

## 1. GENERAL RULES

All decisions of the referee are final and binding. The Tournament Committee, the Bethesda Soccer Club, and the Maryland State Youth Soccer Association will not be responsible for any expenses incurred by any team or club if the tournament is canceled in whole or part. The Tournament Committee reserves the right to decide on all matters pertaining to the tournament and its judgment is final. Any team that disregards any decision by the Tournament Committee (including the inclement weather policy) will be automatically dropped from the tournament and forfeit all remaining games. First place trophies will be awarded to winners in the U9 through U16 age groups. Runner-up teams in divisions of six or more teams will receive second place trophies in the U9 through U16 age groups.

## 2. AGE AND ELIGIBILITY

A. Participation in the BETHESDA TOURNAMENT is open to accepted teams composed of eighteen (18) or fewer players meeting the age limit of the specified division. U16, U17 & U19 teams can bring a total of twenty-two players on their U.S.Y.S.A. approved roster. **Note:** U12 (8 v 8), U11, U10, and U9 rosters are composed of fourteen (14) or fewer players. Players must have been born during, or subsequent to, the divisional year. Each team must be registered with a state soccer association affiliated with USYSA and must present a valid state roster. Player registration cards duly authorized by a state registrar will be required as proof of age. **PLAYER PASSES MUST BE PRESENT AT THE FIELD FOR THE DURATION OF EACH GAME.**

B. No player shall play for more than one team during the tournament.

C. Players must participate on their primary (or secondary if the primary team is not playing) team if they are registered for the tournament. Players can participate as secondary carded, as long as their primary team is not registered in the tournament.

D. All teams (other than those teams from Region 1; Exception – New Jersey ) **MUST** have a copy of the Permission To Travel Form approved and signed by a duly authorized state representative.

## 3. ROSTERS

A. Each team shall have a roster properly stamped by its state association present at every game and rosters may be inspected by the field marshal at the request of either coach or on the decision of the referee. Rosters submitted at tournament registration shall govern.

### B. Roster Size

1. U16, U17 & U19 - 22 players (only 18 may be in uniform and eligible to play in each match – must be announced before match begins)
2. U12 (11v11) to U15 – 18 players
3. U9 to U12 (8v8) – 14 players

#### 4. GUEST PLAYERS

This tournament is not intended as a tryout event. A team may use no more than three (3) guest players, which must be approved by the Tournament Director. Rosters with guest players are limited as follows:

1. U12 (11v11) to U16 teams may not have more than sixteen (16) players on their roster, which number includes up to three (3) guest players
2. U17 & U19 teams may not have more than eighteen (18) players on their roster, which number includes up to three (3) guest players.
3. U9 to U12 (8v8) teams may not have more than thirteen (13) players on their roster, which number includes up to three (3) guest players.

Example: A U15 team has 14 of its rostered players available for the tournament. The team may add up two (2) guest players to reach 16 on its roster.

#### 5. NUMBER OF PLAYERS

A. The U10 and U9 divisions will play 7v7; U11 will play 8v8; U12 will play either 8 v 8 or 11v11; all other age groups will play 11v11

B. A game may not start with fewer than seven properly uniformed players on each team. Once started, games may not continue with fewer than seven players per team. If a game cannot start or is stopped because a team has fewer than seven players, that team shall forfeit the game. A team shall have a 10 minute grace period from scheduled starting time before a forfeit is declared. **Note:** U9, U10, U11, & U12 (8v8) division games cannot start or continue with less than six players.

C. A forfeit in the preliminary rounds shall be awarded as three (3) points for the win. For tie breaking purposes, the score shall be set as the average of goals scored by the winning team rounded up to the nearest whole number, against the average of the goals given up by that team rounded down to the nearest whole number. As a minimum, the score will be recorded as 1-0.

D. If a team is the cause for termination of a game, that team will be considered to have forfeited that game.

E. Teams that have forfeited a game may not advance beyond the preliminary rounds without the approval of the tournament director.

#### 6. SUBSTITUTIONS

A. Substitutions without limit may be made, with the referee's permission:

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. At a goal kick by either team.
4. At a throw-in by the team in possession by either team.

B. Limited substitutions may be made, with the referee's permission:

1. In case of stoppage of play for an injury on one-for-one basis for the injured player(s).
  2. To replace a cautioned player.
- C. No substitutions on corner kicks will be permitted.
- D. A team may substitute for a player who has been red carded in the U17 and U19 age groups only.

## **7. PROTESTS**

**THERE WILL BE NO PROTESTS.**

## **8. PROTECTION**

Girls will be permitted to protect their chests while trapping the ball. If the hands or arms are used to propel the ball, an illegal use of hands will be called.

## **9. UNIFORM, EQUIPMENT AND FIELDS**

A. Players must wear numbers on the back of their uniforms and these numbers shall coincide with those listed on the team's Official State/Provincial roster.

B. PLAYERS ARE REQUIRED TO WEAR SHIN GUARDS IN ACCORDANCE WITH FIFA LAWS OF THE GAME.

C. Where uniform colors are similar, the designated home team will change colors. Home team is listed first on the schedule.

D. When requested by the referee, each team must provide a linesperson.

E. Check-in time is 30 minutes prior to the scheduled kick-off.

F. Regardless of weather conditions, coaches and their teams must appear on the field, ready to play as scheduled. Failure to appear will result in forfeiture of the game. Only referees and/or the tournament director can postpone or cancel a game.

G. The U12 and younger teams shall play with a #4 ball, and U13 and older teams shall play with a #5 ball.

## **10. DURATION OF GAMES**

The following table shows the length of game halves for boys and girls preliminary matches, semi-final and final matches.

<b><u>Ages</u></b>	<b><u>Preliminaries</u></b>	<b><u>Finals</u></b>	<b><u>Max. overtime</u></b>
U9-U10	25 minutes	30 minutes	2 x 5 minutes
U11-U12	30 minutes	30 minutes	2 x 5 minutes
U13-U14	30 minutes	35 minutes	2 x 5 minutes
U15-U16	30 minutes	40 minutes	2 x 10 minutes
U17-U19	40 minutes	no finals: three game round robin	

In the event inclement weather forces cancellation of a game after at least 20 minutes have been played, the game shall be considered official and the score at the point of cancellation shall be the final score. Should a game be halted before 20 minutes have been played, it shall be rescheduled for complete replay, or recommenced at the discretion of the tournament director. In the event of a tie in a semi-final or final game, overtime shall be played as described above.

## **11. DIVISION WINNERS AND WILD CARD TEAMS**

A. Each team shall be awarded three points for a win and one point for a tie in the preliminary games. The division winner shall be the team with the most points. In the event that two or more teams are tied, the tie-breaking rules are as follows:

1. Head to head competition (does not apply if more than two teams are involved);
2. Most wins;
3. Bonus points - Bonus points will be awarded for the difference between goals for and goals against up to a maximum of three (3) per game (e.g., 6-3 and 3-0 scores each earn three bonus points). Only positive points count towards the bonus points (do not subtract). An additional bonus point will be awarded for a shutout;
4. Fewest goals against;
5. Team with least accumulated cards during the preliminary matches;
6. Penalty kicks - the FIFA penalty kick procedure will be used to determine a winner. Coaches who feel that they may require this discriminator should stay in close contact with their field marshal throughout Saturday/Sunday.

B. In the event of a tie among more than two teams: a tie is broken by the above system, but 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.

C. The wildcard team will be the team from any division which, after the division winners have been determined, has the highest win/tie total points. In the event of a tie, the above listed priority applies.

## **12. SEMI-FINAL AND FINAL TIE-BREAKING RULES**

Sudden death ("golden goal") overtime will be played. U14 and younger teams will play up to two 5 minute overtime periods, and U15/U16 will play up to two 10 minute overtime periods. If a tie in score exists at the end of overtime, the FIFA penalty kick procedure will be used to determine a winner.

## **13. GAME AND SCORE REPORTING**

A. The Field Marshal will ensure that the game report forms are properly completed, signatures obtained, and scores recorded at the end of each game.

B. The Field Marshal will ensure that the scores of each game are reported to Tournament Headquarters in a timely manner each day. The Division Coordinator will

ensure that the game report forms are turned in to Tournament Headquarters by 7:00 p.m. each day.

#### **14. 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.

B. Both teams (players and coaches) will be on the same sideline. Spectators of both teams will take the opposite side of the pitch. No one will be allowed behind either end line.

C. A player or coach receiving a red card will not be able to participate in the tournament game following the game the card is issued. The Bethesda Soccer Club reserves the right to **SUSPEND ANY PLAYER, COACH OR TEAM FROM THE TOURNAMENT FOR UNRULY CONDUCT.**

D. Accumulation of Cards - any player or coach who receives a second caution card (yellow) during any part of the tournament will not be allowed to participate in the next tournament game following the contest where the second caution card was issued.

E. In the event of assault/abuse on a game official, a judiciary hearing shall immediately be convened at a Tournament site to be designated by the Tournament Director. All terms described in the USSF Official Administrative Rule Book under Rule 3.2.8, Suspension for Assault on Official, shall apply. In any event, a player, coach, or other team official who is charged with assault on a game official is suspended from further participation in the tournament.

F. Any team disregarding a decision by the referees and/or the tournament committee to either suspend or cancel tournament play, will be disqualified for the remainder of the tournament. Also, a written complaint will be filed with both the MSYSA and the team's state association (if different).

#### **15. ALCOHOLIC BEVERAGES AND PETS**

The use and presence of alcoholic beverages is prohibited near and at all game sites, including parking areas. Pets are not permitted on or near the fields.