

STARS and STRIPES Tournament Rules Policies and Procedures

1. TOURNAMENT RULES

- a. The tournament rules will follow USSF guidelines. Any amendments can be made for the benefit of the tournament.

2. SPECIAL RULES

- a. A player must participate in at least two preliminary games in order to participate in the finals.
- b. Players can be rostered on more than two teams in the tournament.
 - i. Not in the same division
 - ii. No player can play "down" in a division.
- c. A GAME LINE-UP form must be presented to the Tournament Officials at team check-in prior to the start of your first game.
- d. When the ball goes out of bounds over the touch-line, a player can either throw the ball in, or kick it in.
- e. Games will not be played during 5:00 pm Mass on Saturday evening. (5:00 – 6:00 pm approximately)

3. CATEGORIZATION OF TEAMS

Teams are grouped according to grade and ability.

- a. DIVISION 1 (Advanced) This division is for teams at the top competitive level in skill and ability.
- b. DIVISION 2 (Intermediate) This division is for competitive teams that are not as advanced as the Division 1 Level teams. No Select/Premier Division 1 level players can be listed on a roster in this division.
- c. DIVISION 3 (Rec Plus): These are competitive teams that do not have "select" players on them. No "select" rostered players can be listed on this roster.
- d. DIVISION 4 (Rec): This level is for team made up of players who are at the lowest competitive level. No Select or Rec. Plus players can be listed on any of these rosters.

How the tournament defines "select/premier" player: A select/premier player is one who has been listed on a Select/Premier League roster for the current USSF year.

4. TEAM REGISTRATION, ELIGIBILITY and DEADLINE for REGISTRATION

- a. Teams must be register and paid in full 7 days prior to the scheduled event.
- b. A team is considered to have completed the entry process when payment and application is received by the FSC.
- c. A completed official roster must be submitted to the FSC Office by Thursday, prior to the start of the tournament.
 - i. Definition of a complete roster: Player's name, address, birth date, grade, and phone number.
 - ii. Any roster changes are to be submitted in writing at the tournament headquarters prior to a team's first game.

5. DIVISIONS and PLAY

AGE GROUPINGS

- a. Kindergarten (u5/u6)
- b. 1st - 2nd Grade (u7/u8)
- c. 3rd - 4th Grade (u9/u10)
- d. 5th - 6th Grade (u11/u12)
- e. 7th - 8th Grade (u13/u14)
- f. 9th - 10th Grade (u15/u16)

DIVISION PLAY: Divisions are made starting from the following

- a. **3 - Team:** Each Team plays each other twice. The top team is the Champion.
- b. **4 - Team:** Teams play round robin. The top two teams play off for a final.
- c. **5 - Team:** Teams play round robin. The top point achiever is deemed the champion.
- d. **6 Team:** Two groups are formed. Each team plays within its group and then a cross over game. The top two teams of each group play-off for a final.
- e. **7 Team:** Two groups are formed. Each team plays within its group. The top four teams playoff in a semi-final. The two top teams of each group play-off for a final. A Wild Card game is played.
- f) **8 Team:** Two groups are formed. The top four teams playoff in a semi-final. The two top teams playoff for a Championship.

6. ROSTERING

- a. Unlimited.
- b. Rosters are final once a team starts its first game.
- c. Players must play in two preliminary games in order to be eligible for a Final.

7. GAME SCHEDULING

- a. Special requests are only considered for coaches of two or more teams in the tournament.
- b. Preliminary games are scheduled at various times throughout the day. Appropriate rest time will be allotted between each game.

8. DURATION OF GAMES

- a. 30 or 40 minute games
- b. All preliminary games will be scheduled for a one-day format.
- c. *CHAMPIONSHIP MATCHES may be played on Saturday or Sunday*
- d. Championship Games: If games are tied at the end of regulation time, a 5-minute "golden goal" half is played. If the match is still tied, then penalty kicks are taken to decide the outcome of the match.
- e. *NOTE: All players must participate in at least two full games in order to participate in the finals.*

9. UNIFORMS

- a. Teams should be in uniform head to toe: Jerseys, Shorts and Socks (Socks can be same basic color). Different numbers are required.
- b. Home teams must change Jerseys if the colors are the same
 - i. The Home Team is the first team listed.

10. CHECK - IN

- a. A Team Contact must report to the Headquarters Tent to pick up Team Packets.
- b. Finalized Tournament Roster must be turned in at this time.

11. FIELD DIMENSIONS

- a. The tournament will follow USSF Guidelines for small-sided games.
 - i. 5v5 = 35 v 45 yards (approx)

12. POINT SYSTEM

- a. Win: 6 points
- b. Tie: 3 points
- c. Shutout: 1 point
- d. Bonus Points: 1 point for each goal. Maximum up to 3 bonus points.
- e. Loss of a point (Coach receiving a red card)
- f. **Tie-Breakers**
 - i. Head to head
 - ii. Greatest Goal Difference (up to 18)
 - iii. Total Goals scored (up to 18)
 - iv. Flip of the coin. Best three out of four

13. SUBSTITUTIONS

- a. No subs "on the fly". A substitution may be made on any stoppage in play.
- b. The Referee has full jurisdiction of the field and can disallow a substitution if he/she feels necessary.
- c. Substitutions are to be made from the center of the field.

14. PENALTY KICKS

- a. Penalty Kicks are taken in HOC-SOC style.
 - i. The ball is placed at the center of the field.

- ii. All players must stand behind the imaginary line of the ball.
- iii. One defensive player positions himself/herself on the corner of field nearest their goal.
- iv. A shooter of the attacking team is designated to the referee
- v. On the referee's whistle, the shooter has one shot to try and score.
- vi. On the referee's whistle the defensive player can run across the field to block the shot.
- vii. The play is dead after the ball is scored or is blocked.
 - 1. If it scores, a normal game restart applies.
 - 2. If it is blocked, a goal kick is taken.

15. RED CARDS

- a. Foul or abusive language will not be tolerated at the tournament site.
- b. A player or coach receiving a Red Card must leave the playing viewing area immediately.
- c. Penalties for a Red Card violation.
 - i. Player: Next game suspension
 - ii. Coach: Suspended from the tournament
 - iii. A coach or player may be suspended from the tournament depending upon the seriousness of the violation.

16. REFEREES

- a. A minimum of 1 referee will be scheduled per game.

17. BENCHES and PARENT SEATING

- a. Only players on the roster allowed in the bench area.
- b. Parents are to seat themselves opposite their team on the opposite side of the field.

18. AWARDS

- a. Team and individual awards are presented to 1st and 2nd place finishes.

19. PROTESTS

- a. The tournament committee handles protests.
- b. All protests are handled at the site and are final.
- c. Protests can only be made on roster discrepancies.

20. REFUND POLICY

- a. If a team does not gain entry into the tournament they will get a refund.
- b. No refund for cancelled games once the tournament begins.
- c. If the tournament has to be cancelled prior to the start of the tournament for reasons out of the tournament control. A refund will be awarded less a \$25 processing fee.

21. FORFEITS, RAIN DELAYS

- a. A team may forfeit all games started if an illegal player is listed on a roster at the start of the game.
- b. A team may forfeit a game if they are not ready to play at the start of the regular start.
- c. Rain-Delays may result in shortened games.
- d. Lighting or tornado warning will delay or cancel games.