

Brentwood Youth Soccer Club

Father's Day Tournament Rules

ELIGIBILITY

- A. All players must be born on or after January 1st in the year of the division group in which they are playing in accordance with USYSA rules. Younger players are permitted to play "up" on older teams, but none may play "down" on younger teams.

- B. Division/Age group
 1. The birth year player registration chart by US Soccer Federation will be observed to determine age groups.

a. U6 (2017)	f. U11 (2012)
b. U7 (2016)	g. U12 (2011)
c. U8 (2015)	h. U13 (2010)
d. U9 (2014)	i. U14 (2009)
e. U10 (2013)	j. U15 (2008)
 2. All players must be registered in their respective club programs.
 3. No player is permitted to be rostered with more than one team, during the tournament, unless authorized by the Tournament Director.
 4. Any team found in violation of the above eligibility rules will be disqualified from the tournament and forfeit all registration fees.
 5. The tournament committee reserves the right to mix divisions and game formats if necessary.
 6. A team roster may include up to three club players (a player not registered on that particular team and does not exceed the maximum players on the roster).
 7. No player is allowed to transfer from one team to another during the tournament.
 8. All teams must be properly registered and in good standing with their clubs.
 9. A team not within the jurisdiction of the Eastern New York Youth Soccer Association must present "Permission to Travel Form" from their State or National Association, at team registration.
 10. All players from a travel team must have a pass authorized by their respective State and must be from the same association per team.
 11. Passes are to be presented at team registration and are to be carried by the team supervisor throughout tournament competition.
 12. Tournament officials or referees may check passes and/or players' credentials at any time.
 13. Failure to have a player documentation will make a player ineligible to participate.
 14. Medical release forms must be presented for each player at team registration (notarized, if required by your association).

NUMBER OF PLAYERS

1. U6 teams may have a maximum of ten players on the roster.
2. U7 to U10 may have a maximum twelve players on the roster.
3. U11-U12 may be composed of no more than 15 players on the roster.
4. U6 will play 5 vs. 5 (4 plus goalie).
5. U7-U10 will play 7 vs. 7 (6 plus goalie).
6. U11-U12 will play 9 vs. 9 (8 plus goalie).

NO CHAIRS OR TABLES ON THE TURF-NO DOGS IN THE PARK

- a. A game may not start without 5 for 7v7, 6 for 9v9 or 4 for 5v5 properly uniformed & numbered players on each team. After a game has started it may not continue with fewer than the minimum listed number of players on either team.
- b. Should a team fail to field the required minimum number of 6 players or be reduced to less than 6 players after the start of the game, the team shall forfeit 0-1 even if they are winning at the time of forfeit. If the forfeiting team is losing at the time of forfeit the game score shall stand.
- c. Every team is expected to be in place and ready to play immediately after the conclusion of the preceding game. Games will not be delayed for missing players or for a team that is not ready.
- d. A game will be declared a 3-0 forfeit should a team fail to appear on the field of play within ten minutes of the scheduled game time.
- e. A team shall forfeit the game if it refuses to play after being instructed to do so by the referee. If the team to which the game is forfeited is ahead, the score at the time of forfeiture shall stand.
- f. Should the referee terminate the game for gross misconduct or un-sportsman-like conduct, etc., by a player, coach or team's supporters, the Tournament Rules Committee will render a decision as to the status of the game. The Tournament Rules Committee, at its discretion, will also administer disciplinary action and their decision shall be final.
- g. A game will be considered a forfeit should one or both teams scheduled to play fail to have at least six players ready to play within ten minutes of the scheduled game time.
- h. **Again, please be at your designated field BEFORE the game ahead of you ends.**

GUEST PLAYERS

No guest player from another club shall be allowed.

FIELD SIZE

All fields conform to current standards adopted by LIJSL.

GAMES

1. All teams are guaranteed a minimum of three (3) games **RUNNING TIME** to be played with boys playing on Saturday and Girls on Sunday.
2. Teams will switch sides at halftime with **5 min half time BREAK.**
3. All games will start and end with the referee's whistle
4. All games are played with a running clock; there will be **NO STOPPAGE TIME** added to play **except** for serious injury or at the discretion of the tournament director.
5. All age groups will play two (2) 25 minute-halves.
6. At the end of each game there must be a "sportsmanship handshake"

INJURIES

1. All games are played with a running clock. Should a game in progress be terminated due to an injury after a half has been played, the game will be considered official and the score at the time of termination shall stand.
2. If a game is postponed or canceled before a half has been played, every attempt will be made to reschedule the game. Any game, which cannot be rescheduled, will be considered a 1-1 tie.

CHECK-IN

1. One hour or more prior to the tournament, there will be a mandatory check in for all team coaches.
2. Approved Team Rosters must be submitted then.
3. Player Passes and Medical Release Forms must be available at that time.

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RULES OF THE GAME

1. Games will be played in accordance with **F.I.F.A.** rules except where modified.
2. All teams listed as "**HOME TEAM**" on the game schedule will kick off first at the beginning of each game. The "**AWAY TEAM**" will kick off at the start of the second half.
3. U7 through U10 will play according to the build out line. U11 and up will play Goal Kicks from the top of the 6 yard box. All other players shall remain outside the 18 yards box until the ball is played.
4. All U7 through U12 games shall be played with a size 4 Ball and U13 and Up will use a size 5 Ball.
5. **Game balls** will be provided by the Tournament Director and must be returned to the referee at the end of each game.
 - a. Should the home team's ball not be acceptable, by the referee, the visiting team may submit the game ball.
 - b. If a game ball becomes missing, the HOME TEAM shall provide a **Substitute ball**.
6. All players must wear **shin guards** with socks covering them. **No metal cleats** are allowed.
7. All players must wear individually numbered jerseys. The individual number must be different for each player and must coincide with the team roster.
8. In case of a color conflict, the "Home Team" will change uniform color.
9. Goalkeepers must wear a different color jersey than both teams.
10. Players needing corrective eyewear must have approved safety glasses.
11. **Substitutions** without limit may be made with the Referee's approval on any stoppages of play. **Limited substitutions** may occur for the following circumstances:
 - a. In the event of an injury, with the referee's permission, at the stoppage of play, teams may substitute one injured for a non-injured player.
 - b. If an injured player is replaced, the opposing team may also substitute one player, whether injured or otherwise.
 - c. Substitutions will take place at mid-field only.
 - d. The substitute cannot enter the field until the replaced player has left the field.
 - e. No substitution will be made for any player ejected (red carded) from the field by the referee for any reason.
12. In all divisions, possession will change on illegal throw-ins.
FIFA **Off-sides** will be played in all divisions.
13. All Penalty Kicks will be taken from the standard penalty spot; twelve (12) yards from the goal line.
14. Players in **orthopedic casts** are not allowed to participate in any tournament game.
15. **No** player is allowed to wear **jewelry** during any tournament game.
16. An ejected (**RED CARDED**) player is eliminated from the game and suspended for the next game. The team must play short for the remainder of the game.
17. Physical violence is an automatic ejection from the rest of the tournament. The team may not replace the ejected player on the roster for the remainder of the tournament.
20. A **Coach** who is **red carded** must remove himself/herself from the field for the current game and is suspended for the next game. There must be another team official to coach the game or the team will forfeit the remaining games for which there is no coach.
21. Any team that is ejected from the tournament will forfeit their entry fee

SCORING SYSTEM

1. Three (3) points will be awarded for each win.
2. Draws will be awarded One (1) point to each team.
3. Zero points for each loss.

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TIE BREAKER DETERMINATION

All divisions will be decided according to the procedure below. There will be **NO PLAY-OFFS**, unless otherwise indicated in the schedule.

1. Head-to-Head
2. Goal Differential
3. Most Wins
4. Least Goals Allowed
5. Most Shutouts
6. Least Losses
7. Penalty Shootout (U13 and above only)

In the event of a shootout, both teams will take (5) penalty kicks. The team with the most goals scored at the end of their five (5) PKs will be declared the winner. If the winner is not reached after 5 kicks each, the penalties will continue on a sudden death. Only players on the field at the game's conclusion may participate in shootout and no player may kick twice until the on-field roster has been utilized.

REFEREE'S REPORT

1. Referees will be provided with a game report form before each game. The referee will enter the score and comments, such as cautions, "yellow" or "red" cards issued.
2. The Referee's Report will be picked up from each referee at the conclusion of every game by the Tournament Staff and brought to the scoring table. The Game referee or the coach of the winning team may also bring the report to the scoring table.
3. Each report will be used to update each team's progress and assign points for the determination of the divisional winner.

AWARDS

Awards will be given to First and Second Place teams.

POSITION OF PLAYERS & SPECTATORS

Team players and coaches and spectators will take opposite side of the field.

Players, coaches and spectators are to remain with 20 yards of the centerline. Spectators or players will not be permitted behind the goal line while the game is in progress.

GENERAL RULES

1. THE COACHES ARE RESPONSIBLE for the conduct of their players and spectators both on and off the field while in the tournament attendance. **ANY PLAYER FOUND TO BE ABUSING OR DEFACING ANYTHING ASSOCIATED WITH THE TOURNAMENT, THE ENTIRE TEAM WILL BE EXPELLED FROM THE TOURNAMENT IMMEDIATELY AND NO REFUND WILL BE ISSUED.**
2. All children attending the tournament, playing or not, must be supervised by an adult at all times.
3. Players, coaches, team officials and spectators are to exhibit good sportsmanship, within the spirit of the game and the letter of the law.
4. Displays of ill-temper, foul language, dissent by word, or action against an opponent, will not be tolerated and is cause for ejection from the game or tournament by the referee or tournament officials.
5. Alcoholic beverages are not permitted at the Park.
6. No colored or sugar contained beverages are allowed on the Turf Fields
7. Dogs or other pets are NOT allowed in the Park.
8. No smoking is allowed at game sites.
9. **Unauthorized sale** of any item not approved by the tournament organizers are **STRICTLY PROHIBITED** and subject to confiscation.
7. Any team that pulls out of the tournament before completing its assigned game schedule shall not be invited to participate in future Club Tournaments.

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8. Any parent and/or coach who engage in fighting with other adults, players and/or referees will cause that team to forfeit all games and are subject to Police Report.
9. Any player who engages in fighting with other players, adults or referees will be ejected from the game and may not participate in the remainder of the games. The Tournament Disciplinary Committee has the final decision as to whether or not further action is warranted against the player, team, club, academy, or parent.

WEATHER & PLAYING CONDITIONS

1. Coaches and players must appear on the field of play, ready to play regardless of weather conditions. Failure to appear will result in a forfeiture of the game.
2. Only the Tournament Director may cancel, postpone or reschedule a game.
3. If there is **Inclement or Severe Weather before Game time**, the Tournament Director may reduce the length of the game or reschedule it for another time and or day.
4. Should **Inclement or Severe Weather Occur During Play**, and the game is terminated due to poor or dangerous playing conditions, the match will be considered **CALLED** if **more than 50%** of game time is **played**. The game results on the field at that time will be the official score. If the game is **less than 50% played**, the Tournament Director may reschedule it for another time and or day.
5. Any game that **cannot be rescheduled** will be considered a one-all tie.

REFUND POLICY

If the tournament is cancelled in its entirety, registration fee will be refunded less \$100 administration fee. If some of the games are cancelled it will be up to the tournament director to determine what the refund policy will be, if any.

LIABILITY

Under no circumstances whatsoever, will the Tournament Director and or Brentwood Youth Soccer Club, be responsible for any expenses, including Tournament registration fees, Hotel accommodations, transportation cost or any other related tournament costs incurred by any team or club or academy, should the tournament be suspended, postponed or cancelled.

PROTEST

1. There will be NO protests.
2. The Tournament Director reserves the right to decide on all matters pertaining to this Tournament and such decision is final.



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