

Fall 2019 In-House End-of-Season Tournament Rules

The following rules and procedures apply to Grades 3-6 teams participating in the Loudoun Soccer End-of-Season tournament.

I. Age and Eligibility:

Competition is open to all teams of Loudoun Soccer registered and rostered players during the period associated with the Tournament for the following divisions:

Rec 2 Grades 3-6

Challenge 1 Grades 3-4

Challenge 2 Grades 5-6

Players must be on your official team roster to participate. Guest players may be permitted but must be approved by the Tournament Director. These players:

1. Must have played for another Rec 2, Challenge 1, Challenge 2 team in the Fall 2019 season;
2. Are assigned by Loudoun Soccer *before* the tournament;
3. May not compete for any other team participating in the event; and
4. Must be age-appropriate.

Players in Classic Grades 7-8 or in any Travel age group are ineligible to participate.

Your team roster with the addition of guest players may not surpass the maximum roster size (12 for Grades 3-4, 16 for Grades 5-6).

Any team using guest players without permission of the tournament director regardless of whether those guest players meet the above criteria will forfeit all games in which they have taken part in, and will be ineligible to compete in championship games or declared champions or finalists. It is the coach's responsibility to ensure these standards are met.

II. Laws of the Game:

All Laws of the Game, including modifications by Loudoun Soccer applied during the regular season (e.g. goalkeeper rotation, playing time, etc.), will apply to this event (consult your rule book), in addition to the following adjustments:

A. Field of Play:

Field sizes will vary according to age groups and field availability. Assigned fields may change at the discretion of the Tournament Director or Site Coordinator.

B. Equipment:

Uniforms - All teams are required to play in Loudoun Soccer jerseys. The home team will play in red, the visiting team in white. Home team is listed first on the schedule. Players will be allowed to wear sweatshirts or sweat pants underneath their uniforms in the event of cold temperatures, as long as the colors do not interfere with the opposing team.

C. Referees:

If the referee does not arrive on time, the Field Coordinator will attempt to locate a referee. If a referee cannot be found, the game may be played with a volunteer referee agreed upon by both coaches. If the assigned referee arrives, the game may be turned over to him or her at a stoppage of play or at a break in action (quarter/halftime breaks) after establishing the score and time remaining.

D. Assistant Referees:

Each team may need to provide a volunteer linesman for a side of the field if an official assistant referee is not assigned. The referee will determine who will be assigned to which side.

E. Duration of the Game:

All games will be in accordance with Loudoun Soccer policy as referenced below:

Grades 3-4: 4 Quarters of 10 minutes

Grades 5-6: 2 Halves of 25 minutes *this is a change for Grade 6*

Once the game has commenced, the Referee will not stop the game clock for any reason and no time may be added to the duration of any game. Should an injury occur, the game clock will continue to run while the injured player is treated. Should a scheduled break in action (quarter or halftime) be reached prior to the resumption of play, the referee will declare a break in action and measure the required break time interval. The Tournament Director may shorten a game length at their discretion (typically due to weather or field complications).

F. Fouls and Misconduct:

In the event of a send-off (red card), the offending team may replace this player, and does not play a man down. Please Note: Since this is a House Tournament, substitution will be permitted for a player ejected by the referee (red card or equivalent) at the time of ejection. This will allow teams to play at full strength and give other players a chance to participate. Additionally,

an ejected player is disqualified from the remainder of that game; additional suspensions due to the severity of the misconduct may be issued at the discretion of the Tournament Director.

G. Conduct of Players, Coaches and Spectators:

The two teams will be positioned on one side of the field and all spectators will be located on the opposite side of the field. All coaches and substitutes must stay within their Technical Area. All spectators should remain on the touchline opposite their team's bench, between the midfield line and the penalty area, and three yards behind the touchline. No one will be permitted behind top of the penalty area and/or behind the goal line.

Players, coaches, and spectators are expected to conduct themselves within the spirit as well as the letter of the Laws of the Game and Loudoun Soccer's Codes of Conduct. Displays of temper or dissent by word or action against an opponent or referee will be dealt with severely by the referee or tournament officials.

Players: An ejected player is disqualified from the remainder of that game; additional suspensions due to the severity of the misconduct may be issued at the discretion of the Tournament Director.

Coaches: Any coach sent off – receiving two cautions (yellow cards) or sent off directly (one red card) must leave the tournament site immediately. The coach is suspended for the rest of that match as well as that team's next match. Additionally, if the coach is also coaching another team in the event they may be suspended for the second team's matches until the suspension of the first team's match is officially served.

Additional suspensions due to the severity of the misconduct may be issued at the discretion of the Tournament Director.

Spectators: All spectators are expected to conduct themselves in a gentlemanly and sportsmanlike manner. Spectators ejected from the field are prohibited from attending the team's next match, and from all matches for any additional teams until the original suspension is served. Please Note: Coaches are responsible for the conduct of their spectators, and consequently may be cautioned or sent off for their conduct.

Serious violations by players, coaches, or spectators will be reported to the local soccer association. Teams and/or individuals guilty of behavior detrimental to referees or tournament officials will be barred from participating in the tournament the following year, and may be subject to additional suspensions depending on the severity of the misconduct.

H. Failure to Appear and Forfeits:

Teams must be at the field and ready to start play at the scheduled time. If the minimum number of players cannot be assembled, the start of play may be delayed. A grace period of 10 minutes after the scheduled starting time is permitted.

A forfeit will be declared following the expiration of the grace period. Forfeits will be recorded as a 3-0 win. No team forfeiting a game is eligible to advance to a championship game or be named first or runner-up in their respective division.

I Heading:

Heading rules from the regular season (no heading allowed Grade 5 and younger) is enforced in this event. In the event a combined division of both Grade 5 and Grade 6 teams is formed, the no-heading rule will apply to those games.

III. Game Reports/Cards:

Both coaches and the referee will immediately sign the Game Card in the Field Coordinator Book. This card will be used to record bookings (cautions and send-offs), as well as the score of the game. The winning coach will report the score to the scorer's table. In case of a tie the home team is responsible for reporting the score.

IV. Division Standings, Tie-Breakers and Overtime (Grades 3-6):

After the preliminary round games are considered complete, teams will be ranked in order of points earned for wins and ties. Points awarded will be:

Three (3) points for each win (also applies to a win by forfeit)

One (1) point for each tie

Zero (0) points for a loss

Tournament Tiebreakers:

When determining the teams who shall participate in the Final games, including instances where a semi-final has resulted in a tie, tie-breaking procedures established in the General Rules will be utilized.

- 1) Winner of head to head competition of the two teams tied. (Disregard if more than two teams are tied - proceed to #2)
- 2) Most wins
- 3) Goal Differential (maximum 4 per game)
- 4) Fewest number of goals allowed

- 5) Fewest Red and Yellow cards received
- 6) Most shutouts
- 7) Kicks from the Mark

If three or more teams are tied: **return to the top of the tie-breaker procedure for the remaining teams once the initial tie is broken** (e.g., if three teams are tied and two teams must be declared – break the tie to determine the first team, then determine the second team starting with head-to-head result.)

Games Ending in a Tie Score:

Ties will stand at the end of regulation play for all preliminary games.

For semifinal games (if applicable), teams will proceed directly to FIFA Kicks from the Mark (best of 5, with players on the field at the end of regulation eligible to participate).

For championship games, following a 5-minute break, two complete overtime periods of 5 minutes will be played. There is no sudden death or golden goal during this time. If the match remains tied at the end of the overtime period, Co-Champions will be declared in that division. No penalty kicks will be taken to determine the Champions of a division.

V. Cancellations and Schedule Adjustments:

Tournament Officials reserve the right to adjust playing time or cancel games at their discretion, primarily due to inclement weather and/or unplayable field conditions. The referee may suspend or abandon matches due to inclement weather and/or unplayable field conditions.

Updates will be communicated via email to coaches, posted online, and sent out via Rainedout.com.

Matches that play at least one half are considered official. The final score of matches abandoned at or after half-time will be the score at the time of abandonment.

The Tournament Committee also reserves the right to make the following changes:

1. Relocate and/or reschedule any game;
2. Reduce up to 50% the scheduled duration of any game;
3. Cancel entire divisions in the event of severe situations (Acts of God);
4. In the event of tournament cancellation (individual divisions and/or the entire event), partial refunds may be given to teams, based on expenses already incurred. These expenses include

field costs (lining, nets, etc.), referee assignments, trophy costs, and administrative costs. If refunds are distributed, they will be sent to the team's coach, to be redistributed to individual families. Information will be posted on the website as well as emailed to coaches.

The Tournament Committee, Loudoun Youth Soccer Association, and the Virginia Youth Soccer Association will not be responsible for any expense incurred by any team, club, or individual if the tournament is cancelled in whole or part.

Regardless of weather conditions, coaches and their players must be available at the site, ready to play, at the scheduled time unless Tournament Officials suspend competition. Failure to appear will result in forfeiture of the game. Only Tournament Officials may cancel or postpone a game.

VI. Protests:

No protests regardless of circumstances are allowed.

VII. General Rules:

A. Tournament Officials:

The Tournament Officials shall decide upon all matters pertaining to the tournament. The Officials' interpretation of these rules of play and participation shall be final.

B. Tournament Awards:

Awards will be presented for Champion and Finalist in each division of competition. There will be one award for each player. Consult your Field Marshal or Tournament Director for location of the awards presentation.

C. Abandonment of Matches:

Tournament Officials shall decide the outcome of any match abandoned by the referee for reasons other than inclement weather. If abandonment results from the conduct of one or both teams, the Tournament Officials, after consulting with the referee, shall determine the outcome and any disciplinary measures. No points will be awarded toward final determination for the responsible team(s). Should termination occur during a final match, no awards will be given to one or either team deemed culpable.

VIII. Park Rules and Parking:

Spectators are advised to observe all parking laws – Loudoun Soccer is not responsible for anyone ticketed or towed for parking violations.

Teams are responsible for cleaning their bench areas after each match. As per Loudoun Soccer policies: no pets are permitted at any tournament sites.

IX. Team Volunteer Requirements

Hosting this tournament requires a considerable amount of work and oversight – before, during, and after the event. To better ensure the event runs smoothly, all participating teams are expected to contribute by providing at least one volunteer (adult, or high school aged sibling) to assist during the event.

Volunteer tasks may include but are not limited to:

- Field Set-Up: arrive early to location to ensure fields are assembled (goals in place, corner flags and benches set, etc.)
- Field Marshal: sit at a field or set of fields to collect game cards, report issues to Site HQ, etc.
- Site HQ: collect game cards, answer questions, distribute trophies, etc.
- Field Clean-Up: ensure garbage is thrown away and lost-and-found items are collected, etc.

Volunteer shifts should last 2-3 hours, and are typically assigned around the team's game to minimize the time spent on site.

Volunteer sign-up details will be shared via email at a later date.