



TOURNAMENT RULES

1. GENERAL RULES

- 1a. NO protests. All decisions made by the referee are final and may not be appealed.
- 1b. The Tournament Committee reserves the right to decide on all matters pertaining to the tournament. All interpretations of the rules are final. If a team disregards any decision by the tournament committee (including inclement weather policy), all remaining games will be forfeited and therefore disqualified from the tournament.
- 1c. Under no circumstances will the Tournament Committee, Maryland United FC, or relevant governing bodies be responsible for any expenses (including tournament entry fee) incurred by any team. This includes situations in which the tournament or any game(s) are canceled either in whole or part.
- 1d. Following acceptance to the tournament, any team who then withdraws from the event will forfeit the entry fee, in full.
- 1e. Should the tournament be cancelled in its entirety, meaning no games have kicked off across the event, refunds will be determined once all tournament expenses have been paid, by the tournament committee. If the event is partially cancelled, the tournament committee reserves the right to refund teams with a credit to a future event. No refunds will be considered until the conclusion of said event. If a game does not go ahead, as a result of a team forfeiting their right to play, or failing to show for a game, no refund or credit will be given.
- 1f. In the event of inclement weather or other circumstances out of the tournaments control, leading to a full event cancellation, the tournament committee will refund up to 75% maximum of the registration fee.

2. LAWS OF THE GAME

- 2a. All games shall be played in accordance with FIFA Laws of the game.
- 2b. The tournament committee has committed to the use of a three-man referee system to be employed for all age groups

3. AGE GROUP AND ROSTER REQUIREMENTS, TEAM ELIGIBILITY AND GUEST PLAYERS

- 3a. Participation in the tournament is open to accepted teams meeting the roster limits and player age limits as defined by US Soccer Guidelines and the tournaments' permission to host.
 - i. U15 through U19 teams will play full-sided (11v11) with a maximum roster of twenty-two (22) players. Teams that use the 22-man roster may only dress a total of 18 players per game.
 - v. No player shall play for more than one team during the tournament.
 - vi. A maximum of five (5) guest players will be allowed to play during the tournament, per team. All guest players are required to have all pertinent information included on the roster, just like 'primary' team members. This includes a copy of the player's card from his current team, which must originate from the same National Soccer Association as the team he is guest playing for. i.e. A guest player cannot play under his USYSA player pass if the team registers for the event using US Club rosters and player passes.

Age-Group	Format	Roster Size (Maximum)
U15	11v11	22 players
U16	11v11	22 players
U17	11v11	22 players
U18	11v11	22 players
U19	11v11	22 players

- 3b. Each team must be registered with a National Soccer Association affiliated with the United State Soccer Federation or their national equivalent and possess and present a valid state or provincial roster.



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- i. Player registration cards authorized by the state / provincial or national association will be required as proof of age. Players who do not present a valid player pass will not play. *All player passes must be present at the field for the duration of each game.*
 - ii. Rosters submitted at tournament registration shall govern. *Each team shall have a roster properly stamped by its state or regional association, present at every game.* Rosters may be inspected by the field marshal at the request of either coach or on the decision of the referee.
- 3c. All Teams are required to check-in prior to the start of the tournament. The tournament check-in procedure can be located on the tournament website:
- i. Any team that fails to check-in as per the instructions for this event, will not be allowed to participate in the event until all documents are submitted and approved.
- 3d. Documents Required for Check-In Process – which will all be uploaded online via Got Soccer:
- i. Copies of the current, official USYS State Association or US Club approved roster. Rosters must include player names, jersey numbers, birth date and player identification number.
 - ii. Player identification cards for each individual player participating in the event, issued by the same organization as the team roster.
 - iii. Medical release form for each individual player participating in the event (do not need to be uploaded)
 - iv. Guest player's current player identification card and subsequent information added to the bottom of the roster being submitted for the event (must be from the same National Soccer Association as the team he is guest playing for).
 - v. Permission to Travel form (if applicable)
- 3e. Teams registered outside of Region one (1) of the host tournament, must provide a copy of the approved Permission to Travel or Notification to Travel form, as required by their host association, to participate.
- 3f. National State Associations in Region one (1):
- i. Connecticut Jr Soccer Association
 - ii. Delaware Youth Soccer Association
 - iii. Eastern New York Youth Soccer Association
 - iv. Eastern Pennsylvania Youth Soccer Association
 - v. Maine
 - vi. Maryland Youth Soccer Association
 - vii. Massachusetts Youth Soccer Association
 - viii. New Hampshire Soccer Association
 - ix. New Jersey Youth Soccer Association
 - x. New York State West Youth Soccer Association
 - xi. Pennsylvania West State Soccer Association
 - xii. Soccer Rhode Island
 - xiii. Vermont Soccer Association
 - xiv. Virginia Youth Soccer Association
 - xv. West Virginia Soccer Association

4. FIELDS, EQUIPMENT AND UNIFORMS

- 4a. Players must wear numbers on the back of their uniforms and these numbers shall coincide with the numbers listed on the team's official state / provincial roster. If the numbers do not match that as listed on the roster, said player may be asked to leave the field to correct the matter.
- 4b. Players are **required** to wear shin guards in accordance with FIFA Laws of the Game.
- 4c. No jewelry may be worn by any player on the field during a match.
- 4d. For uniforms; the **HOME TEAM will wear dark colors (dark jersey and dark socks)** The **AWAY TEAM will wear white/light colors (white/light jersey and white/light socks)**



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- 4e. Coaches and players shall be situated on the opposite side of the field to parents and spectators. No coaching is permitted within 18 yards of the goal line, behind the goal line or from the parent/spectator sideline.
- 4f. When requested by the referee, each team must provide a linesperson.
- 4g. Teams must be at the fields 20 minutes prior to the scheduled kick-off.
- 4h. Regardless of weather conditions, coaches and teams must appear on the field ready to play as scheduled. Failure to appear will result in forfeiture of the game, as only the referees and/or tournament committee can postpone or cancel a match. A grace period of 10 minutes will be given if a team is not present at the time of kick-off.

5. SUBSTITUTIONS

- 5a. Substitutions, without limit, may be made during any stoppage of play with the referee’s permission and discretion to include the following: throw-ins by either team, goal kick and corner kicks, etc. In the event of an injury enforced stoppage, the opposing team may piggy-back with one (1) substitution should the injured player be forced to leave the field of play.

6. DURATION OF GAMES

- 6a. The following table shows the length of games for the tournament games, including halftime length and the ball size to be used for each age group.

Age-Group	Format	Game Length	Halftime	Ball Size
U15	11v11	80 Minutes	5 minutes	5
U16	11v11	80 Minutes	5 minutes	5
U17	11v11	80 Minutes	5 minutes	5
U18	11v11	80 Minutes	5 minutes	5
U19	11v11	80 Minutes	5 minutes	5

There is no overtime for this tournament as it is a two-game showcase format.

- 6b. In the event of inclement weather that forces the postponement of a game; after at least one half of the game has been played, the game shall be considered official and the score at the point of postponement will stand as the final score. If the game is halted before the halftime mark, the match will be rescheduled for complete replay, or resumed at the discretion of the tournament director.

7. FAILURE TO SHOW AND FORFEITS

- 7a. A game may not start with fewer than seven (7) properly uniformed players on each team for any full-sided match. Once a game has started, it may not continue with fewer than the stated minimum. If a match cannot start or continue because of a team having fewer than the minimum, that team shall forfeit the game.
- 7b. A team shall have a ten (10) minute grace period from the scheduled kick off time before the match is awarded to their opponent as a 3-0 forfeit win.
- 7c. If a team is the cause for a termination of a game, the match will be awarded to their opponents as a 3-0 forfeited win. This relates to coaches, players and/or spectators.
- 7d. Teams that have forfeited a game cease their right to a refund of their performance bond (as applicable).

8. GAME AND SCORE REPORTING

- 8a. There shall be a designated field marshal at each tournament field, who will ensure that the game report forms are properly completed. Coaches of each team are encouraged to confirm with the referee,



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- following the conclusion of the game, the final score and details of any player ejections.
- 8b. The field marshal will ensure that the scores of each game and subsequent report forms are conveyed to the site and tournament headquarters in a timely manner each day.
- 8c. Once game and team officials have verified the official game report card, the information on that card will stand as final and will not be altered.

9. INCLEMENT WEATHER

- 9a. In the event of inclement weather, the tournament committee will have the authority to change game as follows:
- Relocate or reschedule any game(s);
 - Change the duration of any game(s);
 - Cancel any preliminary game(s) that have no bearing on the determination of division winners.
- 9b. Should the tournament be cancelled in its entirety, meaning no games have kicked off across the event, refunds will be determined once all tournament expenses have been paid, by the tournament committee. If the event is partially cancelled, the tournament committee reserves the right to refund teams with a credit to a future event. No refunds will be considered until the conclusion of said event.
- 9c. In the event of inclement weather or other circumstances out of the tournaments control, leading to a full event cancellation, the tournament committee will refund up to 75% maximum of the registration fee.

10. CONDUCT

- 10a. Smoking and alcoholic beverages are NOT permitted at any game sites.
- 10b. Pets are NOT permitted at any tournament fields, with the exception of service animals.
- 10c. Players, coaches and spectators are expected to conduct themselves within the spirit of the game, as well as the letter of the law. Displays of temper and/or dissent are cause for ejection from the game and surrounding field area. Repeated violations may result in the suspension of the team or person from the tournament and/or future tournaments as decided by the tournament committee.
- 10d. Both teams (players and coaches) will be on the same sideline. Spectators of both teams will take the opposite side of the field. No one will be allowed behind either goal or goal line.
- 10e. Accumulation of Cards
- As per the Maryland State Youth Association rules, any player who receives a third caution (yellow) card during any part of the tournament will not be allowed to participate in the tournament game following the contest in which the third card was issued.
- 10f. A player or coach receiving a red card will not be able to participate in the tournament game following the game within which the card is issued. The tournament committee reserves the right to suspend any player, coach, or team from the tournament for unruly conduct. Suspended players may sit with the team during their next match, but may not be in uniform. For the showcase format, a team receiving a red card may substitute the ejected player with another player.
- 10g. Harassment of any tournament officials or referees, by players, coaches or spectators **WILL NOT** be tolerated. Should this happen, the person(s) in question shall be immediately and permanently removed from the facility and tournament.
- 10h. 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 an 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.



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10i. Any teams disregarding a decision by the referees and / or the tournament committee to either suspend or cancel tournament play, can be disqualified for the remainder of the tournament. A written complaint will be filed both with the Maryland State Youth Soccer Association and the team's state association (if applicable).

11. CONCUSSION POLICY

11a. In accordance with State law, coaches, referees, medical staff or tournament officials, must remove from play, an athlete exhibiting the signs and symptoms of a concussion, during practice or a game. Once an athlete from a game has been removed from a practice or game with said signs and symptoms, the decision cannot be overturned. The athlete is not permitted to return to play until he or she has been assessed by a physician or licensed health care provider and received written, signed clearance. This written clearance must be submitted to, and approved by, a tournament director before the athlete is permitted to return to play.