



NORTHERN VIRGINIA SOCCER CLUB BATTLEFIELD TOURNAMENT 2011 RULES OF PLAY AND PROCEDURES

General:

All tournament matches will be played in accordance with the Laws of the Game as issued by FIFA, except as modified herein. This tournament is sanctioned by the Virginia Youth Soccer Association (VYSA). All teams must be in good standing with their respective state association, and all players must have current U.S. Soccer or approved player passes. The tournament committee, the coaches of the host teams, or any sponsors of the tournament shall not be held responsible for expenses incurred by any club or team in the event that the tournament is canceled in part or in whole. Once a team has been accepted into the tournament, there shall be no refund of fees for any reason, weather or otherwise.

No "house" all-star, recreational, or ODP teams will be permitted to play. 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. All players must have current Player Registration Cards, Team Rosters, Medical Release Forms, and Permission to Travel Forms, if applicable.

Out of state teams (except USSF US Club Soccer teams) must have a **Permission to Travel Form** from their association. 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.

Team Eligibility:

Participation is open to boys and girls Club travel teams (no "house" all star, recreational, or ODP teams will be permitted to play). Roster size as follows: U9/10 B&G – 12 total players, including up to 3 guest players. U11/12 B&G – 14 total players, including up to 3 guest players. U13 B&G – U15 B&G - 18 total players, including up to 3 guest players. U16 B&G – U19 B&G – 22 total players, including up to 3 guest players, however, U16B&G and older teams shall indicate before each game the 18 players available for that game. The remaining players shall not be allowed to participate in games for which they are not rostered.

Registration:

At registration, the teams must present their official 2011/2012 season roster approved by the State Association along with the original player passes. Three copies of the official roster along with medical release forms shall be provided to the tournament officials at the time of registration. At the completion of registration, the team will be provided an approved tournament roster (each copy will be initialed by a tournament official, one will remain with the team and the other two with the tournament committee/official). The player passes and approved tournament roster must be available for inspection by the Field Marshals 15 minutes prior to and for the duration of each game. Teams from outside of Region I must include Permission to Travel form (approved by their state association) at the time of registration (WAGSL and NCSL teams outside of Virginia do not need Permission to Travel form). Guest players may be travel or recreational. Guest players cannot be from another travel team participating in the tournament. Players can only play for one team in the tournament.

Region 1 Policy Regarding Application To Host A Tournament

Region I has established the following policy concerning permission to travel when attending USYS 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 USYS State Association teams within Region I that is 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 1. Note is to be taken on the two (2) states that have an exception to this policy (Connecticut & New Jersey).

National State Associations in Region I:

*Connecticut Jr Soccer Assn - Must provide Permission to Travel
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 – Must provide Permission to Travel
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

Player Equipment:

Players' equipment must meet the requirements of FIFA/USYSA. All players must wear shin guards completely covered by uniform socks. Each **field** player's uniform must have a distinct number that matches the number on the official roster; **goalkeepers may wear jerseys without a number on the jersey.** No duplicate numbers shall be allowed. When uniform colors are similar, the home team shall change colors. The home team is listed first on the schedule.

Start of a Game:

All teams shall report to the field 15 minutes prior to the scheduled start of each game. The Field Marshal shall check player passes / approved roster and equipment. A team without player passes / approved roster shall forfeit that game. U12B/G and older teams must field at least seven players at the start of the game or shall forfeit the match. U11B/G, U10B/G and U9B/G teams must field at least five players at the start of the game or forfeit the match. No grace period is allowed. All forfeits shall be recorded as a 3-0 win. Should the conclusion of the preceding game be delayed, the teams following that game shall be ready to play within five minutes of the conclusion of the preceding game. If there is no referee present within ten minutes after the scheduled start time, the match shall be rescheduled, unless both coaches agree to proceed with a volunteer referee. If the match is played, the score shall stand as played.

Rules of Play:

- U9B&G and U10B&G teams will play 7v7 and use a size 4 ball. For U9B&G and U10B&G, all preliminary and/or round robin games shall consist of two 25 minute halves – Semi-final and Final games shall consist of 30 minute halves. Five minutes shall be allowed between halves.
- U11B&G and U12B&G teams will play 8v8 and use a size 4 ball. For U11B&G and U12B&G, all games shall consist of two 30 minute halves, with 5 minutes between halves.
- U13B&G to U19B&G teams will play 11v11 and use a size 5 ball. For U13 B&G to U19B&G, all games shall consist of two 30 minute halves, with 5 minutes between halves.

For all age groups: No overtime periods shall be played in preliminary or round robin games. Overtime periods shall only be played in the event of a tie at the end of regulation play in semi-final or final games. A 5-minute rest between the end of regulation and the overtime periods shall be given. Two 5-minute overtime periods shall be played (No Golden Goal), with teams switching ends at the conclusion of the first 5-minute overtime. If the game is still tied at the conclusion of the two overtime periods, the teams shall break the tie by the use of penalty kicks in accordance with FIFA.

Only players on the field at the conclusion of the second overtime period shall be allowed to participate in the penalty kicks. Goalkeepers may not be changed during the penalty kicks except in case of injury, in which case

the opposing team may also elect to select another goalkeeper. Substitute goalkeepers must be chosen from the players on the field.

The referee shall not stop the clock for any reason; no time will be added to the duration of any match. Should an injury occur, the clock will continue to run while the injured player is being treated. Should halftime be reached prior to resumption of play, the referee will declare halftime and maintain the 5-minute halftime interval. The referee shall start the clock for the second half regardless of whether or not the injured player has been removed from the field. When the injured player is removed, play shall resume for the amount of time remaining on the clock. If no time remains, the game shall be declared over and the results official.

Substitutions:

Substitutions are unlimited and will be allowed with the consent of the referee at the following times:

- Prior to a throw in by the team in possession,
- If the team in possession of a throw in is substituting players, the opposing team may also as long as the substitutes are ready at mid-field,
- Prior to a goal kick, by either team,
- After a goal by either team,
- After an injury, when the referee has stopped play (1 for 1 for the injured player(s) and similarly for the opposing team),
- At half time or at the beginning of an overtime period.

Substitutions must be made at the mid-field line. Substitutes shall not enter the field of play until the player that they are replacing has left the field of play.

Playing of an ineligible player, will result in the game being terminated, and declared a forfeit, in favor of the non-offending team.

Warnings and Ejections:

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

Two yellow cards to the same player in the same match equal a red card and will result in immediate ejection from the match. The ejected player must sit out the remainder of that match, plus his/her team's next tournament match. No substitution may be made for the ejected player during the match in which the red card was issued.

Coaches in receipt of a red or two yellow cards in the same match must leave the field immediately upon being ejected (or the team shall forfeit the game). The coach must remain away from the field during the team's next game also (If the coach is coaching multiple teams, the ejection applies only to the team he was coaching during the ejection). The coach shall not be in the vicinity of the field (vicinity defined as no closer than 200 yards to the field) 30 minutes prior, during or 30 minutes after the game. Violation shall result in an immediate forfeit of the game. Coaches are responsible for their players, parents and guests on the sideline. Profanity shall be cause for immediate ejection from the field.

Any case of referee assault, verbal or physical, shall be dealt with immediately. A report will be filed with the local law enforcement officials and with VYSA.

Sidelines:

Coaches and players shall take up opposite sides of the field from spectators and parents. The home team shall select the sideline for the teams to take up, if not already designated by the Field Marshall. All personnel must remain between the 18-yard lines of the end of the field. No one is permitted behind the end line. All spectators must remain behind the spectator's lines (at least 3 yards back from the touchline). Ejected spectators may be suspended from all remaining matches of that team.

Tournament Standings/Point System:

Standings within each Division/Flight shall be determined by game points, with ties broken as detailed below. Game points shall be awarded as follows:

Win – 3 points
Tie – 1 point
Loss – 0 points

Ties within brackets shall be broken as follows:

1. Winner of head to head competition (not applicable if more than 2 teams involved)
2. Bonus points (see below for determination of bonus points)
3. Fewest goals against (or least goals allowed)
4. Most shutouts
5. Fewest penalty points in all games (1 point for a yellow card and 3 points for a red card)
6. If still tied after steps 1 through 5, both teams will proceed to an available field, at a time and place directed by the Field Marshal, and take penalty kicks in accordance with FIFA tie-breaker rules. Scheduling of penalty kicks/shootouts shall be determined by the Tournament Director.

In the event of a tie breaker among three (3) or more teams, once a tie is broken by the above system, and if ties among remaining teams still exists, then those ties will be broken by starting again from tie breaker #1(head to head) of the tie breaker procedure.

Bonus points (Awarded to the WINNING TEAM only – no bonus points for ties or losses) – Goal Differential + Shutout Points (A maximum of 4 points shall be awarded for each game to the winning team as detailed below. No bonus points are issued for losses or ties):

- Goal Differential - Bonus points shall be awarded to the winning team for each winning goal differential, up to a maximum of 3.
- Shutout - For each shutout, 1 bonus point shall be awarded to the winning team.

Examples:

2-1 win = 1 Bonus Point (1 goal differential, no shutout)
7-1 win = 3 Bonus Points (Max 3 Bonus Point for goal differential, no shutout)
2-0 win = 3 Bonus Points (2 for goal differential, + 1 for Shutout)
10-0 win - 4 Bonus Points (3 for goal differential, + 1 for shutout)

The above criteria shall be followed in order until one team remains.

No team forfeiting a game is eligible for first or runner-up standing in their respective Division or Flight.

Inclement Weather:

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

Reschedule and/or relocate matches
Change division structure
Reduce match duration
Cancel matches

If the first half of a preliminary round match has been completed at the time of suspension of the match, the score shall stand as the final score. If the first half is not completed, and play can be resumed, the play shall resume from the start of the second half. Resumption of play is to be determined by the referee and the Tournament Director. If a semi-final or final game is interrupted in the first half, play shall continue from the time of stoppage.

Team Withdrawal Policy:

Any team that withdraws before the application deadline will receive a full refund, but if a team withdraws after the deadline no refund will be issued.

Miscellaneous:

The Tournament Rules Committee reserves the right to decide on all matters relative to the tournament and its decisions are final (similarly, Field Marshal Decisions are final). No protests are allowed.