

Dulles National Soccer Tournament

2021 Tournament Rules

A. LAWS OF THE GAME

All games shall be played in accordance with FIFA laws except as specifically modified by these rules.

B. TEAM REGISTRATION AND ELIGIBILITY

Teams must be registered with their respective State, Provincial, or National Soccer Association. Each team U-14 through U-16 may have no more than 22 players with up to 5 guest players allowed. U14-U16 teams must name 18 players from the 22 player roster with up to 5 guest players allowed. Each team U-13 may have no more than 18 players with up to 5 guest players allowed. Each team U-11 through U-12 may have no more than 16 players with up to 5 guest players allowed. Each team U-09 through U-10 may have no more than 12 players with up to 5 guest players allowed. No player shall play for more than one team throughout the Tournament. All teams must provide an official roster on which all team players and team officials are listed, that is signed and/or stamped by the appropriate registrar. In addition, all teams must also possess and show current US Youth Soccer or appropriate organizational player passes. Birth certificates and passports will not be accepted. Rosters and player passes for the 2021/2022 seasonal year will be used for this Tournament. No "house" all-star, recreational, or ODP teams will be permitted to play.

A guest must have a player pass issued from the same organization as the roster. This means that should a team's roster be a US Youth Soccer roster issued by their State Association than the player's card must also be from US Youth as well. If the roster is issued from US Club Soccer than the player's card must be from US Club Soccer

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.

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 team 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.

National State Associations in Region I:

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

Player passes, team rosters, medical release forms, and permission to travel forms (if applicable) will be checked and verified at registration. Three copies of the team roster and the permission to travel form (if applicable) will be provided to the Tournament Committee at registration. Until teams provide each of the above documents, they may not participate in the Tournament. Any team that withdraws from the tournament after acceptance will not receive a refund unless approved by the Tournament Committee.

C. PLAYER ELIGIBILITY

The Tournament is limited to the following age groups:

U15 - Players born 1/1/07 – 12/31/07 and younger

U14 - Players born 1/1/08 - 12/31/08 and younger

U13 - Players born 1/1/09 – 12/31/09 and younger

U12 - Players born 1/1/10 – 12/31/10 and younger

U11 - Players born 1/1/11 – 12/31/11 and younger

U10 - Players born 1/1/12 – 12/31/12 and younger

U9 - Players born 1/1/13 – 12/31/13 and younger

The Tournament Committee reserves the right to combine age groups if necessary.

D. PLAYER EQUIPMENT

All players and teams participating in the Tournament must meet the following equipment requirements:

- No metal cleats will be used
- Shin guards must be worn by all players
- No jewelry will be allowed
- When the color of jersey is similar or identical, the home team must change their jersey.
- The referee will determine if a jersey change is required.
- All players, with the exception of the goalkeeper, must have uniforms with individual numbers on the shirt. The goalkeeper's jersey must be easily distinguishable from all other players and the referee.
- Casts: players who are wearing protective casts are permitted to play provided the following conditions are met:
 - The cast is wrapped in foam or other protective material that will protect other players.
 - The player with the cast does not attempt to use the cast to an advantage or in such a way to put other players in danger.
 - The referee approves the cast and such approval will not be unreasonably withheld.
- Referees will check all equipment prior to each match. No equipment changes may be made after the referee's check without permission from the referee.
- Sleeveless jerseys will be permitted, subject to tournament guidelines.
- The referee will have the final say concerning the acceptance of equipment for play.

E. INCLEMENT WEATHER

Every attempt will be made to have all matches played; however, the Tournament Committee reserves the right to cancel or modify any match due to weather conditions prior to the start of the match.

Regardless of weather conditions, teams and coaches must be at the game site and ready to play on time as scheduled. Failure to appear will result in forfeiture of the game.

Matches will continue during rain storms but will be suspended in the event of lightning and/or unplayable field conditions. Should a game be terminated due to severe conditions, and at least one-half has been played, the match will be considered as official and the score at that time will stand.

F. REFEREES

All referees are certified. A one-man system will be used for age groups U-09 through U-12. U-13 and above age groups will use a three-man system. If requested by the referee, each team must provide a volunteer assistant referee.

If a referee fails to arrive at the field as scheduled, the game will proceed using a volunteer referee(s) selected by a Site Coordinator or other Tournament Official until the scheduled referee arrives. The score from any such match is official and no protests are allowed.

G. TEAM FIELD POSITION

The home team is the team listed first in the official game schedule. Both teams and coaches will occupy the same side of the field with spectators on the other side. Coaches must remain within twenty yards of the halfway line. Under no circumstances will players, coaches, officials, or spectators be allowed to stand or position themselves behind the goal line or on the sideline from the goal line to the outer line of the penalty box ("the 18").

H. START AND DURATION OF GAMES

All teams must be prepared to start matches on time. If a team is not on the field of play and ready to start a match within 5 minutes after the scheduled start time, the match will be deemed a forfeit. For age groups U-13 through U-16, the minimum number of players to start the game is 7. For age groups U-9 through U-12, the minimum number of players to start the game is 5. Teams are not required to reduce the number of field players to equal those of an opponent who is playing with fewer than the required number of players.

Age groups U-13 through U-19 will play with 11 players (including the goal keeper) on the field. Age groups U-09 and U-10 will play with 7 players (including the goal keeper) on the field. Age groups U-11 and U-12 will play with 9 players (including the goal keeper) on the field.

If a game is being played after 7:00pm with field lights needed, a game will be considered complete if one half of play has been completed in the event of the lights going out due to timers or power outages and games are unable to continue.

I. LENGTH OF THE GAMES

All matches will consist of:

U-09 through U-10: Two (2) 25-minute halves with a 5-minute intermission.

U-11 through U-16: Two (2) 30-minute halves with a 5-minute intermission.

J. GAME BALL

Game balls for age groups U-12 and younger: Size 4

Game balls for age groups U-13 and older: Size 5

The Home Team will provide the game ball(s) for each game.

K. SUBSTITUTIONS

There shall be unlimited substitutions with the **permission of the referee** at the following times at any stoppage in play. Players leaving the game should depart the field promptly before the entry of the substitute. No substitutions may be made after the game has ended in a tie and FIFA penalty kicks will determine the winner.

L. U09-U11 HEADERS

At age group 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.

M. U-9-10 Player Modifications

Build-Out Lines

The Build-Out Line is a line extending from touchline to touchline halfway between

the penalty area and the center line. When the defending goalkeeper has the ball in hand or the defending team has been awarded a goal kick, the attacking team shall retreat behind the Build-Out Line until the ball is put back in play. Where a physical line is not present, the referee may mark the line with appropriate soft cones, pennies, or other markings placed off the field. The defending team is not required to wait until the attacking team retreats behind the Build-Out Line; indeed, some clubs will instruct their teams not to wait, choosing instead to force their players to play out of pressure. An attacking player shall not be deemed to be in an offside position if such player has not crossed the Build-Out Line at the time the ball is played.

No Punting/Dropkicks

If the goalkeeper punts or drop kicks the ball, an indirect free kick will be awarded to the opposing team from the spot of the offense; if the punt or drop kick occurs within the goal area, the indirect free kick will be taken on the goal area line parallel to the goal line at the nearest point to where the offense occurred.

N. TOURNAMENT SCORING

The following point system will apply to determine division age group rankings:

Regulation Win	3 points
Regulation Tie	1 point for each team
Regulation Loss	0 points

Teams tied on total points will use the following tie-breaking procedures to determine advancing teams. Each tie-breaker below should be applied one at a time in the order shown until a winner is decided:

1. Results of head-to-head competition
2. Most Wins
3. Goal Differential (the difference between goals for and goals against) in wins up to 4 per game. For example, a 5-1 win and a 5-0 win would each count as a plus 4 goal differential. There is no goal differential in a loss.
4. Fewest Goals Against
5. Most shutouts
6. Penalty Kicks in accordance with FIFA rules

In case of a three-way tie, once a step is used to determine the tie-breaker, the process must continue to the next step and may not revert back. Head to head competition is not used in the case of a three-way tie.

If there is a three-way that goes to penalty kicks the teams will be randomly seeded 1-3 via a drawing of numbers by the Site Coordinator. Teams seeded 2 and 3 will conduct a penalty kick shootout with the winner then facing the team seeded 1st in a second shootout.

ANY FORFEITURE BY ANY TEAM WILL PREVENT THAT TEAM FROM PLAYING ANY MATCH BEYOND THE PRELIMINARY ROUNDS AND WILL PREVENT THAT TEAM FROM BEING DECLARED A DIVISION WINNER OR WILD CARD. A FORFEITURE OF ANY PRELIMINARY MATCH WILL BE RECORDED AS A 3-0 WIN FOR THE OPPOSING TEAM.

Resolving ties in the championship rounds:

- In the semifinals, there will be no overtime. Teams will proceed directly to penalty kicks as listed below.
- In the finals, following a five-minute break, two complete periods of five minutes will be played -- no sudden death during this time.

If at the end of the second overtime period, the match is still tied, the official FIFA penalty kick procedure will be used with only the players who were on the field at the end of the second overtime period being eligible to participate.

- Captains meet for coin toss to determine who kicks first.
- Referee decides which goal is to be used.
- Five players, selected by the coach, will be used for the first round of penalty kicks. Teams will alternate kicks.
- The team scoring the most goals will be the winner. If there is a winner prior to all kicks being taken, kicks will cease.
- If a tie still exists after the first round, the remaining players from each team will alternate kicks until one team scores and the other team does not.

O. SCORE REPORTING

There will be no field marshals at this Tournament. Instead, each team representative will be given a game card at Tournament registration. At the conclusion of each game, it will be the winning team's responsibility to have the card completed and returned to the site coordinator's table. The winning team will have the referee sign the game card to verify the score and note any cautions and/or dismissals. If the game should end in a tie, it will be both teams' responsibility to return game cards to the site coordinator's table. This will be the official method of recording the scores from each game played throughout the Tournament. Each winning or tying team will have one (1) hour from the end of the game to bring the completed game card to the site coordinator's table or it will be recorded as a forfeit

for that team. When a game card is returned to the site coordinator's table, the team representative will be given a new game card.

P. CONDUCT

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 the surrounding field area. Repeated violations may result in the suspension of the team from the tournament as decided by the Tournament Director.

Players, coaches, and team officials ejected from a game by the referee shall be ineligible for the next scheduled game. They must not be present on the sidelines in such an event.

It is the responsibility of the team's coach or the person acting on the coach's behalf to control the conduct of its parents and other spectators. Failure to do so may result in a warning to the coach or the person acting on the coach's behalf by the referee. If unacceptable conduct continues, the referee may eject the team's coach or the person acting on the coach's behalf from the game.

In accordance with the USYSA Tournament Hosting Agreement, all red and yellow cards and other matters involving team conduct will be reported to the home club and State/Provincial Association of the team involved as well as the US Youth Soccer National Office.

Artificial noise making devices are prohibited.

Smoking and alcoholic beverages are not permitted at any of the field sites.

Posted rules must be obeyed pursuant to specific field sites.

Q. Awards

Medals will be awarded to the first and second place teams of each division. First place medals will be titled Champions and second place medals will be titled Finalists. Each player of a first or second place team will receive a medal and one extra will be provided to the team for the coach.

R. Withdrawals

Teams that withdraw prior to July 1, 2021 will have their entrance fee refunded. Teams that withdraw between July 1, 2021 and July 15, 2021 will be charged a \$200.00 administrative fee. Teams that withdraw between July 16, 2021 and July 31, 2021 will be charged a \$400.00 administrative fee. Any team that withdraws from August 1, 2021 forward will forfeit its entrance fee unless it finds an acceptable replacement.

S. GENERAL

Under no circumstances whatsoever will the Virginia Youth Soccer Association, Inc., Herndon Youth Soccer, the Dulles National 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.

No items, including raffle tickets, may be sold at Tournament Headquarters, playing fields, or surrounding areas for the duration of the tournament unless specifically sanctioned by the tournament director.

Photographs/film/video taken during the Tournament may be posted on the Tournament website.

T. TOURNAMENT CANCELLATION

In the event the tournament is cancelled for any reason there will be **no refunds given.**