

# Virginian Elite Soccer Tournament Rules

## I. AGE AND ELIGIBILITY

- A. Participation in the Virginian Soccer Tournament is open to accepted boys and girls teams composed of a maximum of fifteen (15) players for U-9 and U-10 age groups (playing 7v7) , sixteen (16) players for U-11 and U-12 age groups (playing 9v9), eighteen (18) players for U-13, and twenty-two (22) players for U-14 through U-19 age groups meeting the age limit of the specified division. Players must have been born during, or subsequent to, the divisional year, as defined by US Soccer Guidelines; Player registration cards duly authorized by State/Provincial or National Association will be required as proof of age.

Age groups\*:

Under 19	Jan 1, 2000 - Dec 31, 2000
Under 18	Jan 1, 2001 - Dec 31, 2001
Under 17	Jan 1, 2002 - Dec 31, 2002
Under 16	Jan 1, 2003 - Dec 31, 2003
Under 15	Jan 1, 2004 - Dec 31, 2004
Under 14	Jan 1, 2005 - Dec 31, 2005
Under 13	Jan 1, 2006 - Dec 31, 2006
Under 12	Jan 1, 2007 - Dec 31, 2007**
Under 11	Jan 1, 2008 - Dec 31, 2008 **
Under 10	Jan 1, 2009 - Dec 31, 2009 **
Under 09	Jan 1, 2010 - Dec 31, 2010**

\*Combining of age groups will be done at the Tournament Committee's discretion, if needed.

\*\* The U-9 and U-10 age groups that play (7v7), the U-11 and U-12 age group that plays (9v9) will play on smaller fields.

- B. All teams accepted should be registered with a National State Association affiliated with the USYS/USSF or national equivalent and must present a valid State or Provincial roster. Teams that are members of organizations of the United States Soccer Federation but not members of US Youth Soccer (such as AYSO, SAY or US Club Soccer) DO NOT have to have a US Youth Soccer Permission to Travel form (although that team's organization may require that the team have permission). Such a team roster does need to be provided to tournament officials, however, along with current passes from its organization and a current team roster.
- C. A maximum of seven (7) guest players may be used on a Virginian Tournament Team Roster. However, a team using guest players must have no more than a maximum of fifteen (15) players for U-9 and U-10 age groups (playing 7v7), a maximum of sixteen (16) players for U-11 and U-12 age groups (playing 9v9), a maximum of eighteen (18) players for U-13 age groups, and a maximum of twenty-two (22) players for U-14 through U-19 age groups on said roster. Guest players must be current USYS/USSF or national equivalent players. Guest players may be recreational players provided they obtain certification comparable to a player registration card and obtain this certification from the same state official that grants player registration cards. US Club Soccer teams may only take guest players registered under US Club Soccer, and USYS teams may only take guest players registered with properly stamped USYS player pass cards.
- D. Teams that are not part of Region I (that are not US Club Soccer teams) must have a **Permission to Travel Form** signed by their association.

1. Region 1 Policy Regarding Application To Host A Tournament

Region I has 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. Permission to Travel is not required in friendly games within Region 1.

2. National State Associations in Region I:

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

- E. All teams requiring Hotel accommodations must (as a condition of acceptance) use the tournament housing service in order to be considered for tournament play. Teams that do NOT use the tournament housing service will be disqualified.
- F. Teams who withdraw after April 1, 2019 will forfeit their application fee.

## II. TOURNAMENT REGISTRATION

- A. Team check-in will be online and in-person at Tournament Headquarters.
- B. When submitting team check-in online, teams **MUST** submit their check-in forms no later than 5PM on May 17, 2019. No exceptions. Any teams requiring to check-in after this date, must go to the in-person check-in at the Tournament Headquarters hotel. Complete instructions are available on the tournament website for online check-in.
- C. Tournament Headquarters during the tournament will be at the Westfield Marriott Washington Dulles, 14750 Conference Center Dr, Chantilly, VA 22151. Phone is (703) 818-0300.
- D. Rosters:
  - 1. All teams must provide 1 copy of their official state approved roster at tournament check-in.
  - 2. Players' names and jersey numbers **MUST** be listed on the Official Team Roster approved by The Virginian.
  - 3. Only players listed on the approved "Official Virginian Team Roster" at check-in may play in the tournament. There is a maximum of fifteen (15) players for age groups U-9 and U-10 (playing 7v7), a maximum of sixteen (16) players for age groups U-11 and U-12 (playing 9v9) and a maximum of eighteen (18) players for age group U-13. There is a maximum of twenty-two (22) players for U-14 through U-19. However, teams with 22 player rosters must designate the maximum 18 players that will be participating in each game. Only 18 players may be in uniform on the team bench.
  - 4. Each player can only be rostered to one team playing in the Virginian.
- E. Permission to Travel Forms:
  - 1. All required teams (as per Section 1D of these rules) must provide a copy of their team's Permission to Travel Form at Tournament Check-in.
- F. Individual Player Requirements:
  - 1. All players must have current:
    - a. Signed Medical Release forms or equivalent (does not need to be notarized)
    - i. Player Registration Cards: All USYA teams must have USYA player cards and all US Club Soccer teams must have US Club Soccer player cards.

## III. LAWS OF THE GAME

All games shall be played in accordance with FIFA Laws, except as specifically modified by these rules.

### **At age group divisions U11 and younger**

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

## U9-10 Player Modifications

### Build-Out Lines

The Build-Out Line is a line extending from touchline to touchline halfway between the penalty area and the center line. When the defending goalkeeper has the ball in hand or the defending team has been awarded a goal kick, the attacking team shall retreat behind the Build-Out Line until the ball is put back in play. Where a physical line is not present, the referee may mark the line with appropriate soft cones, pennies, or other markings placed off the field. The defending team is not required to wait until the attacking team retreats behind the Build-Out Line; indeed, some clubs will instruct their teams not to wait, choosing instead to force their players to play out of pressure. An attacking player shall not be deemed to be in an offside position if such player has not crossed the Build-Out Line at the time the ball is played.

### No Punting/Dropkicks

If the goalkeeper punts or drop kicks the ball, an indirect free kick will 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 will be taken on the goal area line parallel to the goal line at the nearest point to where the offense occurred

## IV. DIVISIONS, SUB-DIVISIONS and FLIGHTS

- A. **Divisions:** The Virginian will make available four main divisions. For U-9 through U-19 age groups, the Virginia Cup will be the highest division followed by Premier Gold, Premier Silver and Premier Bronze. Divisions may be deleted, combined or added at the Tournament Committee's discretion.
- B. **Sub-divisions:** Each Division may be further divided into sub-divisions at the Tournament Committee's discretion.
- C. **Flights:** Flights are a subcategory of a Division or Sub-division.
- D. **Inter-Continental Cup (ICC):** These divisions will be created in each age group where needed and teams will play a showcase format of one game a day. Games in these divisions will have 40 minute halves.

## V. DURATIONS OF GAMES

- A. The duration of tournament games shall be in accordance with the following:

Age Group	Ball Size	Preliminary Game Length	Semi-Final Game Length	Championship Game Length
ICC	5	80 minutes	NA	NA
U-19	5	60 minutes	60 minutes, 2 10-min. overtime periods	80 minutes, 2 10-min. overtime periods
U-18	5	60 minutes	60 minutes, 2 10-min. overtime periods	80 minutes, 2 10-min. overtime periods
U-17	5	60 minutes	60 minutes, 2 10-min. overtime periods	80 minutes, 2 10-min. overtime periods
U-16	5	60 minutes	60 minutes, 2 10-min. overtime periods	80 minutes, 2 10-min. overtime periods

U-15	5	60 minutes	60 minutes, 2 10-min. overtime periods	80 minutes, 2 10-min. overtime periods
U-14	5	60 minutes	60 minutes, 2 10-min. overtime periods	70 minutes, 2 10-min. overtime periods
U-13	5	60 minutes	60 minutes, 2 10-min. overtime periods	70 minutes, 2 10-min. overtime periods
U-12	4	60 minutes	60 minutes, 2 10-min. overtime periods	60 minutes, 2 10-min. overtime periods
U-11	4	60 minutes	60 minutes, 2 10-min. overtime periods	60 minutes, 2 10-min. overtime periods
U-10	4	50 minutes	50 minutes, 2 5-min. overtime periods	50 minutes, 2 5-min. overtime periods
U-09	4	50 minutes	50 minutes, 2 5-min. overtime periods	50 minutes, 2 5-min. overtime periods
All games will have a 5 minute half time period.				

- B. All games will be played with a running clock. The referee may stop the clock for serious injuries or other incidents. The referee is the official timekeeper and therefore all decisions regarding game duration are solely at the referee's discretion and shall not be protested. The referee may, at their discretion, give water breaks at the mid-point of each half if heat-related issues are a concern.

## VI. FIELD CHECK-IN TIME AND FIELD AND GAME EQUIPMENT

### A. All Games

1. Check-in time is 30 minutes prior to the scheduled kick-off.
2. Players' numbers **MUST** be listed on the Official Virginian Team Roster approved by the Virginian tournament staff. Players must wear numbers visible on the back of their uniforms and these numbers shall coincide with those listed on the team's Official Virginian Team Roster.
3. Players shall wear shin guards in accordance with FIFA laws.
4. No metal cleats will be allowed, and no jewelry will be allowed.
5. Hard and soft casts are permitted with the approval of the referee.
6. Where opposing team's uniform colors are similar, the designated home team will change colors. The designated home team is listed first on the schedule.
7. The Virginian Elite Soccer Tournament will provide all game balls for the duration of the tournament.
8. Players and coaches of both teams will take the same side of the field. All other spectators and supporters will take the opposite side, directly across from their team. Only three team officials are permitted on the sidelines with their players.

- B. **U-9 through U-13 teams:** The following must be present at the field for check-in 30 minutes prior to a game and for the duration of the game:

1. Player registration cards
2. Official Virginian Team Roster, as submitted at Tournament Check-in. This roster must be presented to Field Marshal during check-in 30 minutes prior to each game (roster will be returned after each inspection).

3. Players' shirt numbers MUST match the number on the Team Roster approved by the Virginian tournament staff. If the numbers are not the same, the player is not allowed to play until the numbers match (i.e. change jersey, tape, etc.).
- C. **U-14 through U-19:** The following must be present at the field for check-in 30 minutes prior to the game and for the duration of the game:
1. Player registration cards
  2. Official Virginian Team Roster as submitted at Tournament Check-in. This roster must be presented to Field Marshal during check-in 30 minutes prior to each game (roster will be returned after each inspection).
  3. **For teams using more than 18 player rosters:** Five copies of the Official Virginian Game Roster as submitted at Tournament Check-in will be needed. For each game, the maximum 18 players designated that will be participating. The players not participating will be lined through. This roster must be provided to the Field Marshal during check-in 30 minutes prior to each game and will not be returned to the team. The field marshal will submit this roster with the score card/game report. The remaining players (listed on the Official Virginian Team Roster but lined through on the Official Virginian Game Roster) may sit on the team bench side however; they may NOT be in uniform.
  4. Players' shirt numbers MUST match the number on the Team Roster approved by the Virginian tournament staff. If the numbers are not the same, the player is not allowed to play until the numbers match (i.e. change jersey, tape, etc.).

## VII. PROTESTS & DISPUTES

- A. There will be no protests allowed.
- B. All disputes for non-referee decisions are submitted thru the Site Coordinator in writing to the Tournament Committee (consisting of the Tournament Director, and other Virginian staff) at Tournament Headquarters for approval by the end of the day that the dispute occurred. All decisions by the Tournament Committee are final and may not be appealed.
- C. All protests & disputes for referee decisions are not allowed; decisions by referees may not be appealed.

## VIII. SUBSTITUTIONS

1. Substitutions are unlimited with regard to the number of players and reentry. Substitutions may be made from mid-field with the CONSENT OF THE REFEREE at any stoppage of play. Players leaving the game should come off the field prior to new players entering the field.
2. Under no circumstances may substitutions be made after the game has ended in a tie and FIFA penalty kicks will be required to determine a winner.

## IX. GAME AND SCORE REPORTING

- A. The Field Marshall will ensure that the score cards are properly completed, signatures obtained, and the scores recorded at the end of each game. **The team manager/or team representative from both teams must sign the score card at the conclusion of each game and, before leaving the field area, provide complete and accurate information on the team's players/officials receiving yellow/red cards during the game including their full name and shirt number, if applicable.**
- B. It is the responsibility of the Field Marshall to deliver the completed and signed Score Card to the appropriate Site Official (Division Coordinator/Site Coordinator) promptly at the conclusion of each game. The Site Official is responsible for reporting all match results, cautions, and ejections

to the tournament headquarters. In case of a discrepancy, the Official Score Card, signed by the coaches and referee, prevails.

## **X. CONDUCT**

- A. Players, coaches, and spectators are expected to conduct themselves within the spirit of the LAW as well as the letter of the LAW. Displays of temper or dissent are cause for ejection from the game and the surrounding field area. Repeated violations may result in the suspension of the team from the tournament as decided by the Tournament Director.
- B. Players, coaches and team officials ejected from a game by the referee shall be ineligible for the next scheduled game. The referee should show the red card to the team official. If the referee does not, but asks the team official to leave the field, this is still considered an ejection from the game.
- C. It is the responsibility of the team's coach or the person acting in the coach's behalf to control the conduct of its parents and other spectators. Failure to do so may result in a warning to the coach or the person acting in the coach's behalf by the referee. If unacceptable conduct continues, the referee may eject the team's coach, or the person acting on the coach's behalf, from the game.
- D. In accordance with the USYSA Tournament Hosting Agreement, all red and yellow cards and other matters involving team conduct will be reported to the home club and State/Provincial Association of the team involved as well as the US Youth Soccer National Office.
- E. For foreign teams, the tournament committee will notify the US Soccer Federation of disciplinary action taken, and that the Federation will transmit the disciplinary action taken or required to the team's provincial or national association.
- F. Artificial noise making devices are prohibited.
- G. Smoking, alcoholic beverages, and verbal abuse of anyone are not permitted at any of the field sites.

## **XI. POINTS, FLIGHT WINNERS, AND WILD CARD TEAMS**

- A. In the preliminary games, each team will be awarded three (3) points for a win or a game forfeited to them, one (1) point for a tie, and no (0) points for a loss. At the end of the preliminary rounds, the flight winner will be the team with the most points in their flight. In the event of a tie within a flight, the following criteria will be used to determine the winner in this order:
  - 1. Head to head competition (in the event of a tie among three (3) or more teams, this criterion will not be considered\*)
  - 2. Most wins
  - 3. Goal differential. In each preliminary game, goal differential points will be awarded (difference between goals for and goals against) to a maximum of five (5) goal differential points per game. (Example: A team winning 7-1 would receive the maximum 5 bonus points).
  - 4. Least Goals Against.
  - 5. FIFA penalty kicks (at least thirty minutes prior to the scheduled playoff round games)

\* In the case of three-way ties, the tiebreaker sequence begins with "Most Wins" and proceeds, in order, down through the steps until the tie is broken and only one team remains. No steps are to be repeated or skipped.
- B. If ties remain among teams, then FIFA penalty kick procedures will be used to determine a winner (at least thirty minutes prior to the scheduled playoff round games). In the event that a wild card team must be selected for a semi-final game, the above procedure will be used across the entire division.

## **XII. SEMI-FINAL AND CHAMPIONSHIP GAMES**

- A. Winners of each flight advance into either the semi-final or championship game depending on the number of flights in a division.
- B. In Divisions of 3 flights, the winners of Flights B and C will play each other for semi-final match #1. The winner of Flight A will play the “Wild Card” team with the most points, excluding the flight winners. If the Wild Card team is also from flight “A”, then the Wild Card team will play the winner of Flight B; and Flight Winners A and C will play the second semi-final game.
- C. Overtime will be played in case of a tie at the end of regulation time only in the semi-final and championship games. The winner (Champion) will be determined as follows:
  - 1. **U-11 through U-19:** A twenty (20) minute overtime is played (two 10 minute periods). If the score is still tied after twenty (20) minutes of overtime (two 10 minute periods) then FIFA penalty kicks will be taken to determine the winner. All players on the field must kick before any player may kick a second time.
  - 2. **U-9 and U- 10:** A ten (10) minute overtime is played (two 5 minute periods) if the score is still tied after ten (10) minutes of overtime (two 5 minute periods), FIFA penalty kicks will be taken to determine the winner. All players on the field must kick before any player may kick a second time.
- D. Trophies or awards are awarded only to the division winner (Champion) and runner-up team (Finalist). These are the two teams that play in the division’s Championship game.

## **XIII. FAILURE TO SHOW AND FORFEITS**

- A. **A team shall be allowed a ten (10) minute grace period after the scheduled kick-off time before the match is considered a forfeit. A minimum of seven (7) players constitutes a team and if seven (7) players are present, the game will not be delayed. For the U9 and U10 age groups a minimum of six (6) players constitutes a team.** The site coordinator must get final approval from the Tournament Director or her representative at the Command Center before marking a team as forfeiting due to tardiness. Exceptions to this rule are at the discretion of the Tournament Director.
- B. In no case shall a team, which forfeits a game be declared a flight winner or a wild card team. If an apparent flight winner forfeits a game, the team in that flight with the next best record shall be named the flight winner. In addition, in divisions where the second place team of one flight plays the first place team of another flight in the semi-final game, in no case shall a team which has forfeited a game be declared the second place team in a flight. The team with the next best record in the flight shall be declared the second place team and play in the semi-final game. If a team is the cause for termination of a game, that team will be considered to have forfeited that game. The determination as to which team is the cause for the termination shall be at the sole discretion of the referee on the field and the decision may not be protested.
- C. A forfeit in the preliminary rounds shall be awarded as three (3) points for the win. Forfeits of a semi-final or championship game shall be recorded as 3-0 for the winning team.
- D. Any team forfeiting a championship game will not be entitled to individual trophies or team awards.
- E. Playing a “red-carded player” (a player receiving either a red card or two yellow cards in one game) in the game following the receipt of a red card is grounds for a forfeit.

## **XIV. INCLEMENT WEATHER**

In the event of inclement weather, the Tournament Director or official representative(s) will have the authority to:

- A. Relocate or reschedule any game(s);
- B. Change the duration of any game(s);
- C. Cancel any preliminary game(s);
- D. Consider any game terminated by game or Tournament Officials after one half of play as official as of the time of termination (and the score stands at time of termination)
- E. Determine the format for advancement.

## **XV. GENERAL**

- A. The tournament will do its best to schedule three (3) games for each team. However, at the Tournament Director's discretion, the number of games may be reduced in which case the tournament is not liable for any expenses and no refunds for the tournament application fees will be given.
- B. Under no circumstances whatsoever will the Virginia Youth Soccer Association, Inc., the Springfield, South County Youth Club Corporation, the Virginian Tournament Committee, or any of their official representatives be responsible for any expenses (including the Tournament entry fee) incurred by any team. This includes a situation whereby the Tournament or any game(s) is canceled in whole or part.
- C. The Tournament Committee's or their official representative's interpretation of the rules shall be final pertaining to this Tournament.
- D. No items, including raffle tickets, may be sold at Tournament Headquarters, playing fields, or surrounding areas for the duration of the tournament unless specifically sanctioned by the Virginian Tournament Committee.
- E. Photographs/film/video taken during the tournament may be posted on the tournament website.
- F. Refund policy will be determined within 60 days of the tournament; once all invoices are paid and the final budget is approved by the SYC Board.
- G. All referees are certified by the Federation.
- H. No smoking at any school or military base.

# *Virginian Elite Soccer Tournament*

## **GENERAL FIELD MARSHAL INFORMATION**

**Note to Field Marshal Coordinator** – please make sure to educate ALL your Field Marshals prior to the tournament. Have them read the tournament RULES and Field Marshal Instructions prior to game day. Please advise all Field Marshals they will need a watch during their Field Marshal shifts.

### **MOST IMPORTANT RULE OF ALL:**

All Site Coordinators, Field Marshals and other SYC parents will remain

**NEUTRAL** on referee issues.

If a coach or parent or player complains about a referee indicate you have heard their concerns. You may direct their concerns to your Site Coordinator. If needed, have the person voicing the complaint write the complaint down – blank paper is provided in the back of the notebook.

### **Some Do's and Do Not's**

**DO** read and understand the Virginian Soccer Tournament Rules. They can be found on the website: [www.soccertournament.com](http://www.soccertournament.com) and in the Program Book tournament weekend.

**DO** know the location of and how to contact the Certified Athletic Trainer at your site if you have one. The athletic trainers are professionals and are hired by the tournament to care for injuries during the tournament.

**DO** Contact your Site Coordinator if any of the following issues arise

- If 5 minutes before a game a referee does not show
- If there is a referee injury or referee assault

**DO** introduce yourself to the referee. Remind them to help themselves to water and shade at your headquarter tent.

**DO** wear your Field Marshal bib at all times so that you can easily be identified by the referees, teams, spectators, and Site Coordinator.

**DO** ensure casts have been approved and inspected by the referee. The referee has the final say if the cast is approved so that the player can play with the cast.

**DO NOT rearrange the referee schedule.** Do not move referees from field to field or assign assistant referees (sidelines) to the center. ALL CHANGES ARE DONE ONLY by the Referee Coordinator.

**DO NOT discuss schedules with the referees** (i.e. time change of game, etc). The referees take all their instructions from the Referee Assigner, or her staff.

# DURATION OF GAMES

(from Section IV of the Tournament Rules)

The duration of tournament games shall be in accordance with the following:

Age Group	Ball Size	Preliminary Game Length	Semi-Final Game Length	Championship Game Length
U-19	5	60 minutes	60 minutes, 2 10-min. overtime periods	80 minutes, 2 10-min. overtime periods
U-18	5	60 minutes	60 minutes, 2 10-min. overtime periods	80 minutes, 2 10-min. overtime periods
U-17	5	60 minutes	60 minutes, 2 10-min. overtime periods	80 minutes, 2 10-min. overtime periods
U-16	5	60 minutes	60 minutes, 2 10-min. overtime periods	80 minutes, 2 10-min. overtime periods
U-15	5	60 minutes	60 minutes, 2 10-min. overtime periods	80 minutes, 2 10-min. overtime periods
U-14	5	60 minutes	60 minutes, 2 10-min. overtime periods	70 minutes, 2 10-min. overtime periods
U-13	5	60 minutes	60 minutes, 2 10-min. overtime periods	70 minutes, 2 10-min. overtime periods
U-12	4	60 minutes	60 minutes, 2 10-min. overtime periods	60 minutes, 2 10-min. overtime periods
U-11	4	60 minutes	60 minutes, 2 10-min. overtime periods	60 minutes, 2 10-min. overtime periods
U-10	4	50 minutes	50 minutes, 2 5-min. overtime periods	50 minutes, 2 5-min. overtime periods
U-09	4	50 minutes	50 minutes, 2 5-min. overtime periods	50 minutes, 2 5-min. overtime periods

All games will have a 5 minute half time period.

During overtime, teams will change ends (switch halves) after the first overtime period.

All games will be played with a running clock. The referee may stop the clock for serious injuries or other incidents. The referee is the official timekeeper and therefore all decisions regarding game duration are solely at the referee's discretion and shall not be protested.

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## Virginian Rain Out/Inclement Weather Procedures

- Notification:** Regardless of weather conditions, teams must appear on the field of play as scheduled ready to play unless notified by a member of the Tournament Committee. Failure to appear will result in forfeiture of the match. Only the referee or Tournament Committee can cancel or delay a match.
- Stoppages/Delays/Cancellations:**
  - The referee has the responsibility to make the decision to stop, delay or cancel a game due to inclement weather.
  - Site Coordinators have responsibility to coordinate rescheduling of games with Tournament Director and to ensure new schedule is communicated to the onsite referees and the teams affected.
  - For lightning or thunder; all personnel must vacate the field immediately and wait in their vehicles or covered shelter for up to 30 minutes.**

- d. In all stoppages of play described herein, within 20 to 30 minutes the Tournament Committee will make a determination as to whether to resume play or not. (If warranted, the waiting period may be extended.)

# Virginian Elite Soccer Tournament

## FIELD MARSHAL (FM) INSTRUCTIONS

**Important Note:** All Site Coordinators, Field Marshals and other SYC parents will remain **NEUTRAL** on referee issues. If a coach or parent or player complains about a referee, indicate you have heard their concerns. You may direct concerns to your Site Coordinator. If needed have the person voicing the complaint write the complaint down – blank paper is provided in the back of your Tournament Manual.

### **BEFORE THE MATCH**

Arrive early and pick-up the designated Score Card and Field Marshal Vest from the Site Coordinator or previous Field Marshal. Ask Site Coordinator or previous Field Marshal about any relevant Red Cards for teams in your upcoming games to ensure Red Carded players do NOT play.

About 30 minutes prior to the match, find the two teams preparing to play and introduce yourself to their team manager/coach. If you are at a mutli-field site, let them know which field they will be playing on. You do not need to check player passes. Once the team is checked-in, remind them that their coach will need to meet in the center of the field with the referee following the game for their signature on the Score Card. Remember you represent the Virginian Tournament.

**Be friendly and thank the teams for coming to the tournament.**

**CHECK ROSTER:** View “Official Virginian Elite Team Roster” from team’s coach. Ensure “Virginian Soccer Tournament Official Roster” stamp is on the roster. Ensure there is a diagonal line through all unused space and that no names are written in this space. Count the number of players on the roster to ensure number is within the limits for their age group. U9&U10 (7v7), U11&U12 (9v9)=15 players; U13=18 players; \*U14-U19=22 players but only 18 per game\*

**\*U14-U19 (22 player rosters):** There is a maximum of 22 players for U-14 through U-19 rosters. Each team with a 22 player roster (or more than 18 players) will receive 5 copies of their official roster with the “Virginian Soccer Tournament Official Roster” stamp at registration. These rosters will be their “Official Virginian Game Rosters.” Teams with 22 player rosters (or more than 18 players) **MUST** provide an “*Official Game Roster*”--designating the maximum 18 players that will be participating in the game. Players not playing should be lined through and have “NP” written next to name so that only 18 players remain on the roster. Additional players may not be added during the tournament weekend!

The Field Marshal will ask for their “Game Roster” before checking-in their team. This roster (with only 18 players) will be used to compare player passes. Field Marshals will **KEEP** this roster with the “Game Report” in their book. Please annotate and ensure that the game number, date & time of game, and the teams competing are ALL written on the roster for tracking purposes. Place in Tournament Manual.

All players who are not playing (lined out on roster) may NOT be in uniform. They may sit on the team bench or team sidelines **HOWEVER** they CANNOT be in uniform!

**CHECK PLAYER PASSES:** Check player passes against stamped “Official Virginian Team Roster” for all matches including Semi-finals and Finals. The roster **MUST HAVE** the “Virginian Soccer Tournament Official Roster” stamp on it. Players’ numbers **MUST** be listed on the Team roster. Players must wear numbers visible on the back of their uniforms and these numbers shall coincide with those listed on the team’s official Virginian Tournament Roster. There should be **NO DUPLICATE** jersey numbers or changes to jersey numbers for games—jersey numbers must be consistent for the entire tournament. *If you have ANY concerns about the roster or player passes, contact your Site Coordinator immediately. They may contact the Virginian Command Center to discuss any discrepancies.*

### **Suggestion for Check-in Procedures:**

- Ask the players to line up side by side, facing you. Welcome the players to the Virginian and tell them you hope they have a great time and wish them success in the tournament.
- Ask them to pat their shin guards and verify they are all wearing shin guards. Make sure socks are worn proper way (on top of shin guards).
- Have players “point toe” on the ground so you can walk behind and inspect cleats—no metal or toe cleats
- Have players pull back their hair and make sure that the players are not wearing earrings, necklaces, brackets, watches, etc. All jewelry must be removed.

### **Ask the Coach/Manager to assist you in checking in the players.**

- Have the coach read off the first player's name and number from the roster
- Have that player step forward and compare photo on card with player. Compare jersey number on roster with jersey number player is wearing. Once checked in ask player to stay forward (that way you know who you have checked in).
- Repeat until all players have been checked.
- *Remember: If you check in a team that is missing players, obtain/hold their player pass and inform the coach/manager that they must bring the player to you for check-in, and at that time, you will return their player pass.*
- Again wish the team good luck and remind coach/manager/players that they are responsible for cleaning up their portion of the sideline after the game. **PICK UP YOUR TRASH PLEASE!**
- Remind the coach that they need to meet you and the referee at the midfield after the game to sign the Score Card

**UNIFORM COLOR CONFLICT:** Home team is listed first on the schedules and listed on the Score Cards. The home team must change jerseys if there is a color conflict.

**GAME BALL:** The tournament will provide all game balls for all games. Note: a #5 ball is used for U13-U19 play; and a #4 ball is used for U9-U12 play.

### **TO START THE MATCH** (see notes at end for start of *FINALS* games)

**REFEREES:** Ten (10) Minutes prior to the Game, introduce yourself to the referee(s). If this is the referee's first shift of the day, remind them that there is a Certified Athletic Trainer on-site and that your team has water available for them. Also remind Referees:

- **GAMES MUST START ON TIME**
- **RED CARDS:** If a red card was issued in a game an "R" with the appropriate jersey number should be placed next to the team's next game on the schedule located on the back cover of the Field Marshal Book. As a double check, check with the previous Field Marshal/or go back through the GAME REPORTS to see if there are any red cards pending against any players or coaches in this game. Red cards mean that the player or coach must sit out the next game. **Notify the center referee of any red cards from prior game. Notify the Site Coordinator and new Field Marshal of any Red Cards that occurred in current game.**

**PARENTS ON ONE SIDE, PLAYERS/COACHES ON THE OTHER:** Please make sure this is done before each match. Also, ensure teams know that **ONLY** three (3) team officials are permitted on the side with their team (Section 5, A of Tournament Rules).

**ON TIME:** Make sure the match starts on time. We have less than fifteen minutes between most games.

### **DURING THE MATCH**

**ENJOY THE GAMES!** Be available, wear your FM Vest, and remember you are the face of the Virginian!

**SIDELINE DECORUM & RULES:** Do not engage in disputes with parents. **YOU ARE TO REMAIN NEUTRAL THROUGHOUT THE GAME.** Let the Referee keep the parents in line. Keep the parents on their side of the field. No spectator is allowed inside the 18.

**INJURY:** Summon help for injuries. Know where the Certified Athletic Trainer is at your site. The Trainer will call 911 if it is an emergency. The trainer, your site coordinator or headquarter tent will have a cell phone to place the call. The trainers should know the closest hospital to your field and/or your site should have directions to the closest medical facility. Fill out a **Field Occurrence Report** if the injury is serious or an ambulance is called. Forms are located in the back of this book.

**AT THE HALF:** You may check in with the referee to see if all is OK and if they need water. The referee may or may not report any yellow or red cards to you at that time. Once the second half starts on time (as you are ensuring the referee starts on time) then, locate your score card for the next game and repeat the check in procedures for the next two teams playing on your field.

### **AFTER THE MATCH**

Call the center referee and the coaches together. Obtain the final score from the center referee and record the score on the “Virginian Soccer Tournament Score Card” for that game. In addition, add any yellow/red cards on the Score Card—*ask the coaches to see their official roster again to compare and ensure accuracy of name and jersey number if needed.*

**SIGNATURES:** Have the Game Referee and both Coaches sign the Virginian Score Card. Ensure all red and yellow card information is complete (name and jersey numbers) before you ask for signatures and dismiss coaches and referee.

**GAME SCORE CARD:** After filling in the score and any red/yellow cards on the Virginian Score Card, take the score card to your site coordinator and/or headquarter tent.

**GAME BALL:** Retrieve the game ball and ensure the next game has an official tournament ball.

### **AFTER YOUR LAST ASSIGNED MATCH OR THE LAST MATCH OF THE DAY**

**TURN IN:** Turn in the field marshal vest and Field Marshal Book to the Headquarters location at each site. This Field Marshal Book must be at the first game the following day. Make sure you don't take them home unless given that instruction by the Site Coordinator. If you are the field marshal at the end of the day, ensure all official tournament balls are picked up and secured overnight.

#### **\*NOTE: BEFORE A MONDAY FINALS MATCH:**

**International Walk-on:** Each finals game should begin with an “International” walk-on. Please REMIND the referees. Ask each team to line up on the touchline (sideline) with the three referees on the center line facing the center circle of the field. The referees begin their walk down the halfway line towards the center circle with the teams following (along sidelines toward center line and then parallel center line) in two single file lines. Once the referees reach the center mark, the referees stop and each team should continue with a right or left hand turn to make a line of players next to the referees.

**ALWAYS BE DIPLOMATIC AND POLITE – WE WANT THE PARTICIPANTS TO HAVE  
A GREAT EXPERIENCE  
AND RETURN NEXT YEAR.**

# Overview: How to Run a Virginian Tournament Site

## Athletic Trainers

1. Please use the term Certified Athletic Trainer or Athletic Trainer, not “Trainer”. There is a difference between a personal “trainer” and a certified Athletic Trainer.
2. There will be an athletic trainer at most complexes.
3. Athletic Trainers bring their own medical supplies, bags of ice and coolers.
4. Athletic Trainers will report ½ hour before game time and stay till the last game has ended. If your Athletic Trainer does not show before the first game please call Brett Gustman (Certified Athletic Trainer Coordinator), his contact numbers will be in your Tournament Manual.
5. As a general Athletic Trainers will work the same sites on Saturday and Sunday.
6. Tell each Field Marshal that there is an Athletic Trainer on site and what an Athletic Trainer is responsible for.
7. Provide access to walkie-talkies and golf carts (if your site has one) to the trainer. Athletic Trainers are the ones who need to get around and be in touch at all times.
8. The Athletic Trainer will be the person to make the decision in calling 911 for an injury to a player.

### **Tips for a great working relationship with your Athletic Trainer:**

1. Please introduce yourself and your site staff to the Athletic trainers when they arrive on Saturday morning. Give them the tour to include location of headquarters tent where they can take a break.
2. Athletic Trainers will supply their own coolers and ice for tournament weekend.

## Referees

1. All Site Coordinators, Field Marshals and other SYC parents will remain NEUTRAL on referee issues. If a coach or parent or players complains about a referee, indicate you have heard their concerns, even write it down, or better yet, have the person voicing the complaint write the complaint down.
2. Contact the Referee Assignor if any of the following issues arise (the phone number will be in your Site Coordinator Book).
  - a. If 5 minutes before a game a referee does not show.
  - b. If there is a referee injury or referee assault.
3. Site Coordinators will pick-up a referee schedule at Site Room Pickup. **Please protect the names on the list.**
4. **DO NOT** re-arrange the referee schedule. **Do not** move referees from field to field or AR's to the center. **ALL CHANGES ARE DONE ONLY** by the Referee Assignor.
5. **DO NOT** discuss schedules with the referees (i.e. time change of game, etc). The referees take all their instructions from the Referee Assignor, or her staff.
6. If approached by someone at the field who is willing to referee, make a note of their name and contact information. If issues arise please let the Referee Assignor, know you have been contacted by someone interested in refereeing.
7. Please notify the Referee Assignor, if a referee is injured or assaulted.

### **Tips for a great working relationship with your Referees:**

1. Please introduce yourself and your site staff to the Referees when they arrive. Give them the tour (location of headquarters tent where they can take a break, location of their field, location of drinks and food, etc).

## **Tips on Running a Smooth Site**

Be Prepared – visit your site ahead of time, perhaps several times between now and the tournament. While you are there do a site survey. Look at:

1. Location of Headquarters tent – where is the most visible place for my headquarters?
2. Parking issues – Will parking be tight? Should I reserve spots for the site coordinator? What spots will I reserve for Referees and the Athletic Trainers? How will I reserve the parking spots? Do I have cones, tape, signs, etc?
3. Route to your site. Is your site easy to find? Do you need signs along the road indicating the tournament is up ahead? Do you need signs to your field locations (i.e. Fields 1 & 2 turn here, Fields 3 & 4 Straight ahead, etc?) Does the Virginian have signs I can use? Do I need to make my own signs? Who and when will make and put up these signs?
4. Prepare a “site” toolkit that might include a hammer, twist ties, plastic caution tape for parking issues, scissors, etc.

### **Prior to Tournament:**

1. Send out email to all teams playing at your site introduce yourself, inform them of any directions for driving or parking, share what type of food/concessions will be available at your site and surrounding area, etc.

### **During the tournament:**

1. Try to handle the most common questions that will be asked by being proactive.
2. If you have a problem, call Command Central. If you feel you need support due to a difficult coach/team call command central and a tournament official will come to your site.
3. Post the laminated schedules provided to you on the scoreboards (Clips will be provided)
4. Provide the tournament with two (2) telephone numbers at every site. Keep one telephone at the headquarters tent all the time.
5. Keep your site CLEAN! Assign a parent to oversee trash collection. Pick up trash several times a day and at end of each day! Remove trash EVERY Night from your site. TIP: A child’s wagon is a great “Trash Truck”. Give the wagon to one of your players and ask them to patrol the site and pick up the trash bags.

### **Reminders while running your site:**

#### **Scores:**

1. Know how to post scores!! Read the tournament rules in order to know how to calculate points. A tip when posting scores – turn all scoreboards around, away from the audience, and tally up the points. You may even want to remove scoreboard into headquarters tent while tallying and writing points. Have someone double-check your math. Once complete, turn scoreboards around for teams to view. This removes the problem of having teams breathing down your neck when trying to calculate scores and points.
2. Scores must be posted in every 2-3 games on Saturday. Scores can be called in to Command Center/Tournament Headquarters (phone number to be provided in your Site Coordinator book.)
3. Scores for Sunday morning games must be called in by noon.
4. If you call the Command Center to post scores, be SPECIFIC (i.e. U17G Premier Bronze Division). Tell scores in the same order as the teams/games are listed on the scorecard.
5. If your finals games are held at a different site – transport your scoreboards to that site Sunday after all games are complete at your site or EARLY on Monday morning.

### Tournament Rules:

1. Know the tournament rules!! Rules are currently posted on the tournament website.
2. You **MAY NOT** change any tournament rule at any time. Only Dotty Talbott, Tournament Director, has the authority to make decisions about tournament rules.
3. Keep track of red cards! It is your responsibility to ensure your Field Marshals have informed you of Red Cards and it is your responsibility to ensure the Field Marshal of that player's next game is aware that the red carded player cannot play. Make a notation in the field marshal book indicating which games have red carded players. Also, ensure all yellow and red cards are recorded on the score cards with proper name and jersey numbers.

### Site Coordinator Reminders:

1. Wear your site coordinator shirt on Saturday, Sunday and Monday.
2. Know your field complex rep/POC in case of problems; know what your permit states (in Site Book).
3. Things to have on hand at your site:
  - a. Whistle
  - b. Tool Box
  - c. Hammer, nails
  - d. Tape
  - e. Rope
  - f. Extra cones
  - g. Extra net hooks
  - h. Items to reserve parking for you, referees and athletic trainer (i.e. cones, rope, reserved parking signs)
  - i. Extra Toilet Paper
  - j. Large rocks/bricks to place in bottom of cardboard trash boxes to keep them from blowing away
  - k. Wagon/cart to haul trash bags
4. Items for your Headquarters Tent:
  - a. Tables/chairs – a place for you, your staff and your referees/athletic trainers to relax
  - b. Ice/Water – for you, athletic trainers and referees
  - c. Plastic scoreboard – picked up at Equipment Pick Up Night
  - d. Scoreboards w/ attached laminated schedule – picked up at Site Room Pick Up
  - e. Copies of Directions to nearest Hospital to your Site (ex: use [www.mapquest.com](http://www.mapquest.com))
  - f. Plastic sheeting/tarp (to cover anything during the rain)
  - g. Remember that your HQ tent is NOT for your SYC team to hang out in—you must have controlled access to your HQ

## Virginian: Rain Out/Inclement Weather Procedures

1. **Notification:** Regardless of weather conditions, teams must appear on the field of play as scheduled ready to play unless notified by a member of the Tournament Committee. Failure to appear will result in forfeiture of the match. Only the referee or Tournament Committee can cancel or delay a match. **If any games are not played at your site on Saturday due to weather you must go to the Tournament Headquarters Hotel on Saturday evening from 7-8pm to meet with the tournament director to restructure games. You may not organize any referees on your own for rescheduled games. All referee changes must be done by the referee assignor.**
2. **Stoppages/Delays/Cancellations:**
  - a. The referee has the responsibility to make the decision to stop, delay or cancel a game due to inclement weather.
  - b. Site Coordinators have responsibility to coordinate rescheduling of games with the onsite referee, the teams affected and the Tournament Director after the rain has stop.
  - c. For lightening or thunder; all personnel must vacate the field immediately and wait in their vehicles or covered shelter for up to 30 minutes.
  - d. In all stoppages of play described herein, within 20 to 30 minutes the Tournament Committee (Site Coordinator) will make a determination as to whether to resume play or not. (If warranted, the waiting period may be extended)
3. **Inclement Weather During Preliminary Rounds:**
  - a. If all games on Saturday are canceled, Sunday's schedule will be replaced with Saturday's schedule.
  - b. If a portion of Saturday or Sunday is cancelled, the games will be rescheduled on Sunday so that all teams in the division play an equal number of games.
  - c. The match will be considered completed if at least one-half ( $\frac{1}{2}$ ) has been played.
  - d. If less than  $\frac{1}{2}$  of the game has been played and play is resumed, start times of remaining games will be shifted to accommodate games finishing late. When possible, breaks between games will be shortened to minimize an extended day.
  - e. If less than one-half ( $\frac{1}{2}$ ) of the match has been completed, and play is not resumed a 0-0 tie will be awarded by the Tournament Committee.
4. **Determination of Finalists:**
  - a. The intent is for each team within a division to play the equal number of games. After an equal number of games have been played, the Tournament Committee must determine the Finalists by the point system as specified in the Tournament Rules.
  - b. Finalist for a 1-flight Division (4 teams) The top 2 teams will be determined by point system specified in the Tournament Rules.
  - c. Finalists for 2-flight Divisions, (8 and 10 teams): The Finalist (winner) from each flight will be determined as specified by the Tournament Rules.
  - d. Finalists for 3-flights Divisions (12 teams): The winner of each flight (3 teams plus the wild card team) will be determined as specified in the Tournament Rules. Two semi-final games will be played with Winner of Flight B plays Winner of Flight C, and Winner of Flight A plays the Wild Card team. If the Wild Card team is also from flight "A", then the Wild Card team will play the winner of Flight B; and Flight Winners A and C will play the second semi-final game.

- e. Finalists for 4-flights Division (16 teams): The winner of each flight (4 teams) will be determined as specified in the Tournament Rules. Two semi-final games will be played with the Winner of Flight B plays Winner of Flight C, and the Winner of Flight A plays the Winner of Flight D.

**5. Inclement Weather During Championship (Finals) Round:**

- a. The match will be considered completed if one-half ( $\frac{1}{2}$ ) of the match has been played.
- b. If  $\frac{1}{2}$  of the match has not been completed or if a tie exists at the time of stoppage of play, a shoot-out will take place to determine the Champion.
- c. If a shoot out cannot be played; the two teams will be considered Co-Champions.

# SCORE REPORTING

## GAME AND SCORE REPORTING (From Section IX of the Tournament Rules)

1. The Field Marshall will ensure that the game report and score cards are properly completed, signatures obtained, and the scores recorded at the end of each game. **The team manager/or team representative from both teams must sign the score card at the conclusion of each game and, before leaving the field area, provide complete and accurate information on that team's players receiving yellow/red cards during the game including the player's full name and shirt number.**
2. It is the responsibility of the Field Marshall to deliver the completed and signed Score Card to the appropriate Site Official (Division Coordinator/Site Coordinator) promptly at the conclusion of each game. The Site Official is responsible for posting all match results, cautions, and ejections into the GotSoccer system or calling tournament headquarters. In case of a discrepancy, the Official Game Scorecard, signed by the coaches and referee, prevails.

## POSTING SCORES

1. Know how to post scores!! Read the tournament rules in order to know how to calculate points.
2. A tip when posting scores – turn all scoreboards around, away from the audience, or bring score boards into your HQ tent, and tally up the points. Have someone double-check your math. Once completed, turn scoreboards around for teams to view. This removes the problem of having teams breathing down your neck when trying to calculate scores and points.
3. **Scores must be called into GotSoccer system or the Command Center every 2-3 games on Saturday.**
4. **Scores for Sunday morning games must be called in by noon.**
5. **When calling in scores, be SPECIFIC (i.e. U17G Premier Bronze Division). Tell scores in the same order as the teams/games are listed on the scorecard.**
6. **If corrections to scores are made after they have been called in, PLEASE call the Command Center with the revised score.**
7. If your finals games are held at a different site – transport your scoreboards to that site on Sunday afternoon or Monday morning. **VERY IMPORTANT!** Coordinate with the Final Site Coordinator to ensure a smooth transfer.
8. If you make a mistake when posting a score, use the white adhesive labels (provided in the pencil pouch of your Site Book) to cover up the mistake.

## POSTING SCORES of FORFEITED GAMES

1. If a team forfeits a game, the opposing team is awarded three points and the score is recorded 3-0 for the winning team.

**To calculate points, flight winners and wild card teams please refer to the following sections from the Tournament Rules:**

**POINTS, FLIGHT WINNERS, AND WILD CARD TEAMS** (from Section XI of the Virginian Tournament Rules)

A. In the preliminary games, each team will be awarded three (3) points for a win or a game forfeited to them, one (1) point for a tie, and no (0) points for a loss. At the end of the preliminary rounds, the flight winner will be the team with the most points in their flight. In the event of a tie within a flight, the following criteria will be used to determine the winner in this order:

1. **Head to head competition** (in the event of a tie among three (3) or more teams, this criterion will not be considered\*)
2. **Most wins**
3. **Goal differential.** In each preliminary game, bonus points will be awarded for goal differential (difference between goals for and goals against) to a maximum of five (5) goal differential bonus points per game. (Example: A team winning 7-1 would receive the maximum 5 bonus points).\*\*
4. **Least goals against**
5. **FIFA penalty kicks (at least thirty minutes prior to the scheduled playoff round games)**

\* In the case of three-way ties, the tiebreaker sequence begins with “Most Wins” and proceeds, in order, down through the steps until the tie is broken and only one team remains. No steps are to be repeated or skipped.

\*\* Bonus points will be awarded for goal differential (difference between goals for and goals against) to a maximum of five (5) goal differential bonus points per game. (Example: A team winning 7-1 would receive five Bonus points) Five (5) points are the maximum bonus points that can be scored on any one game.

B. If ties remain among teams, then FIFA penalty kick procedures will be used to determine a winner (at least thirty minutes prior to the scheduled playoff round games). In the event that a wild card team must be selected for a semi-final game, the above procedure will be used across the entire division.

## **SEMI-FINAL AND CHAMPIONSHIP GAMES** *(from Section XII of the Virginian Tournament Rules)*

- A. Winners of each flight advance into either the semi-final or championship game depending on the number of flights in a division.
- B. In Divisions of 3 flights, the winners of Flights B and C will play each other for semi-final match #1. The winner of Flight A will play the “Wild Card” team with the most points, excluding the flight winners. If the Wild Card team is also from flight “A”, then the Wild Card team will play the winner of Flight B; and Flight Winners A and C will play the second semi-final game.
- C. Overtime will be played in case of a tie at the end of regulation time only in the semi-final and championship games. The winner (Champion) will be determined as follows:
  - 1. **U-11 through U-19:** A twenty (20) minute overtime is played (two 10 minute periods). If the score is still tied after twenty (20) minutes of overtime (two 10 minute periods) then FIFA penalty kicks will be taken to determine the winner. All players on the field must kick before any player may kick a second time.
  - 2. **U-9 and U- 10:** A ten (10) minute overtime is played (two 5 minute periods) if the score is still tied after ten (10) minutes of overtime (two 5 minute periods), FIFA penalty kicks will be taken to determine the winner. All players on the field must kick before any player may kick a second time.
- D. Awards are awarded only to the division winner (Champion) and runner-up team (Finalist). These are the two teams that play in the division’s Championship game.

## **FAILURE TO SHOW AND FORFEITS** *(from Section XIII of the Virginian Tournament Rules)*

- A. **A team shall be allowed a ten (10) minute grace period after the scheduled kick-off time before the match is considered a forfeit. A minimum of seven (7) players constitutes a team and if seven (7) players are present, the game will not be delayed. For the U9 and U10 age groups a minimum of six (6) players constitutes a team.** The site coordinator must get final approval from Tournament Director or his representative at the Command Center before marking a team as forfeiting due to tardiness. Exceptions to this rule are at the discretion of the Tournament Director.
- B. In no case shall a team, which forfeits a game be declared a flight winner or a wild card team. If an apparent flight winner forfeits a game, the team in that flight with the next best record shall be named the flight winner. In addition, in divisions where the second place team of one flight plays the first place team of another flight in the semi-final game, in no case shall a team which has forfeited a game be declared the second place team in a flight. The team with the next best record in the flight shall be declared the second place team and play in the semi-final game. If a team is the cause for termination of a game, that team will be considered to have forfeited that game. The determination as to which team is the cause for the termination shall be at the sole discretion of the referee on the field and the decision may not be protested.
- C. A forfeit in the preliminary rounds shall be awarded as three (3) points for the win. The score of a forfeited game will be recorded as 3-0 for the winning team. Forfeits of a semi-final or championship game shall be recorded as 3-0 for the winning team.
- D. Forfeits of a semi-final or championship game shall be recorded as 3-0.
- E. Any team forfeiting a championship game will not be entitled to individual trophies or team awards.
- F. Failure to produce either duly authorized Player Registration Cards or an official Virginian Team Roster to the appropriate Field Marshal or Tournament Official thirty (30) minutes prior to scheduled game time is grounds for a forfeit.
- G. Playing a “red-carded player” (a player receiving either a red card or two yellow cards in one game) in the game following the receipt of a red card is grounds for a forfeit.