director immediately following completion of the game.
- B. The referee shall deliver an ejected player's or coach's pass with an Incident Report to the Site Director. The Site Director will see that it is delivered to the Disciplinary Committee for immediate review.
- C. The manager/coach of each team shall confirm the score with the Site Director by signing the game report after each game, and collect passes after the tournament.
- D. Manager/coach of both teams shall insure that their respective sideline area is clean and all trash is in containers.
11. **Determination of Group Play Winners** – In group play, there shall be no overtime periods. Standings in a group will be determined by:
- 5 points for a win
2 points for a tie
1 point for a shut out
0 points for a loss
Forfeit recorded at 3-0 score
- If two or more teams are tied on points based on the above at the end of group play, the advancers will be determined by the following tie breakers:
- A. Head to head competition; if no clear winner then
B. Net goal differential (maximum three (3) per game); if no clear winner then
C. Goals scored up to a maximum of three (3) goals per game; if no clear winner then
D. Least goals allowed (maximum three (3) per game); if no clear winner then
E. Kicks from the penalty mark as per FIFA rules
12. **Determination of Semifinal, if any, and Final Game Winners** – In head to head competition, if the game is not decided after regulation time, overtime shall be played. If still there is no decision after completion of overtime, penalty kicks shall be taken in accordance with FIFA "Taking of Kicks from the Penalty Mark". The only exception to this rule is in the U10 age groups, which are not allowed to participate in overtime periods.
- Note: Teams may be requested to move to a designated penalty kick area to permit the next scheduled game to proceed.
13. **Forfeits** – U10 teams must have a minimum of four (4) players to play the match. U11 and U12 must have a minimum of six (6) players to play the match. U13 and above must have a minimum of seven (7) players to play the match.
- A team shall be allowed a fifteen (15) minute grace period from the scheduled match time before awarding the game to their opponents. A team "walking off" the field during the game shall be considered to have forfeited. No team that has forfeited a game shall be eligible for semifinal or final games. (The only exception would be a team unable to make their first match due to travel restrictions, providing they have made prior notification.) A team that forfeits shall have a game score of 3-0 awarded to their opponent for a total of 6 points. If both teams fail to appear they shall both be charged with a loss and charged three (3) goals scored.
- Referees who are responsible for the late start of a game without proper cause or having failed to notify or gain permission for absence from the proper authority shall be subject to disciplinary action, and may be called upon to explain their actions to the SRA or appropriate designee.
14. **Protests** – No protests will be accepted. The Tournament Director and/or the Tournament Discipline Committee shall resolve all disputes. These decisions shall be final.

15. **External Conditions, Weather, Etc.** – Regardless of weather conditions, players and coaches must be on the field at the scheduled game time, ready to play unless it is dangerous to do so, i.e.: in the event of severe lightning, etc. In the event unusual conditions necessitate rescheduling, curtailment, shortening game time, go to “Taking of Kicks from the Penalty Mark” (time and location determined by the Tournament Director) or cancellation of games, the Tournament Committee shall have absolute authority to make these changes to best serve the interests of the tournament as a whole, keeping in mind the need to successfully identify winners by a certain time period. Games that have been started, and subsequently suspended due to inclement weather, shall be deemed complete if one half of play has been completed and they cannot be completed prior to the start time of the next scheduled game on that field. Any one single suspension of a game may last no longer than 45 minutes.

In case of extreme weather (heat/humidity) a water break will be given at the midpoint of each half of regulation time and at the end of each overtime period (if played) for player hydration. This break will be given at a normal stoppage of play in accordance with FYSA rule 402.4.

16. **Championship Final Ceremony** – Following the completion of each championship game, the two teams shall present themselves to the awards area where:
- A. Each runner-up team player shall receive an award.
 - B. Each winning team player shall receive an award.
17. **General:**
- A. The Tournament Director, Committee, FYSA, Tournament Sponsors and/or the Black Watch Soccer Club shall not be responsible for any expenses incurred by any team due to the cancellation in part or whole of this tournament.
 - B. If not enough teams are realized within a specific age bracket, the Tournament Committee shall notify the participants no less than two (2) weeks prior to the start of the tournament and be given the option of entering a higher age category (play up) or receive a full refund of their paid tournament entry fee.
 - C. No refunds shall be made to teams withdrawing after acceptance.
 - D. No refunds shall be made to teams forfeiting any match.
 - E. The Tournament Director's, Committee's, Black Watch Soccer Club's and FYSA's interpretation of the foregoing rules and regulations shall be final.
 - F. The Tournament Committee reserves the right to decide on all tournament matters.
 - G. The Tournament Committee has the responsibility to uphold any previous suspension imposed by FYSA/USYSA.
 - H. The Tournament Committee agrees to have a copy of tournament rules available at all game sites