

# **2008 PATRIOT CUP TOURNAMENT RULES**

(As of 26 May 2008)

1. The 2008 Patriot Cup Tournament will be held on August 30<sup>th</sup> to September 1<sup>st</sup>, and is open to all U9 – U12 boys and girls travel soccer teams.
  - a. Fairfax Police Youth Club (FPYC) hosts the tournament and games will be played in Northern Virginia on Fairfax County and Fairfax City fields.
  - b. The tournament will apply for Virginia Youth Soccer Association (VYSA) sanctioning.
  - c. The tournament website is [www.fpycsoccer.org](http://www.fpycsoccer.org).
  - d. There is no tournament housing requirement.
2. General Prohibitions: Alcoholic beverages, smoking, pets, and noisemakers are prohibited at all tournament sites.
3. Team Acceptance Procedures:
  - a. This tournament is open to:
    - i. Any U9-U12 boys or girls travel soccer teams officially registered with a US travel soccer organization.
    - ii. Any foreign U9-U12 boys or girls travel soccer team officially registered with a foreign travel soccer organization.
  - b. No house, all-star, recreational, or ODP teams will be accepted.
  - c. Team applications must be delivered to the Tournament Director by 8:00 PM on July 30<sup>th</sup> 2008.
  - d. Any incomplete application will be returned to sender and not processed for registration. The application is not considered complete until entry fee is received.
  - e. No team shall be deemed accepted unless notified by the Tournament Director. This can be either E-mail or U.S. postal service mail.
  - f. Once accepted, the entry fee is non-refundable.
  - g. A check for entry fee that is returned from the bank will not be re-deposited. The amount of the check plus \$35.00 (cashiers check or money order) must be received by the tournament committee seven days after the team representative is notified of the returned check. The team will be disqualified from the tournament if new funds are not received.
  - h. The tournament committee reserves the right to accept or reject any team application.

4. Team Check-in Procedures:

- a. All teams must complete tournament check-in on the published dates during the week before the tournament at the FPYC Clubhouse in Fairfax City. Check-in dates will be published on the tournament website.
- b. All team credentials will be checked during team check-in (player cards, official roster, medical releases, permission to travel if required, etc.). Credentials will not be checked at the fields during the tournament, but must be available if requested by tournament staff.
- c. Any team that cannot make the scheduled check-in must notify the tournament and make alternate arrangements at least three days prior to the scheduled check-in.
- d. Each team must provide contact information during check-in, including at least one cell phone number, so that teams can be contacted during the tournament. The team contact should be reachable by cell phone at any time.

5. Official Documentation:

- a. Accepted teams are required to have current player passes (if required by association), a signed team roster, and a current medical release form. Teams may use the same medical release form used for league play, and medical release forms does not have to be notarized.
- b. A participating player may only play for one team. Any team who violates this will forfeit their games and may not advance to a championship game. Teams must participate with their 2008 fall roster and up to 5 guest players.
- c. The maximum roster is 14 for U11-U12 teams, and 12 for U9-U10 teams.
- d. Up to five guest players are allowed, within the maximum roster for each age group.
  - i. Guest players are to be written on a copy of the official roster (not original) to be provided at registration, and must have valid player passes (photos not required, unless required by the parent soccer organization), medical release, and permission to travel.
  - ii. Guest players must be current USYS/USSF or national equivalent players whose team for which they are registered is not participating in the Tournament.
  - iii. A guest player from another state association must have a permission to travel from their appropriate State association.
- e. All players must have a current official medical release form and a valid player pass.
- f. Completed and approved Permission to Travel forms are required for out of State teams in accordance with VYSA and the sponsoring league rules.
  - i. Foreign teams must have a completed form from its Provincial or National Association approving the team's participation in the

tournament. All Foreign Teams are required to have and present player picture identification cards at check-in.

- ii. Region One USYS teams do not require a permission to travel.  
EXCEPTION: USYS Connecticut and New Jersey teams must provide permission to travel.
- iii. 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.
- g. All teams must be in good standing with their association.
- h. All teams should have all player passes, official roster, and medical release forms on hand during the tournament. The tournament committee reserves the right to check credentials at any time during the tournament.
- i. Exceptions to these requirements must have written approval of the Tournament Director.

#### 6. Player Equipment:

- a. Teams should bring a primary and alternate jersey of different colors. Where the color of the jersey is similar or identical, the designated home team (the team listed first in the schedule) will change jerseys.
- b. All players must have uniforms with individual numbers on the jersey.
- c. No jewelry may be worn by any player (earrings, watches, necklaces, etc.)
- d. Players wearing casts are allowed to play with the approval of the Tournament Director and Referee.
- e. Shin guards are mandatory and must be worn at all times by all players.
- f. All referee decisions are final regarding player equipment.

#### 7. Laws of the Game:

- a. All tournament matches will be played in accordance with FIFA laws of the game, except as modified by tournament rules.
- b. All decisions by the Tournament Director are final.
- c. No protests are allowed.

#### 8. Substitutions:

- a. Substitutions are unlimited for all age groups.
- b. All substitutions must be made with the referee's acknowledgement.
- c. Substitutions may be made only at the following times:
  - i. Goal Kick
  - ii. After a goal

- iii. Half-time
- iv. The beginning of an overtime period
  - v. Throw in – by possession team, or when an opponent makes substitutions on their throw in
  - vi. After a yellow card – for carded player only
  - vii. An injured player may be substituted at the discretion of the referee. The opposing team may also make one substitution if a substitution is made for the injured player (with the referee's acknowledgement).
- d. Under no circumstances may substitutions be made on corner kicks.
- e. Teams may not make any substitutions when Championship games are tied after completing both overtime periods. Penalty kicks must be completed with the players on the field at the end of the overtime periods.

#### 9. Home/Team Field Positions:

- a. The Home team is listed first in the schedule.
- b. The Home team will change jerseys if there is a conflict.
- c. Each team's players will take a position on the same side of the field opposite the spectators.

#### 10. Referees

- a. U9-U12 games will use one center referee.
- b. Each team must provide a volunteer assistant referee if requested by the referee.
- c. All referee decisions are final and binding.

#### 11. Game Play

- a. Ball: U9-U12 will use a size 4 ball. The tournament will provide game balls.
- b. Format: U9-U10 will play 7v7, U11-U12 will play 8v8.
- c. Playing Time
  - i. All games will be two 30-minute halves, with a 5-minute half-time break.
  - ii. Referees will not add time for substitutions.
  - iii. The official clock will NOT stop for any reason except when removing an injured player from the field would endanger the physical well being of the player in the judgment of the referee. Any game shortened due to injury will be continued at the sole discretion of the Tournament Director.

#### 12. Tournament Format

- a. All teams will be scheduled for four games: generally three preliminary games followed by either a Championship or Consolation game.
- b. Five Team Divisions (one flight):

- i. Each team will play four preliminary round games against all four other teams in the Division.
    - ii. The Division Champions and Finalists will be determined by Tournament Points after all preliminary games have been played.
    - iii. Five team divisions will not have Championship or Consolation games.
  - c. Six Team Divisions (two flights of three teams):
    - i. Teams will play the three teams in the opposite flight during Preliminary three games.
    - ii. The top two teams from all six teams, by Tournament Points at the conclusion of all Preliminary games, will advance to the Division Championship.
    - iii. All other teams will play a Consolation Game against the closest ranked team.
  - d. Seven Team Divisions (one flight):
    - i. Each team will play four Preliminary games against four other teams in the Division.
    - ii. The Division Champions and Finalists will be determined by Tournament Points after all Preliminary games have been played.
    - iii. Seven team divisions will not have Championship or Consolation games.
  - e. Eight Team Divisions (two flights of four teams):
    - i. Each team will play three Preliminary round matches against the other teams in its flight.
    - ii. The top team from each flight by Tournament Points at the conclusion of all Preliminary games will advance to the Division Championship.
    - iii. All other teams will play a Consolation game against the similarly ranked team from the opposite flight.
  - f. Tournament Points: Three (3) points will be awarded for a win, one (1) point will be awarded for a tie and no points are awarded for a loss.
  - g. Preliminary games and Consolation games ending regulation time in a tie will be recorded as a tie.
  - h. Championship games ending regulation time in a tie will play two full five-minute overtimes (no sudden death). FIFA penalty kicks will be taken to determine a winner if the game is still tied at the end of both overtimes.
  - i. The following tie-breakers will be used in sequence to break all ties in Tournament Points within a division or flight:
    - i. Head to head competition – Except in case of a circular three way tie, in which case head-to-head competition will not be used.
    - ii. Most wins
    - iii. Least number of goals allowed.
    - iv. Most goals scored in Preliminary games, up to three per game
    - v. Highest number of games with no goals against

- vi. FIFA penalty kicks. If necessary, these penalty kicks will take place immediately prior to the Championship match.
- vii. Tie breaking rules (3) and (4) will substitute a “per game” average from games actually played for forfeited games.
- j. Forfeits
  - i. A forfeit shall be awarded if a team is not present and prepared to play within ten minutes of the scheduled match time.
  - ii. Any team forfeiting a match will not be allowed to play in a championship match.
  - iii. A forfeit will be scored as one goal for the winner, and zero for the forfeiting team.
  - iv. Teams should be present 30 minutes in advance of the scheduled commencement of a match to aid in the timely start of play. Seven players constitute a team for full 18 player rosters, and five for U9-12 rosters.
- k. Trophies will be awarded to the first and second place team of each division.

### 13. Game Results Reporting

- a. Each team representative is responsible for delivering a completed and signed official tournament game results card to the appropriate Site Coordinator within one-half hour after the conclusion of each game.
- b. The team representative must ensure the tournament game cards are properly completed with signatures, scores, and all red/yellow information cards
- c. Any games that do not have a completed results card will be recorded as a 0-0 loss for both teams.

### 14. Player/Coach/Spectator Behavior:

- a. Any player ejected from a match will NOT be replaced and will NOT be allowed to participate in his or her team’s immediate next match.
- b. Ejection for fighting by players and coaches will result in the player or coach NOT being allowed to participate in ANY remaining tournament matches.
- c. Any coach ejected from a match will not be allowed to coach his/her team’s immediate next match.
- d. Each Coach is responsible for the conduct of the players and parents on his/her team.
- e. Coaches not taking responsibility for their sideline’s behavior may be cautioned and/or ejected.
- f. Any ejected player, coach or spectator must move beyond sight or sound of the playing field.
- g. Per FIFA rules, only players will be shown a card (yellow or red) when being cautioned or sent-off. Two yellow cards in the same match equal an ejection and the player will sit out his/her next immediate match.

- h. Any game terminated by a referee due to player, coach, or spectator misconduct will not be restarted and the offending team(s) will forfeit the game.
- i. Referee abuse or harassment, violent or abusive behavior, and foul language will not be tolerated during tournament events. Any persons engaging in such behavior may be barred from the rest of the tournament. Barred teams will not be accepted in the following year, and a written report will be filed with the team's club and state association.

#### 15. Inclement Weather

- a. Unless notified otherwise coaches and teams must be ready to play at the scheduled field and time regardless of weather conditions. Failure to appear will result in a forfeit.
- b. Only the Tournament Committee may terminate, cancel or postpone a match. Referees may only suspend match play.
- c. In case of severe weather the Tournament Committee may cancel any games at his/her discretion.
- d. In case of severe weather that occurs after the beginning of play, the Tournament Committee may reduce the match length, discontinue or cancel the match.
  - i. A match terminated due to weather conditions after 30 minutes of play will be considered complete and the score at the end of play will stand.
  - ii. Every effort will be made to complete a match terminated prior to 30 minutes of play. However, other means determined by the Tournament Committee may be used to determine a winner if necessary.
- e. Referees and field marshals will not consider beginning or continuing matches during lightning.
- f. The Tournament Committee may modify game formats during intense heat conditions. This includes shortening games, adding breaks, eliminating overtime periods, and any other modifications.

16. FPYC, the Tournament Committee, and Tournament Sponsors are not responsible for any expenses incurred by any team in the event games are terminated or cancelled due to inclement weather or adverse field conditions. Tournament fees will be refunded in full to any age group that is completely cancelled (no games played) by weather or field conditions.

#### 17. Tournament Decisions

- a. The Tournament Committee reserves the right to decide on all tournament matters, and the judgment of the Tournament Committee is final.
- b. The Tournament Director has authority to make all decisions and these decisions will be final.

- c. All inquiries to the Tournament Committee or Director must come from the Team Contact or Coach, and not parents
18. This tournament is dedicated to the development of all the players participating, good sportsmanship, and the good of the game. The Tournament Director may suspend any players, coaches, or spectators who demonstrate anything less without recourse or appeal.