

FC Dulles Golazo!! Summer Kickoff Tournament

June 22 & 23, 2019

2019 Tournament Rules

1. GENERAL RULES

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

2. ELIGIBILITY

2.1 TEAM ELIGIBILITY

Teams must be registered with their respective State, Provincial, or National Soccer Association. No "house" all-star, recreational, or ODP teams will be permitted to play except for newly formed travel teams who must be certified by an authorized club official from their sponsoring club that the team is a newly formed travel team.

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.

2.2 PLAYER ELIGIBILITY

Players must meet the age requirements of the tournament age group in which they are competing. Players may only play for the team with which they are registered. No player shall be registered and/or play with more than one team during the tournament.

The tournament is limited to the following age groups:

Age Group	Born on or after
Rising U19	Born on or after January 1, 2001
Rising U18	Born on or after January 1, 2002
Rising U17	Born on or after January 1, 2003
Rising U16	Born on or after January 1, 2004
Rising U15	Born on or after January 1, 2005
Rising U14	Born on or after January 1, 2006

Rising U13	Born on or after January 1, 2007
Rising U12	Born on or after January 1, 2008
Rising U11	Born on or after January 1, 2009
Rising U10	Born on or after January 1, 2010
Rising U9	Born on or after January 1, 2011

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

2.3 ROSTERS AND MEDICAL RELEASES

Existing travel teams shall provide an official roster (can be either 2018-19 or 2019-20 seasonal year) on which all team players and team officials are listed, that is signed and/or stamped by the appropriate registrar. Rising U9 and newly formed travel teams shall provide a roster on which all team players, player numbers, and team officials are listed. This roster must use the official FC Dulles Golazo!! Summer Kick-off roster for rising U9 and newly formed travel teams. This roster must be signed by an authorized club official from their sponsoring club certifying the team is a newly formed travel team.

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 either the 2018/2019 or 2019/2020 seasonal year can be used for this Tournament. Age groups will be according the to the 2019/2020 seasonal year.

Recreational passes (for players from newly formed teams or guest players) must be signed by an authorized club representative, but do not need to be signed by the players.

Maximum roster size (including guest players):

Rising U9 to Rising U10: 14 players
 Rising U11 to Rising U12: 16 players
 Rising U13 to U14: 18 players
 Rising U15-U19: 22 players

Each team may use up to 5 guest players. A guest must possess a player pass (travel or recreational) 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 Soccer as well. If the roster is issued from US Club Soccer than the player's card must be from US Club Soccer. A guest player may play for only one team during the tournament. Guest players are to be written on the bottom section on a copy of the official roster and either uploaded online or turned in at in-person registration. The number of players- including guest players- is not to exceed the maximum roster size as stated above. Any players not participating should be scratched out on the roster.

Rising U15-Rising U19 teams must name 18 players from the 22 player roster that will play in each game and turn in an 18 player roster to the referee before each game.

Rosters and player cards may be checked by the site coordinator prior to each game. A team official must have rosters, player cards, and medical release forms on hand at all times. Any last minute guest player additions may be added to the roster and will be verified prior to the first game at the site coordinator's tent located at the first game field location. Any last minute additions must meet the player eligibility and document criteria stated above. No guest players can be added after the first game. Teams playing with players not approved or ineligible to play in the tournament will forfeit their game(s) in which the unapproved or ineligible player participated in.

All teams must have approved Medical Release forms (available for download on tournament website) for each player signed by a parent or legal guardian.

3. REGISTRATION

Registration will be online (see tournament website) All documents (team information page, rosters, player cards, and Medical Release forms must be uploaded by the stated deadline. Teams who cannot or have not provided the required documentation by email may register in person. There will be an evening registration one week prior to the tournament. The date, time, and location will be posted on the tournament website. Teams must register online or at the in-person registration. There will be no onsite registration the day of the tournament. At the in-person registration two copies of the team info sheet, team roster, player passes, and medical release forms will be checked and verified. Teams will not be able to participate in the tournament until all documentation is provided. The tournament director reserves the right to accept or reject any team application. Teams will not be accepted until payment is received in full. Once a team is accepted they (the team manager or head coach) will be notified via email. A check for the entry fee that is returned from the bank will not be re-deposited. The amount of the check plus \$50.00 (cashier's check, money order, or credit card) must be received by the tournament director within seven days after the team representative is notified of the returned check. If new funds are not received the team will be disqualified from the tournament.

3.1. WITHDRAWALS / REFUNDS

Once a club/team has been notified of a team's acceptance to play in the tournament and chooses to withdraw, the tournament entrance fee will not be refunded unless a replacement team can be found. No refunds will be issued for teams withdrawing from the tournament once the schedules have been released.

Should cancellation of some/all tournament games occur due to circumstances beyond the control of the Tournament Director, the FC Dulles Board of Directors will determine the refund amount. Since there are upfront costs to hosting a tournament that cannot be recovered by FC Dulles, no team will receive a full refund of their tournament entrance fee in the event the tournament is cancelled.

4. GAME GUIDELINES

4.1 GAME FORMAT

Games in the tournament will consist of a Qualification Round and a Championship Round. All teams will play 3 games in the Qualification Round and at least one game in the Championship Round.

Age	Game Duration	# of players	Min. players	Ball
U9-U10	2 x 25 minutes	7	5	4
U11-U12	2 x 30 minutes	9	6	4
U13-U19	2 x 35 minutes	11	7	5

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. Teams are not required to reduce the number of field players to equal those of the opponent who is playing with less than the maximum number of players.

4.2 YELLOW / RED CARDS AND EJECTIONS

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 tournament 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.

4.3 SPECIAL RULES

4.3.1 BUILD-OUT LINES FOR RISING U9-U10 AGE GROUPS

When the goalkeeper has the ball in his or her hands during play from the opponent, the opposing team must retreat behind the build-out line until the ball is put into play. The goalkeeper can pass, throw, roll, or play the ball to himself or herself to put the ball in play. Drop-kicks and punts are not allowed.

If the goalkeeper drop-kicks or punts the ball, the referee will award an indirect free kick to the opposing team at the point of infraction. If the drop-kick or punt occurred inside the goal area the ball will be placed on the goal line nearest to the point of infraction.

Should build-out lines not be marked on the field, they may be marked with cones or other appropriate objects on both sidelines and at both ends.

4.3.2 HEADING POLICY- RISING U11 & YOUNGER

At age group Rising 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 inadvertent, then the proper restart is a dropped ball.

4.4 TOURNAMENT SCORING

The tournament will use a standard point system for games played in the qualification round, as follows:

Win	3 points
Draw	1 point
Loss	0 points

Teams that are tied after the qualification round will use the following tie-breaking procedures to determine ranking:

1. Result(s) of head-to-head competition
2. Most wins
3. Goal differential (the difference between goals for and goals against) up to 3 per game. For example, a 4-1 win and a 5-0 win would each count as a plus 3 goal differential. There is no negative goal differential.
4. Fewest goals allowed
5. Most shutouts
6. Coin toss

In the case of a three way tie or more, once a step is used to determine to break a tie the process must continue to the next step and may not revert to a previous step. Any forfeit by a team during the qualification round will cause the team to be seeded last in their division ranking. A forfeit will be recorded as a 3-0 win for the opposing team.

If there is a three-way tie that goes to a coin toss 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 coin toss by the Site Coordinator with the winner then facing the team seeded 1st in a second coin toss.

4.4.1 QUALIFICATION ROUND

All teams participating in the Qualification Round will be awarded game points based on their results. At the conclusion of all Qualification Round games teams will be ranked according to their game point total and tie-breaking procedures used to resolve any ties. Teams will then be seeded for the Championship Round based on the ranking and the seeding posted to the tournament website no later than 8:30 PM on Saturday, the first day of the tournament.

4.4.2 CHAMPIONSHIP ROUND

Championship Round games will be single elimination. If two teams are tied at the end of regulation time, they will proceed directly to kicks from the mark according to FIFA laws, as follows:

- Captains meet for coin toss to determine who kick first.
- Referee decides which goal to use.
- Five players will be selected from each team for the first round of kicks from the mark with alternating chances. Only players on the field at the end of regulation time are eligible to participate.
- The team scoring the most goals from the first five kicks will be declared the winner. If there is a winner prior to five kicks being taken by each team, kicks will cease.
- If teams are still tied at the end of five kicks, the remaining players from each team will alternate kicks until one team scores and the other does not. No player may kick again until every player from that team has kicked once.

4.5 SCORE REPORTING

There will be no field marshals at this tournament. Instead, each team representative will be given a game card upon check-in at the site coordinator's table at the field prior to the team's first game. 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.

4.6 SUBSTITUTIONS

Substitutions are unlimited and can occur by both teams at the same time with permission of the referee under the following circumstances:

- After a goal
- At halftime
- On goal kicks

- Throw-ins (non-possession team is permitted to substitute if possession team substitutes)
- Injury
- Cautioned player

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 can 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.

4.7 UNIFORMS AND EQUIPMENT

4.7.1 UNIFORMS

All players, with the exception of the goalkeeper, must have uniforms with individual numbers on the shirt. Unique numbers may be created with tape. Should a team change jerseys due to a color conflict, numbers will not be required on the replacement jerseys. The goalkeeper's jersey must be easily distinguishable from all other players and the referee.

When the jersey color of both teams is similar or identical, it is the home team's responsibility to resolve the conflict. In the event the home team does not have alternate jerseys, either the visiting team can change or matching pinnies can be used. The referee has the final say on whether a jersey change is required.

4.7.2 EQUIPMENT

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

- All players must wear shin guards covered by socks
- No metal cleats or metal tip cleats will be allowed.
- No jewelry of any kind will be allowed with the exception of medical alert tags that may be taped down so as to not present a hazard to any player
- Cast/Splints- Players wearing casts, splints, or braces are permitted to play provided the following conditions are met:
 - Hard casts/splints are wrapped in foam or other protective material that will cushion any impact. Soft casts/splints/braces may need protective wrapping at the discretion of the referee..
 - The player with the cast/splint/brace 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/splint/brace 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.
- The referee will have the final say concerning the acceptance of equipment for play.

4.8 TEAM/SPECTATOR POSITIONING

Teams will occupy the same side of the field, with spectators remaining on the opposite side of the field, field conditions permitting. The home team is the first team listed on the schedule and will have the choice of end of the field for their bench area. There will be a maximum of two coaches permitted on the team side with the players. Coaches are responsible for the behavior of all players, team officials, parents, and spectators for their team.

Coaches and substitute players will remain at least one yard from the touchline and within the technical area at all times. The technical area will be defined as extending from midfield line to the top of the penalty area on their team's end of the field only. Parents and other spectators will remain three yards from the touchline at all times. Under no circumstances will players, coaches, officials, parents, or spectators be allowed to stand or position themselves behind the goal line or on the touchline from the goal line to the top of the penalty area on either end of the field and at both ends.

5. REFEREES

USSF certified referees will be used for all games. A one-man system will be used for Rising U9 & Rising U10 age groups. Rising U11 and above age groups will use a three-man system.

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.

Referee interference and/or abuse will not be tolerated. Any player, parent, coach, or spectator (to include pets) will be ordered removed from the tournament site should their behavior in any way or represent a threat to the safety of the referee(s) or hinder the ability of the referee(s) to perform their duties.

The Referee will make all decisions and those decisions will be final. The Tournament Director will deal with any discrepancies and there will be no protests. Any communication regarding these matters will be between the Tournament Director and the team manager or head coach.

6. INCLEMENT WEATHER

Every attempt will be made to have all matches played; however, the Tournament Director reserves the right to cancel or modify any game due to weather conditions prior to the start of the game. FC Dulles is required to follow Fairfax County policies regarding field usage and weather conditions.

It is the responsibility of the participating teams to check the tournament website regarding field conditions. Updates will be provided as soon as possible when changes to field conditions occur. Unless the website indicates fields are closed, 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.

Should a game be terminated for weather prior to completion, the game will be considered as official and the score at the time of termination will stand, provided at least one complete half has been played.

7. 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.

8. MISCELLANEOUS

Under no circumstance will the Virginia Youth Soccer Association, Inc., FC Dulles, and the FC Dulles Golazo!! Summer Kickoff Tournament Director 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 Director's interpretation of the rules shall be final pertaining to this Tournament.

Communication: the primary form of communication will be through the tournament website. Any direct communication to or from the tournament director will be to team managers and/or head coaches. Please make sure team official contact info is accurate when registering.

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.

No items may be sold at any tournament playing fields, or surrounding areas for the duration of the tournament unless specifically sanctioned by the tournament director.

Photographs/video taken during the Tournament may be posted on social media and the Tournament website

9. REGION 1 POLICY REGARDING PERMISSION 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 with 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