



Father's Day Soccer Fiesta All-Star Spring 2024 Tournament



A. LAWS OF THE GAME

All games shall be played in accordance with FIFA laws except as specifically modified by these rules. Additional rules for U8 play are included.

B. TEAM REGISTRATION AND ELIGIBILITY

Teams must be registered with their sponsoring club. Their sponsoring club must be affiliated with Virginia Youth Soccer Association. Players must have actively participated during the Spring 2024 season on a recreational team. The tournament is open to recreational and recreational all-star teams. Each U8 team will have no more than 8 players. Each team U9 through U10 may have no more than 14 players. Each U11 through U12 team will have no more than 16 players. Each team U13 through U19 may have no more than 18 players. No guest players and no travel team or carded players are allowed.

Players must meet the age requirements of the tournament age group in which they are to compete. Players may only play on the team with which they are registered. No player shall play for more than one team throughout the Tournament.

All teams must provide a roster on which all team players, player numbers and team officials are listed. All teams must have approved Medical Release forms for each player signed by a parent or legal guardian.

Registration will be conducted through online Registration. All teams must pre-register to be considered for the 2024 All-Star Cup by May 24th 2024. In the event you cannot pre-register online please contact our Admin Beth Bogemann at Tournaments@virginavalorfc.org

Team rosters and medical release forms will be checked and verified at tournament check in prior to the tournament. Two copies of the team roster will be provided to the Tournament Committee at tournament check in.

C. PLAYER ELIGIBILITY

The Tournament is limited to the following age groups:



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Age Group	Born On or After
U8	01/01/2016
U9	01/01/2015
U10	01/01/2014
U11	01/01/2013
U12	01/01/2012
U13	01/01/2011
U14	01/01/2010
U16	01/01/2008
U19	01/01/2005

The Tournament Committee reserves the right to combine age groups if necessary.

D. REFUNDS OF REGISTRATION FEE

Once a team/club has been notified of a team's acceptance to play in the tournament, its registration fee will not be refunded unless a replacement team can be found. No refunds will be issued for teams dropping out of the tournament once the schedules have been posted.

Should cancellation of some/all tournament games occur due to circumstances beyond the Tournament's control, the Tournament Committee will determine the refund amount. There are upfront costs to hosting a tournament that cannot be recovered by Virginia Valor FC (VVFC); therefore, no team will receive a full refund of their registration fee in the event of tournament cancellation.

E. PLAYER EQUIPMENT

All players and teams participating in the Tournament must meet the following equipment requirements:

- No metal cleats or metal-tipped spiked cleats will be used.
- All players must wear shin guards.
- No jewelry will be allowed.
- When the color of jersey is similar or identical, the home team must change their jersey. The visiting team will also help to resolve any uniform conflicts.
- The referee will determine if a jersey change is required.

The goal keeper's jersey must be easily distinguishable from all other players and the referee.

- Casts: players who are wearing protective casts are permitted to play provided the following conditions are met:



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- The cast is wrapped in foam or other protective material that will protect other players.
- The player with the cast does not attempt to use the cast to an advantage or in such a way to
 - put the player or any other players in danger.
 - The referee approves the cast. Such approval will not be unreasonably withheld.
- Referees will check all equipment prior to each match. No equipment changes may be made after the referee's check without permission from the referee.
- The referee will have the final say concerning the acceptance of equipment for play.

F. INCLEMENT WEATHER

Every attempt will be made to have all games played; however, the Tournament Director reserves the right to cancel or modify any game due to weather conditions prior to the start of the game. VVFC is required to follow Fairfax County policies regarding field usage and closures.

It is the responsibility of the participating teams to check the tournament website and/or VVFC social media regarding field conditions. Both will be updated as soon as possible when changes to field conditions occur.

Unless the website indicates fields are closed, teams and coaches must be at the game site and ready to play on time as scheduled. Failure to appear will result in forfeiture of the game.

Should a game be terminated prior to completion, and at least one-half has been played, the match will be considered as official and the score at that time will stand.

G. REFEREES

Referees will be used for all games. All referees will be certified. A one-man system will be used for age groups U8 through U12. U13 and above age groups will use a three-man system. If requested by the referee, each team must provide an assistant referee.

If a referee fails to arrive at the field as scheduled, the game will proceed using a volunteer referee(s) selected by a Site Coordinator or other Tournament Official until the scheduled referee arrives. The score from any such game is official and no protests are allowed.



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Referee interference/abuse will not be tolerated. Any player, parent, coach or spectator will be ordered removed from the tournament site should their behavior in any way hinder the ability of the referee to perform his/her duties.

H. TEAM FIELD POSITION

Teams/players occupy one side of the field and the spectators the other. Tournament officials will direct the teams accordingly. Coaches are responsible for the behavior of all players, parents, spectators and pets on their sideline.

Coaches and substitute players will remain at least one meter from the sidelines and within the technical (bench) area at all times. Parents and other spectators will remain at least 3 meters from the sidelines at all times. No one is permitted to stand closer to the end line than the top of the 14yard box for U9 through U12 teams and the top of the 18-yard box for U13 through U19 teams.

No one is allowed at the end of the field between the touchlines or behind the goal, and no coaching is allowed behind the goal line.

I. GAME FORMAT

Games within this Tournament will consist of two rounds: Qualification and Championship. The Qualification Round is Round robin play with a group, each team will play two games on Saturday & one Sunday. The Championship Round is one game on Sunday.

All U8 games will be round robin games. Each U8 team will play two games on Saturday and two games on Sunday.

J. START AND NUMBER OF PLAYERS

All teams must be prepared to start games on time. The home team will provide a game ball. If a team is not on the field of play and ready to start a game within 5 minutes after the scheduled start time, the game will be deemed a forfeit. For age group U8, the minimum number of players to start the game is 3. For age group U9 through U12, the minimum number of players to start the game is 6. For age groups U13 through U19, the minimum number of players to start the game is 7. Teams are not required to reduce the number of field players to equal those of an opponent who is playing with less than the required number of players.



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Age Group U8 will play with 5 players on the field (no goalkeeper). Age group U9 through U10 will play with 7 players (including the goalkeeper). U11 through U12 will play with 9 players (including the goalkeeper). Age groups U13 through U19 will play with 11 players (including the goalkeeper).

K. LENGTH OF THE GAMES:

Qualification Round:

U8 Teams Two (2) 20-minute halves with a 5-minute intermission.
U9 through U14: Two (2) 30-minute halves with a 5-minute intermission.
U16 through U19: Two (2) 35-minute halves with a 5-minute intermission.

Championship Round:

U9 through U14: Two (2) 30-minute halves with a 5-minute intermission.
U16 through U19: Two (2) 35-minute halves with a 5-minute intermission.

Both Qualification Round and Championship Round games will be played on a running clock and there will be no stoppage of time unless professional medical personnel assist an injured player from the field of play.

L. BALL SIZE

Game balls for age group U8 will be: Size 3
Game balls for age groups U9 through U12: Size 4
Game balls for age groups U13 and older: Size 5

M. SUBSTITUTIONS

There shall be unlimited substitutions with the permission of the referee at the following times:

- Throw in by both teams if the team in possession substitutes.
- Either team goal kick
- Either team scores a goal
- At the beginning of the second half
- In case of an injury substitution, the opposing team may also substitute One-for-one
- After a player receives a caution (yellow card) the player may be substituted One-for-one



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N. YELLOW CARDS, RED CARDS, AND EJECTIONS

Any player or coach, who receives two yellow cards in the same tournament game, or one red card, will immediately leave the field and be banned from continuing participation in the game. That player or coach will also be banned from the next Tournament game. Violations of a serious nature will be reported immediately to the Tournament Director and may result in further disciplinary action, including suspension from the Tournament.

O. U8 UNIQUE RULES

- U8 teams will play 5 v 5 using 4.5 x 4.5 ft goals
- There is no offside
- All free kicks will be indirect with all opponents at least 4 yards away from the ball.
- There are no penalty kicks
- Corner kicks should be taken in the general vicinity of the corner
- Goal kicks may be taken anywhere in the goal area with all opponents at least 4 yards away from the ball and outside the goal area.

P. BUILD OUT LINE: POLICY for U9 and U10 only

The build out line promotes playing the ball out of the back in a less pressured setting. When the goalkeeper has the ball in his or her hands during play for the opponent, the opposing team must move behind the build out line until the ball is put into play. Once the opposing team is behind the build out line, the goalkeeper can pass, throw or roll the ball into play (punts and drop kicks are not allowed). After the ball is put into play by the goalkeeper, the opposing team can cross the build out line and play resumes as normal.

The opposing team must also move behind the build out line during a goal kick until the ball is put into play.

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

The build out line will also be used to denote where offside offenses can be called. Players cannot be penalized for an offside offense between the halfway line and the build out line. Players can be penalized for an offside offense between the build out line and the goal line.



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Q. HEADING POLICY – U11 and Younger

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 in advertent, then the proper restart is a dropped ball.

R. TOURNAMENT SCORING – QUALIFICATION ROUND

The following point system will be used in the Qualification Round to properly place teams for participation in the Championship Round:

1. Regulation Win	6 points.
2. Regulation Tie	3 point for each team
3. Goal Scored	1 point for each goal, up to 3 max
4. Shutout	1 point per shutout
5. Regulation Loss	0 points

Teams remaining tied after points are applied will use the following tie breaking procedures to determine advancing teams:

1. Results of head-to-head competition
2. Least goals allowed
3. Most Wins
4. Most goals scored
5. Penalty kicks in accordance with FIFA rules

In case of a three-way tie, once a step is used to determine the tiebreaker, the process must continue to the next step and may not revert back.



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Any forfeiture by any team will cause that team to be seeded last in its age group. A forfeiture of any qualifying game will be recorded as a 1-0 win for the opposing team.

Qualification Round – Placement of U9 through U19 Teams for the Championship Round

At the conclusion of all qualification games in each age group, the game points will be totaled. The team with the highest game points in each division will move onto the Championship match.

Divisions of 5 team will play a 4-game round robin to determine the champion.

Seeding will be posted on the Tournament website June 7th 8.00 P.M. Once the seeding has been posted to the website, no changes will be made.

Championship Round (U9 through U19 Teams)

After the Qualification Round, all U9 through U19 teams will move into the Championship Round. The Championship Round will determine the winner and finalist for each age group (or each division if the age group has multiple divisions). If a tie results from a Championship Round, tiebreaker rules for the Championship Round found in this Section will be followed.

Tournament Scoring - Resolving ties in the championship round:

In the Championship Round, teams that are tied at the end of regulation time will proceed directly to FIFA penalty kick procedures with only the players that were on the field at the end of the game being eligible to participate.

Penalty Kick Procedures:

- Captains meet for coin toss to determine who kicks first.
- Referee decides which goal is to be used.
- Five players, selected by the coach, will be used for the first round of penalty kicks - alternating kicks.



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- The team scoring the most goals will be the winner. If there is a winner prior to all kicks being taken, kicks will cease.
- If a tie still exists after the first round, the remaining players from each team will alternate kicks until one team scores and the other team does not.

S. SCORE REPORTING

Each team representative will be given a game card at Tournament registration. At the conclusion of each game, it will be the winning team's responsibility to have the card completed and returned to the site coordinator's table. The winning team will have the referee sign the game card to verify the score and note any yellow and red cards. If the game should end in a tie, it will be both teams' responsibility to return game cards to the site coordinator's table. This will be the official method of recording the scores from each game played throughout the Tournament. Each winning or tying team will have 1 hour from the end of the game to bring the completed game card to the site coordinator's table or it will be recorded as a forfeit for that team. When a game card is returned to the site coordinator's table, the team representative will be given a new game card.

T. Awards:

The players on the winner and finalist teams in each age group will receive awards. Each player on U8 teams will receive a participation award.

U. Region 1 Policy Regarding Application to Host a Tournament:

Region I have established the following policy concerning permission to travel when attending US Youth Soccer 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 team to travel to tournaments within Region I.

The policy states that any US Youth Soccer State Association team 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.

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



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- 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