

Frederick Mountain Harvest October 6 & 7, 2012 Tournament Rules

1. ELIGIBILITY

Participation in the Frederick Mountain Harvest is open to club and travel U-9 through U-12 boys and girls teams consisting of fourteen (14) or fewer players (U9 through U12), meeting the age limit of the specified division (per USYS). Players must have been born during, or subsequent to, the divisional year, as defined by US Soccer Guidelines. A team may have no more than five (5) guest players. A team may have an unlimited number club pass players as long as there are a minimum of 7 players of the valid state roster participating AND the team roster for the tournament does not exceed the maximum allowed per age group. Each team must be registered with a National Soccer Association affiliated with USYS/USSF and travel teams must present a valid state roster at check-in (before their first game on Saturday). For club teams, the only acceptable proof of age will be a valid USSF, State, National or Provincial registration card that includes a photograph of the player.

U-9 and U-10 age group teams will play 7 v 7
U-11 and U-12 age group teams will play 8 v 8

Age groups:

- U-12 (August 1, 2000 or younger)
- U-11 (August 1, 2001 or younger)
- U-10 (August 1, 2002 or younger)
- U-9 (August 1, 2003 or younger)

2. LAWS OF THE GAME

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

***Any player receiving two (2) yellow cards in the tournament will sit out the next game following receipt of the second yellow card. This will apply to play-off rounds and final matches. Please note this is a policy of the Maryland State Youth Soccer Association.**

3. SUBSTITUTIONS

Substitutions will be made **with the referee's permission**:

At any stoppage of play

4. FIELD AND GAME EQUIPMENT

- A. No metal cleats will be allowed.
- B. No jewelry will be allowed.
- C. Players are required to wear shin guards.
- D. Players must wear numbers on the back of their uniforms and these numbers shall coincide with those listed on the team's official roster.
- E. Where uniform colors are similar, the designated home team will change colors. Home team is listed first on the schedule.
- F. Both teams will take the same side of the field. All other supporters will take the opposite side.
Only three rostered officials are permitted on the sidelines with their players.
- G. No one will be allowed behind either end line.
- H. When requested by the referee, each team must provide a linesperson.
- I. **Check-in time is 20 minutes prior to the scheduled kick-off at the field for the coin toss.**

- J. **The visitor team, which is the second team on the schedule calls the coin toss.** The team which wins the toss decides which goal it will attack in the first half of the match. The other team takes the kick-off to start the match. The team which wins the toss takes the kick-off to start the second half of the match, the teams change ends and attack the opposite goals.

5. DURATION OF GAMES

<u>Age Group</u>	<u>Ball Size</u>	<u>Games</u>	<u>Half Time</u>
U-9	4	25 min. halves	5 min.
U-10	4	25 min. halves	5 min.
U-11	4	30 min. halves	5 min.
U-12	4	30 min. halves	5 min.

6. GAME AND SCORE REPORTING

- A. The referee and each team will complete a score card at the end of each game. **The score card MUST be signed by both coaches following the game. It is the responsibility of the Field Marshall or winning team to deliver the completed score card to the Scorekeeper.**

7. FAILURE TO SHOW AND FORFEITS

- A. A team shall be allowed a ten (10) minute grace period after the scheduled kick-off time before the match is awarded to their opponent. A minimum of six (6) players constitutes a team and if six (6) players are present, the game will not be delayed.
- B. **In no case shall a team which forfeits a game be eligible to play in the Championship Game.** If an apparent winner forfeits a game, the team with the next best record shall be named the winner.
- C. A forfeit in the preliminary round will be awarded as a 3-0 score.

8. NO PROTESTS WILL BE ENTERTAINED

9. CONDUCT

- A. 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 surrounding field area. Repeated violations may result in the suspension of the team from the tournament as decided by the Tournament Director.
- B. Players, coaches and team officials ejected from a game by the referee shall be ineligible for the next scheduled game.
- C. Any player, coach, or team official ejected from a game for violent conduct (physical contact) shall result in suspension of the player, coach or team official for the remainder of the tournament as decided by the game official. Any player, coach, team official or parent exhibiting or threatening violence to anyone (player, coach, referee, spectator or tournament official) will call for immediate expulsion from the tournament.
- D. 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.
- E. ALCOHOLIC BEVERAGES ARE NOT PERMITTED AT GAME SITES**
- F. SMOKING IS NOT PERMITTED AT ANY GAME SITES**

10. TOURNAMENT STRUCTURE AND TIEBREAKERS

Based on the number of teams in a specific tournament the tournament will be organized using either (i) a preliminary round followed by a championship game and consolation games or (ii) a round-round format with no championship game, awards based on points. In the preliminary rounds and round-robin format each team will be awarded three (3) points for a win, one (1) point

for a tie, and no points for a loss. These points will be used to determine seeding for championship round of play and to determine the overall champion in the round-robin format. In the event of a tie, the following criteria will be used to determine the winner:

1. **Head-to-Head**
2. **Most wins**
3. **Goal differential (maximum of 3 per game)**
4. **Least goals allowed**
5. **Coin Toss**

In the event of a tie among more than two teams, once a tie is broken by the above system, and if ties among remaining teams still must be decided, those ties would be broken by starting again from the top of the tie-breaking procedure.

11. CHAMPIONSHIP GAMES

For brackets with Championship Games, in case of a tie at the end of regulation:

1. Two overtime periods, five minutes each, with teams changing ends after the first period (no break between overtime periods). If no winner, then;
2. The best of five penalty kicks taken alternately by each team will determine the winner. If the penalty kick score is tied at the end of the five kicks, the teams will continue to take penalty kicks alternately until there is a winner. All players on the field must kick before any player may kick a second time. In accordance with FIFA rules only players on the field at the end of the overtime period may take a penalty kick.

12. INCLEMENT WEATHER

In the event of inclement weather, the Tournament Committee will have the authority to change games as follows:

- A. Relocate or reschedule any game(s).
- B. Change the duration of any game(s).
- C. Cancel any preliminary game(s) that have no bearing on the selection of winners.
- D. Preliminary games terminated after one half of play because of weather shall be considered official as of the time of termination.

13. GENERAL

- A. **Refund Policy:** In the event of cancellation of the tournament, a full refund of the registration fee will be returned to each team.
- B. Under no circumstances whatsoever, will FC Frederick or MSYSA be responsible for any expenses incurred by any team. This includes a situation where any game(s) is canceled in whole or part with the exception of cancellation of the entire tournament in which case a full refund will be returned.
- C. The Tournament Committee's interpretation of these rules **shall be final**.
- D. The Tournament reserves the right to decide on all matters pertaining to this tournament.
- E. Site Coordinators, based on these rules, will determine the teams to advance into the championship games.