



## **FC Dutchmen Memorial Day Tournament**

### **Memorial Day Invitational Tournament Rules and Regulations**

- 1) Maximum roster size twenty-two (22) per team, small sided (7v7) will have a maximum roster size of fourteen (15) and (9v9) will have a maximum roster of 18. A player may not play for more than one team during the tournament.
- 2) F.I.F.A rules will be followed except as modified below.
- 3) Each player/coach shall present upon request his or her player/coach's pass.
- 4) Spectators and teams will be on opposite sides of the field. Coaches, players and team managers (1) must remain between the 18-yard line and their side of the half line. No spectators are permitted to sit behind the goal area.
- 5) In order to maintain the tournament schedule, all games U10 – U18 will begin and end on the sound of a timekeeper's horn. This may involve terminating a game prior to its completion. Games terminated at or after halftime will be considered complete. Incomplete games will be considered a 0-0 tie with each team awarded three (3) points. The "game clock" will **NOT** stop for injuries regardless of the length of game time lost.
- 6) **DURATION OF PLAY:** U10– U18 will play 50-minute games. There will be two 24-minute halves and a two-minute (running time) halftime. Teams will switch ends at halftime. Halftime side switches will be called by the on field referee.
- 7) **SUBSTITUTIONS:** Substitutions may only be made with the referee's permission. The leaving player must be off the field before the new player enters. Substitutions may be made on:
  - a. Any throw-in
  - b. Any goal kick
  - c. Any injury
  - d. After a goal
- 8) A team must be on the field with a minimum of seven (7) dressed players at starting time or forfeit the game. This rule also applies to small-sided games but the minimum number of players is five (5).
- 9) **EJECTIONS:** Any player that is red-carded shall not be replaced. The player shall be suspended from the game and serve a one game suspension in the following game. Any player receiving two (2) yellow cards during a game shall be suspended from the remainder of the game and serve a one game suspension. Suspended players will surrender their player pass to the referee. The referee will forward the suspended player's pass to the Field Commissioner. Surrendered passes will be returned to the coach after the suspension is served.
- 10) **PROTEST:** No protest will be accepted or allowed on judgment calls. Protests must be submitted with the Field Commissioner in writing within thirty-minutes (30) of completion of the game. The Field Commissioner/Tournament Committee will render a decision within 2 hours. The decision of the committee will be **FINAL** with **NO** appeals.

- 11) CONDUCT: Coaches are responsible for the conduct of their players and parents while both on and off the field. Misconduct of player(s) or parent(s) could result in a team suspension from the tournament.
- 12) A forfeited game will be considered a 2-0 score. Any team that forfeits by failing to play a scheduled game will be ineligible for awards.
- 13) Divisional Standings shall be determined by the following:
 

WIN	6 POINTS
TIE	3 POINTS
GOAL	1 POINT FOR EACH UP TO A MAXIMUM OF 3 PER GAME

*\*In the event a bracket contains four or eight teams, all teams will play three round robin games. The fourth game will be considered a FINAL GAME and a CONSOLATION GAME(S). The teams in first and second place after three rounds of round robin play, will play in a FINAL GAME. The teams in third and fourth place after three rounds of robin play, will play in a CONSOLATION GAME. All points will be discarded after the three rounds of round robin play and the winner of FINAL GAME will be declared the division winner. The team losing the final game will be considered the finalist.*

- 14) In the event of a tie at the end of divisional play, the following tiebreaker system will be used.
  - a. Head-to-head competition
  - b. Least goals allowed **(to a maximum of 3 goals per game)**
  - c. Net goal Differential **(to a maximum of 3 goals per game)**
  - d. Coin toss
- 15) First and second place teams in each division U11–U18 will receive individual player awards. All U10 players will receive participation awards.
- 16) NO SLIDE TACKLING ALLOWED FOR U10 DIVISION.
- 17) No scheduling considerations will be given to coaches entering multiple teams.
- 18) All teams are responsible for their own insurance. The Guilderland United Soccer Club will not be held liable in the event of injury during travel to or while participating in the Guilderland United Soccer Club’s Annual Memorial Day Tournament.
- 19) Alcoholic beverages are prohibited.
- 20) INCLEMENT WEATHER:
 

Regardless of weather conditions, coaches and their teams must appear on the field of play as scheduled, ready to play unless notified by the Tournament Director or Field Commissioner. Failure to appear will result in a forfeiture of the match. Only the referee, Tournament Director or Field Commissioner can cancel or delay a match. In the event a match cannot be completed the Field Commissioner will award a 0-0 tie and each team involved will be awarded three (3) points. If a match is called due to inclement weather after it has begun it will be considered completed and the score will stand if one-half of the match has been completed. If less than one-half of the match has been completed the Field Commissioner will declare a 0-0 tie and award each team three (3) points.

**\*U10 Specific Rules Mandated by USYS and ENYYSA sanctioning agreement:**

- **NO HEADING:** Players in Under-11 programs and younger shall not engage in heading, either in practices or in games. *When a player deliberately heads the ball in a game, an indirect free kick should be awarded to the opposing team from the spot of the offense. If the deliberate header 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 a player does not deliberately head the ball, then play should continue.*
- **NO PUNTING** of the ball by the goalkeepers at the U-10 level. *If the keeper has possession of the ball and wants to play the ball out of his goal area WITH A THROW during run of play,*

*then play continues as normal. The keeper can also choose to wait for the opposition to back up to the build out line before he releases the ball.*

- **BUILD OUT LINE**

*The build out line has been identified as the top of the arc of the center circle on the keeper's side of the field. The use of a build out line promotes the playing of the ball out of the back in an unpressured setting. Referees will handle this like a free kick situation. If a goalkeeper wants to play the ball quickly they may do so, or they can wait and ask that the opposition be moved out to the build out line. After the ball is put in play by the goalkeeper, the opposing team can cross the build out line and play resumes as normal. The keeper can throw the ball, roll the ball out of the back or place the ball on the ground and play it with their feet. **The build out line is used whenever the goalkeeper has possession including goal kicks.***