



FAIRFAX WOMEN'S SOCCER ASSOCIATION

**TOURNAMENT
RULES**

Current Revision: *May 29, 2014*

FAIRFAX WOMEN'S SOCCER ASSOCIATION PINE RIDGE TOURNAMENT RULES

1. GENERAL

- a. The Tournament Committee reserves the right to decide on all matters pertaining to this tournament.
- b. The Tournament Committee, Fairfax Women's Soccer Association and/or Tournament Sponsors are not responsible for any expenses incurred by any team if the tournament is cancelled in whole or in part.
- c. The Tournament Committee will refund the registration fee minus an administrative cost (not to exceed 40%) should the tournament be cancelled in WHOLE only.
- d. The Tournament Committee will assign teams to the appropriate division and, based on the tournament rules, determine which teams advance to the semi-final/final round(s).
- e. The Tournament Committee, Fairfax Women's Soccer Association and/or Tournament Sponsors are not responsible for loss or injury resulting from participation (including spectators and vendors) in this tournament.

2. AGE AND ELIGIBILITY

- a. Over-30, Over-40, and Over-50 teams may have a minimum of 11 and a maximum of 20 players. Open teams may have a minimum of 7 players and a maximum of 12 players.
- b. Tournament Age Divisions: All players must turn the minimum age by the end of the calendar year. There are no exceptions.
 - i. Open Division: Women 18 years of age or older who are not concurrently playing on high school, college, WAGS, or similar junior-level teams.
 - ii. Masters Division: Women 30 years of age or older.
 - iii. Grand Masters Division: Women 40 years of age or older.
 - iv. GGM Division: Women 50 years of age or older.
- b. Tournament age divisions will be formed as registrations permit. If preferred age division is not available, teams may be moved to the next appropriate age division.
- c. Age verification and proof of identification is mandatory. Accepted forms of photo identification include:
 - i. Driver's License
 - ii. Official USASA Player Pass from an Affiliated League.
 - iii. Passport
 - iv. Student Identification Card (if photo and birthdate are included)

- d. Tournament Officials reserve the right to inspect any and all player identifications at each and every game. Inspection may occur at any time during the game stoppages as requested. Inspection will be conducted in the following manner:
 - i. Each registered player will line up on the touch line.
 - ii. The Tournament Official will compare each player's proof of identification with the Official Validated Tournament Roster kept at the registration desk. If the player's proof of identification matches the roster and the photo matches the presenting player, the player may step onto the field. Such comparison will continue until all players listed on the Official Validated Tournament Roster have been verified.
 - iii. If a player fails to present proof of identification, she will be ineligible for further play in that game and will be ineligible to play in subsequent games unless proper proof of identification is produced.
 - iv. Tournament Officials have discretion in enforcement of these procedures.
 - v. This procedure will be followed for semi-final and final games.
- e. Dual Rostered players are permitted subject to the following:
 - i. Player may only register for one team in each age division.
 - ii. No special scheduling will be performed to accommodate these players.
 - iii. Players must be listed on the Official Verified Tournament Roster.

3. REGISTRATION

- a. Registration Deadline – June 1, 2016
- b. Payment:
 - i. \$400 per team if registered by May 16, 2016.
 - ii. \$425 per team if registered between May 16 and June 1, 2016.
 - iii. \$450 per team if registered after June 1, as space permits.
- c. On-line registration form is available and should be utilized.
- d. A team is not considered registered until full payment is received either through the online registration system.
- e. Cancellations prior to June 9 will receive a refund minus a \$50 administrative fee. No refunds given after June 9.
- f. Preliminary Rosters are due by June 13.
- g. Final Registration and Roster Checks must be completed at least 15 minutes prior to the team's first scheduled game.
 - i. Team representative will present final roster and proof of identification (clear and legible copy accepted) for each rostered player.

- ii. Two copies of final roster must be presented.
- iii. Final roster will be verified and will be Official Verified Tournament Roster.
- iv. No changes can be made to the Official Verified Tournament Roster.

4. GAME RULES

- a. Games will consist of two 30 minute halves. Teams may start a game with seven players (open teams must have at least 5 players). Failure to maintain a minimum number of players on the field will result in forfeiture of the game in progress.
- b. Potentially Harmful Devices — No player may participate in a game while wearing an exposed cast, brace or other potentially harmful device. All casts and braces (i.e., metal and hard plastic) must be padded and covered. Jewelry should either be removed or completely padded and covered in a manner to prevent injury to the player or another player. Exposed metal or hard plastic will not be allowed.
- c. Shin Guards — are not required. If they are worn, they must be covered.
- d. Uniforms - Matching numbered jerseys are required. Each player must have a unique number that is permanently affixed to the jersey (this does not include tape). In the case of color conflict, away team must change to alternate color jersey. Permanently affixed numbers are not required for alternate jerseys.
 - i. Uniform jerseys must be a predominate color. Garments worn under the jersey must be the same color as the predominate jersey color.
 - ii. Bottoms may be any length, but color of bottoms must be the same for all players on the team.
- e. Coaches and/or spectators will not be permitted behind the goal area. Coaching is allowed only from your own sideline. Inappropriate conduct not to be tolerated by TEAM PLAYERS, COACHES, and/or SPECTATORS includes, but is not limited to:
 - i. Abusive or degrading language;
 - ii. Physical threats or assault;
 - iii. Behavior induced by alcohol or the influence of controlled substances;
 - iv. Support or encouragement of poor sportsmanship, including harassment of less skilled players;
 - v. Harassment of referees;
 - vi. Entering the field of play except for substitution or injury;
 - vii. Disputing or attempting to influence the referee's decision; and
 - viii. Non-control of spectators by teams responsible.

Should any of the above behavior be reported, the tournament directors will investigate and take appropriate action, which may include expulsion from the tournament. Players/spectators expelled from the tournament, must leave the premises immediately.

- f. Substitution will be as follows:
 - i. Own team possession on throw-in
 - ii. Either team may substitute on a goal kick;
 - iii. Either team may substitute after a goal is scored;
 - iv. One for one substitution on an injury when referee calls an injury time out;
 - v. When a player is cautioned;
 - vi. Free substitution at the half.
- g. Goalie Possession — The goalie has possession of the ball when she has CONTROL OF THE BALL WITH ONE (1) HAND. The goalie may NOT be touched when she has possession of the ball. The ball may not be touched by the opposing team when the goalie has possession.
- h. Slide tackling is permitted only in Open Division.
- i. Score Keeping – Team representative must sign official game card at the end of the game. Failure to do so may result in a forfeit.
- j. Overtime. Overtime will be played in the event of a draw at the end of regulation time in semi-final and final games only.
 - i. Two five-minute overtime periods to begin five minutes after the end of regulation play.
 - ii. Penalty kicks taken in accordance with FIFA rules.
- k. Standings — Point System — The standings are determined by the following:
 - i. Win: 6 points.
 - ii. Tie: 3 points.
 - iii. Loss: 0 points.
 - iv. Loss because of forfeit: -6 points.
 - v. Win because of forfeit: 3 points.
 - vi. Shut out: 1 point.
 - vii. Goals: 1 bonus point per goal with a maximum of 3 points possible.
- l. At the end of round robin play, teams with the most points will progress to semi-final or final games. If teams have equal points, tie breakers will be determined as follows:
 - i. Head-to-Head Competition;
 - ii. Forfeit (if one of the teams forfeited a preliminary match, that team will not advance)
 - iii. Goal differential
 - iv. Least Goals Scored Against.
 - v. Most wins
 - vi. Coin toss

5. PROTESTS

- a. FIFA Rules apply unless noted otherwise within this document.
- b. Cautioned players (yellow cards) – Players who accumulate more than two yellow cards during any number of games will be required to sit out the next game.
- c. Ejected players (red cards) – Players who receive a red card will be required to sit out the next game.
- d. Game Protests — Games may not be protested for any reason, even if the referee misapplied FIFA rules. The final result of the game as played must stand.
- e. Card Protests — Teams may not protest judgment calls made by the referee, to include the awarding of yellow and red cards. There will be no exceptions.

6. FORFEITS

- a. No team will be allowed a grace period. Scheduled kick-off time is the forfeit time. A minimum of seven players constitutes a team.
- b. Failure of the team representative to sign game card at the completion of a game.
- c. Non-rostered (ineligible) player participation.

7. POSTPONEMENTS

- a. Game Postponements/Cancellations — In case of adverse weather or field conditions, games may have to be postponed or cancelled. The safety of players and spectators will be taken into consideration when postponing or cancelling games. The team representative will be notified at the phone number provided at registration of any changes in scheduling.
- b. Interrupted Games – in the case of lightening or other weather conditions that affect safety of players and/or spectators, a game will be interrupted. If more than half (in minutes) of the game has been played, the score of the game at the time of cessation of play will be recorded as the final score. If less than half (in minutes) of the game has been played, the remainder of the game will be rescheduled (if possible within time constraints). If it is not possible to reschedule the remainder of the game, the score at the time of cessation of play will stand as the final score.