

## Tournament Rules

Matches will be played in accordance with FIFA Laws of the Game, except as modified.

### TOURNAMENT HOST

Delmarva Blast Soccer Club  
1406 Ard Brac Place  
Salisbury, MD 21804

### TOURNAMENT HEADQUARTERS

Northern Worcester Athletic Complex  
9906 Buckingham Ln  
Berlin, MD 21811



### **Tournament Cancellation**

If the tournament is cancelled for any reason before the event begins and before any matches are played, teams are guaranteed a refund of an amount to be determined by the host organization(s) once all invoices are paid and final budgets are approved.

### **Hotel Services**

To ensure the quality of service provided at the event, a hospitality service has been established. All teams are mandated to book any hotel reservations through the hotel provider to ensure their place in the event. Any teams that do not comply will be at risk of forfeiting their acceptance. Local teams or teams "commuting" to tournament locations do not have to stay in hotels but must contact the hotel provider or Tournament Director for approval.

For Booking/Reservations, the tournament will use HBC Event Services. If you have questions, need further assistance or cannot find your preferred hotel selection, please contact HBC Event Services at [support@hbceventservices.com](mailto:support@hbceventservices.com) or call 505.346.0522. Our office is open Monday-Friday 8:00 am to 5:00 pm Mountain Time.

By using HBC Event Services as our booking service, the event can offer an "Act of God" Clause. This states "Should this event be cancelled for reasons beyond the Event Organizer's control (including weather), all outstanding reservations will be released at no charge to the participants."

### **REGISTRATION FEES**

**All Entry Fees must be postmarked by the registration deadline** to guarantee consideration. All late applications will be put on a wait list for review. Upon acceptance, the fee is non-refundable. If your team is accepted and later withdraws, the entry fee is non-refundable. ***Registration fees not received or postmarked by the registration deadline will incur a \$50 late fee.***

### **Credit Card Payments**

All Credit Cards entries will be charged upon acceptance and refunded immediately upon non-acceptance. E-mail confirmation of entry will follow completed application.

### **Check or Money Order Payments**

All check, or Money Order entries must be postmarked by the registration deadline and should be made payable to the host organization. All entry fees received through check or money order are deposited immediately and refunded within two weeks of non-acceptance. Teams must include a copy of e-mail entry confirmation with their payment.

### **ONLINE TEAM CHECK-IN REQUIREMENTS AND ROSTER INFORMATION**

- Original Player Passes, current to seasonal year of event; either USYS State Association or US Club Soccer passes

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- 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
- Approved Permission to Travel forms must be received for all teams traveling from outside the state of Virginia excepted as indicated below:
- **No player may play for more than one team during the tournament**

**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.**

### **Region 1 Policy Regarding Application to Host A Tournament**

Region I 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. The list of invited National States Associations in Region I are the following: 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

### **Foreign Teams**

For a team coming from a CONCACAF nation:

- Players must present passports at registration
- Teams are required to have and present player picture identification cards
- Teams must have a completed form from their National Association approving the team's participation in the tournament

### **Roster Sizes**

- U9-U10 - 7v7 teams are limited to 14 players identified at Registration
- U11-U12 - 9v9 teams are limited to 16 players identified at Registration
- U13-U15 - 11v11 teams are limited to 18 players identified at Registration
- U16-U19 - 11v11 teams may have 22 players identified at Registration
  - Only 18 players may dress for each game and must be identified to the referees prior to kickoff of each match. No player not identified prior to kickoff may participate in that specific match.
- **Five guest players** per team will be permitted for all age groups

### **MODIFIED TOURNAMENT RULES**

The event will be played in accordance with FIFA Laws of the Game and/or as modified below.

#### **7v7 Build Out Rules**

- The build out line promotes playing the ball out of the back in a less pressured setting
- When the goalkeeper has the ball in his or her hands during play from the opponent, the opposing team must move behind the build out line until the ball is put into play
- Once the opposing team is behind the build out line, the goalkeeper can pass, throw or roll the ball into play (punts and drop kicks are not allowed)
- After the ball is put into play by the goalkeeper, the opposing team can cross the build out line and play resumes as normal

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- The opposing team must also move behind the build out line during a goal kick until the ball is put into play
- If a goalkeeper punts or drop kicks the ball, an indirect free kick should be awarded to the opposing team from the spot of the offense
- If the punt or drop kick occurs within the goal area, the indirect free kick should be taken on the goal area line parallel to the goal line at the nearest point to where the infringement occurred
- The build out line will also be used to denote where offside offenses can be called
- Players cannot be penalized for an offside offense between the halfway line and the build out line
- Players can be penalized for an offside offense between the build out line and goal line
- To support the intent of the development rule, coaches and referees should be mindful of any intentional delays being caused by opponents not retreating in a timely manner or encroaching over the build out line prior to the ball being put into play
- Coaches are responsible for addressing these types of issues with their players
- Referees can manage the situation with misconduct if deemed appropriate
- Referees should be flexible when enforcing the 6 second rule and counting the time of possession should only begin when all opponents have moved behind the build out line

### **Protest**

All officiating and administrative decisions are final, and no protests will be considered.

### **Ball Size (Home Team provides a game ball)**

- Size 5 for 11v11 play
- Size 4 for 7v7 and 9v9 play

### **Match Duration**

- U9-U10 – 50 minute matches, 5 minute halftime – no stoppage time
  - Build out lines will be utilized when available for 2008 and 2009 age group matches
- U11-U12 – 60 minute matches, 5 minute halftime – no stoppage time
- U13-U19 – 70 minute matches, 5 minute halftime – no stoppage time

### **Substitutions**

Unlimited/Free substitutions with permission of referee:

- 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
- At a throw-in by the team in possession
- 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:

- In case of stoppage of play for an injury
- Cautioned player (cautioned player only)

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.

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### **Uniform Conflicts**

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

### **Forfeits**

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 5 – 0. Teams forfeiting games will not be able to advance to the playoff rounds.

### **Officiating Systems**

- U9-U10 – 1 referee per match – offside will be called
- U11-U19 – 3 referees per match – offside will be called

The Tournament Director reserves the right to alter officiating systems as needed throughout the event. No fees will be returned in the event of altered officiating systems.

### **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 match has been completed. *The tournament director will have the final decision on field closure.*

### **Player Equipment**

All players must wear shin-guards. No 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.*

### **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
- One (1) bonus point for each shutout victory (0-0 draws do not award a bonus point)

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 tie breaker)
2. Goal differential, max of +/-5 per game. Ex. Team wins 7-1, only gets +5, losing team gets -5
3. Goals Against (no maximum)
4. Most Shutouts
5. Goals Scored (no maximum)
6. Penalty Shoot-Outs\*

If two teams are tied, the criteria is as follows using rules 1 through 6.

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If multiple teams (3 or more) are tied then start at Rule #2 and proceed with rules 2 through 6 until only one team remains. If 3 teams are still tied after applying rules 2 through 5, the criteria to get down to one team will be determined by the Tournament Director.

All tie breaking Shoot-Outs will be Sunday morning at a field location and time determined by the Tournament Director.

### **Resolving Ties in Semi-Final and Final Matches**

If the semi-final or final match is tied at the end of regulation time:

- Ejections will reduce the number of players on the field as normal
- 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 extra time.

### **Division Structure**

Division of 12: 3 Groups of 4 teams. Teams will play 3 group games two on Saturday and one on Sunday. Winners of each group and one wild card (highest placing 2nd place team) will advance to the Semi-Finals. Winners of the Semi-Finals will advance to a Final.

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 will 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: Bracket A will have four teams. Bracket B will have three teams. On Saturday, each team will play two group games. On **Sunday**, Bracket A#4 will play Bracket B#3 in the Last Chance Qualifier (LCQ) Semi-Finals. The winner of the LCQ Semi-Finals will play Bracket A#3 in the 5<sup>th</sup> place game. There will be no awards given to teams competing in the 5<sup>th</sup> place game. Bracket A#1 will play Bracket B#2 and Bracket A#2 will play Bracket B#1 in the Semi-Finals. The winner of the Semi-Finals will play in the Final.

Division of 6: Two groups of 3; flight A and flight B. Each team plays two games within their flight on Saturday. On Sunday; A1 plays B2 and B1 plays A2 in the semi-finals. The winner of each semi-final match will play in the final. The losing teams do not play a fourth match. The third-place teams from both flights (A3 and B3) will play in a consolation game. The winner of the consolation game will not advance.

Division of 5: All teams will play in a round robin format. Champions and Finalists will be determined by points after each team plays 4 matches.

Division of 4: Each team will play three games in a round robin schedule. The first and second place teams will play for the division championship.

### **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.**

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### **Suspensions and Discipline**

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 their next tournament match. Players serving red card suspensions are allowed to sit on the bench during their teams next game but are not allowed to be in uniform. Any 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.

### **Alcoholic Beverages**

**NO** alcoholic beverages are allowed at the event or the parking lot of any of the game sites. If found with alcohol, the team of the offending person will be subject to forfeiting 1 game and the offender will be banned from returning to any tournament site for the remainder of the event. *The Tournament Director will have final say on all aspects related to this policy.*

### **Game Balls**

Game balls will be used at the discretion of the referees. All game balls will be inspected by match officials prior to use, and only balls that have been approved by the referees will be permitted for use. The tournament will supply game balls when available.

### **Heading Rule at U11 and younger Age Groups**

Whenever the ball strikes a player in the head, play is to be 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 in advertent, then the proper restart is a dropped ball.

### **Team Withdrawal**

All Entry Fees must be postmarked by the registration deadline to guarantee consideration. All late applications will be put on a wait list for review. Upon acceptance, the fee is non-refundable. If your team is accepted and later withdraws, the entry fee is non-refundable, and sanctions will be placed against your team/club for future participation in events sponsored by the host organization(s).