

TOURNAMENT RULES

Tournament Director: Scott Becker 571-335-5010

REGISTRATION

Team Check-in/Registration Requirements

Team Registration will be Friday Night, May 25, 2012, 2012!!!

No check-ins will be allowed at the fields.

US Teams:

- Original 2011/2012 Player Passes; either USYS State Association or US Club Soccer passes
- Original 2011/2012 Official Roster; either USYS State Association or US Club Soccer
- Two Copies of Official Roster
- Guest Players identified: Written on front or back of COPIES of Rosters
- Player Passes for Guest Player
- Individual Player Medical Release Forms
- Permission to Travel Paper Work: Not Required for US Club Soccer Teams. USYS State Association teams from Region I do not need Permission to Travel Paper Work except teams from Connecticut or New Jersey. USYS State Association teams from all other Regions need Permission to Travel Paper Work.

Foreign Teams: For a team coming from a CONCACAF nation:

- Players must present passports at registration or, if from a nation that the United States does not require a passport, proof of entry into the United States that is required by the United States.
- Teams are required to have and present player picture identification cards.
- Tournament rules must require that the team have a completed form from its Provincial or National Association approving the team's participation in the tournament.

The 14th Annual Bull Run Memorial Day Soccer Tournament is Dual Sanctioned for 2012

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.

For US Club Soccer teams, the tournament is sanctioned by US Club Soccer under the Open Cup format and a USYSA Sanctioned Tournament. This allows competitive teams from both US Club Soccer and any other USSF affiliated members (state associations, etc) to compete in this event. The US Club Soccer teams DO NOT have

to have a US Youth Soccer Application to Travel Form, but must bring their proper roster, plus 2 copies for the tournament and player pass cards.
For USYSA Registered Teams: Teams must have the proper USYSA state rosters, plus two copies for the tournament, permission to travel forms, player pass cards and medical release forms for each player at registration.

Note for Region I teams:

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

*New Jersey Youth 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 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

Roster Sizes:

U9 7v7 teams are limited to 13 players identified at Registration

U10 7v7 teams are limited to 13 players identified at Registration

U11 8v8 teams are limited to 15 players identified at Registration

U12 11v11 teams are limited to 18 players identified at Registration

U13 11v11 teams are limited to 18 players identified at Registration

U14 11v11 teams are limited to 18 players identified at Registration

U15 11v11 teams are limited to 18 players identified at Registration

U16 11v11 teams are limited to 22 players identified at Registration **however** teams must identify 18 players before each game with the referees. Only 18 players in each game are allowed to play.

U17 11v11 teams are limited to 22 players identified at Registration **however** teams must identify 18 players before each game with the referees. Only 18 players in each game are allowed to play.

U19 11v11 teams are limited to 22 players identified at Registration; **however** teams must identify 18 players before each game with the referees. Only 18 players in each game are allowed to play.

Four guest players per team will be permitted for age groups U9-U11.

Three guest players per team will be permitted for age group U12-U19.

US Club Soccer teams may only take guest players registered under US Club Soccer, and USYSA teams may only take guest players registered with properly stamped USYSA player pass cards.

"FIFA Rules excepted where modified below"

A. Ball Size: Size 4 U9-U12
 Size 5 U13-U19

B. Game Duration:
 U9-U10 50-Minute Games, 5 Minute Half-Time
 U11-U19 60-Minute Games, 5 Minute Half-Time

C. Substitutions:
Limited substitutions with permission of referee:
1. After a goal has been made
2. At the beginning of the second half of play or prior to the beginning of an overtime period;
3. A goal kick by either team;
4. A throw-in by **EITHER** team regardless of possession;
5. Injury (any number of players from both teams may be substituted whenever an injury has occurred after being beckoned onto the pitch by the Referee)
Limited substitutions may be made, with the referee's permission:

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

All substitutes shall inform the assistant referee on their side of the field that they wish to enter the game prior to the time they are entitled to enter the game as a substitute. The assistant referee will signal the referee that substitutes wish to enter the game at the first opportunity that the substitute is allowed to enter the game. The substitutes must wait until the referee signals that it is okay for them to enter the field.

A. FIFA Limited Substitution
(This is teams from outside the US – ex. Germany, Italy, Spain...)

FIFA limited substitution rules will apply in divisions involving more than one foreign team in the U16 through U19 age categories. Only six (6) substitutions shall be allowed in each game. After leaving the game, the substituted player shall not be allowed to re-enter the game.

B. FIFA Limited Substitution
(This is teams from Canada or Mexico)

If a National Team (16 years and older) is participating in an age division, a limit of only six substitutions is permitted. In all other age divisions and when no National Teams are participating, "Unlimited Substitutions" may be used for all games.

Unlimited substitutions will 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*

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.

D. Home Team

Team listed first is the designated Home Team and must change jerseys when the referee determines a conflict to exist.

E. Forfeits:

U9-U11 Teams not at the field ready to play with a minimum of 5 eligible players at the scheduled game time will forfeit the match at the discretion of the tournament director. Forfeited scores will be counted 3-0. Teams forfeiting games will not be able to advance to the playoff rounds.

U12-U19 Teams not at the field ready to play with a minimum of 7 eligible players at the scheduled game time will forfeit the match at the discretion of the tournament director. Forfeited scores will be counted 3-0. Teams forfeiting games will not be able to advance to the playoff rounds.

F. 11-a-side:

U12-U18 Three referee system. Offsides **will be** called.

G. 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. * Change a division structure. * Reduce scheduled duration of a match * Cancel a match.

In the event of inclement weather forcing play to be halted and preventing the match from completing during the scheduled time, the score shall stand if at least one-half of the matches have been completed. **The tournament director will have the final decision on field closure.**

H. Player's Equipment:

All players must wear shinguards. No metal-rimmed glasses or jewelry of any kind will be allowed. Casts, splints or body braces made of a hard substance in its final form such as leather, rubber, plastic, plaster or fiberglass must be covered on all exterior surfaces with no less than ½ inch thick, high density polyurethane, or an alternate material of the same thickness and similar physical properties to protect

the injury. **A medical release for the injured player signed by a licensed physician must be available at the game site. Players may not play with these casts without the approval of the Referee.**

I. **Rules for Advancement:**

Teams will be awarded points on the following basis:

Three (3) points for each Win

One (1) point for each tie

Zero (0) points for each loss

In the event of a tie in points at the end of bracket play; the winner for advancement to Semi-Final or Finals will be determined as follows:

1. The winner in head to head competition. (If there is a 3-team tie, proceed to the next tiebreaker)
2. Goal differential
3. Goals For
4. Goals Against
5. Kicks from the Penalty Spot*

When the tiebreaker system is used, the criteria are followed from 1 through 4 until one team is eliminated and then the criteria starts over again at Rule #1. Rules are repeated until one team remains.

***All Penalty Kick Shoot-Outs for 1st in Divisional play will be at 8:00am Sunday morning or time determined by the tournament director and at a field location determined by the tournament director. Ties between 2nd and 3rd in division play leading to both teams playing consolation games will be decided by the above criteria; except for #5 Shoot-Outs. These ties will be decided by the discretion of the Tournament Director.**

J. Resolving Ties in Semi-Final and Final Match:

If the semi-final or finals match are tied at the end of regulation time, the teams will be given a five-minute rest. The following will decide the match:

Overtime will be 2 – Five minute periods with substitutions allowed.

Overtime **WILL NOT BE** sudden death. Overtime is played 8v8 for U11 (minus any send-offs) and 11v11 for U12-U18 (minus any send-offs). If teams remain even at the end of overtime the game will be decided by the FIFA, Kicks from the Penalty Spot Procedure as outlined in the Laws of the Game; using only the players remaining on the field at the end of overtime.

K. Placement of Division:

Division of 12:

3 Groups of 4 - Each team will play three group games (2 games on Saturday, 1 game Sunday). The winners of each group will advance to semi-finals.

Division of 12:

4 Groups of 3 - Each team will play two games on Saturday. The winners of each group will advance to semi-finals. Others will play consolation game. With the exception of the U16 each team will play one game on Friday, one game on Saturday. Sunday, the winners of each group will advance to a semi-final. Others will play consolation games.

Division of 10:

2 Groups of 3 and 1 group of 4. Group with 4 plays round robin with two games Saturday and one game Sunday; winner of the group advances to the Final. Groups of 3 will play two group games Saturday. Sunday 1st in each of the 3 team groups will play a semi-final leading to the final. The remaining teams in these groups with play consolation games 2nd vs. 2nd and 3rd vs. 3rd.

Division of 8:

Each team will play 3 games within a 4-team group. The group winners will play for the championship.

Division of 7:

Teams will be divided into two groups; one group with 3 teams and one with 4 teams. Teams will play round robin within their groups. Top two teams from each group will advance to semi-finals. Also 3rd place teams from both groups will play a consolation game. The semi-final winners will play for the division championship.

Division of 6:

Each team will play two games within a three-team group. The first and second place team in each group will play in a semi-final match. The third place teams will play a consolation game. The semi-final winners will play for the division championship.

Division of 5:

Each team will play a four game round robin schedule. The champion will be the top finishing team by points. No Final will be played in 5 Team Divisions

Division of 4:

Each team will play a three game round robin schedule. The first and second place teams will play for the division championship.

L. Protest:

There will be no protests. **All officiating decisions are final.**

M. Sideline Behavior:

Both teams will sit on the same side of the field. Only coaches and trainers may stay on the player's sideline. Spectators are only allowed on the opposite side of the field from the coaches and players and are limited to being in the designated area from penalty box to penalty box. No spectators are allowed behind the goal areas. Harassment of the officials from coaches, spectators or players will not be tolerated.

N. Send-offs:

If a player receives a red card or two yellow cards during a match, that player will sit out the rest of that match and also their next match. Players serving Red card suspensions are allowed to sit on the bench during their team's next game but are not allowed to be in uniform. A coach or other authorized bench personnel sent off during a match must leave the field immediately upon being sent off, and must remain away from the field during the team's next match.

Yellow cards **DO NOT** carry over from the group stage to the elimination rounds. However, any Red cards received during the group stages **WILL** carry over to the elimination rounds.

O. NO alcoholic beverages are allowed in the park or the parking lot of any of the game sites. Your team will be subject to forfeiting 1 game.

P. Game Balls: All game balls will be provided by the tournament. Only balls provided by the tournament can be used.

Q. The tournament will be played in accordance with FIFA Laws of the Game except as modified by these rules.

R. There will be a **ZERO** tolerance policy on profanity. Any referee hearing vulgar language on the field of play has been instructed to issue an immediate red card

S. Cancellation/Team Drop Out Policy

Once a team is accepted in the event and then subsequently pulls out within 45 days of the start of the event, then that team will have forfeited their entry fee. If a team pulls out prior to the 45 days, their fee will be refunded, minus the deducted amount of \$250.00 for costs already incurred by the event.

In the event that the tournament is cancelled, a refund of the entry fee or a portion of the entry fee (if any) will be determined by the Board of Directors after all expenses have been calculated.

T. General

Under no circumstances will the Virginia Youth Soccer Association, Inc., the Virginia Soccer Association, the Bull Run Tournament Committee, Sports Concepts, or any of their official representatives be responsible for any expenses incurred by any team. This includes a situation whereby the Tournament or any game(s) is cancelled in whole or part. The Tournament Committee's or their official representative's interpretation of the rules shall be final pertaining to this Tournament.

U. Housing Service

AB Sports Zone has been announced as the Official Hospitality Service of the 14th Annual Bull Run Memorial Day Soccer Tournament.

All teams are **required** to book any hotel reservations through AB Sports Zone Hospitality Group to insure their place in 14th Annual Bull Run Memorial Day Soccer Tournament. Any teams that do not comply will be at risk of forfeiting their acceptance along with their application fee.

Teams can begin booking hotel rooms as soon as they enter 14th Annual Bull Run Memorial Day Soccer Tournament. Teams will need to provide AB Sports Zone with their registration number in order to book hotel rooms

To Reserve your Room, please click [HERE](#).