

# FC Dulles Golazo!! Winter Outdoor Soccer League Winter 2021-2022

## 2021-2022 League Rules

### 1. GENERAL RULES

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

### 2. ELIGIBILITY

#### 2.1 ELIGIBILITY

Teams must be registered with their respective State Soccer Association. Recreational teams, individuals, and guest players will be permitted to play.

#### 2.2 PLAYER ELIGIBILITY

Players must meet the age requirements of the league age group in which they are competing (League Directors may make exceptions). No player shall be registered with more than one team during league play. A player may guest play on another team in the league upon approval of the League Director.

The league is limited to the following age groups(based on 2020-2021 age groups):

<b>Age Group</b>	<b>Born on or after</b>
U19	Born on or after January 1, 2003
U18	Born on or after January 1, 2004
U17	Born on or after January 1, 2005
U16	Born on or after January 1, 2006
U15	Born on or after January 1, 2007
U14	Born on or after January 1, 2008
U13	Born on or after January 1, 2009
U12	Born on or after January 1, 2010
U11	Born on or after January 1, 2011
U10	Born on or after January 1, 2012
U9	Born on or after January 1, 2013

U8	Born on or after January 1, 2014
U7	Born on or after January 1, 2015
U6	Born on or after January 1, 2016

The League Director reserves the right to combine age groups if necessary.

## **2.3 ROSTERS AND WAIVERS**

Teams shall provide an official state roster (2021-2022 seasonal year) on which all team players and team officials are listed, which is signed and/or stamped by the appropriate state registrar.

In addition, all teams must also possess and show current US Youth Soccer or appropriate organizational player ID cards. Birth certificates and passports will not be accepted.

Recreational rosters and passes must be signed by an authorized club representative, but do not need to be signed by the players.

**There is no maximum roster size (including guest players); however it is encouraged to enter two teams if there are enough players to do so.**

A copy of the roster will need to be turned into the site coordinator prior to each game w/ guest players written in on the bottom.

Teams may use up to 8 guest players. A guest player must possess a player ID card (travel or recreational) issued from the same organization as the roster. This means if the team's roster is a US Youth Soccer roster issued by their State Association then the player's card must also be from US Youth Soccer as well. If the roster is issued from US Club Soccer then the player's card must be from US Club Soccer. Guest players are to be written on the bottom section on a copy of the official roster and presented to the referee as part of the check-in process for each game. Any players not participating should be scratched out on the roster.

All teams must have a medical release form signed by the parent or guardian of each player. Medical release forms do not need to be turned in- a team representative is responsible for keeping the waivers on hand for each player at each game. A medical release form is available for download on the tournament website.

## **3. REGISTRATION**

Applications will be online through Demosphere- either by team or individual. Teams will not be accepted until payment is received in full. Once a team is accepted they (the primary contact) will be notified via email. A check for the entry fee that is returned from the bank will not be re-deposited. The amount of the check plus \$50.00 (cashier's check, money order, or credit card) must be received by the

league director within seven days after the team representative is notified of the returned check. If new funds are not received, the team in a timely manner will be disqualified from the tournament.

### **3.1. CHECK-IN PROCEDURES**

- Team check-in (equipment & roster) will be handled on the field by the referee prior to each game.
- Necessary items for check-in to the site coordinator:
  - The Official 2021/2022 team roster approved by your State Association with guest players written in on the bottom of the roster to the referee. A roster and the Covid Process Waiver must be submitted to the site coordinator prior to each game.
  - Official Player ID cards including guest player cards
- Guest Players:
  - Up to 8 guest players are allowed.
  - Guest players must have player ID cards issued by USYS or US Club Soccer.
  - Guest players CAN be recreational players, they will need a recreational player card from the club they play recreational soccer. FC Dulles can provide a REC roster for teams and REC cards at a cost of \$15/player.
  - All guest players must have a completed Medical Release waiver.
  - Write the names of the guest players on the 2021-2022 official team roster.

### **3.2. WITHDRAWALS / REFUNDS**

If the league is cancelled due to COVID, there will be a refund of league fees as noted below:

- 100% - Now until the first weekend of games on 12/4 & 12/5.
- Once the season starts, there are no refunds.
- There are no refunds for teams or individuals that withdraw unrelated to COVID cancelling the season. Fairfax County revocation of field permits will determine whether all or part of the season is cancelled.
- There are no refunds should games be cancelled due to weather and cannot be made-up over the make-up dates provided

## **4. GAME GUIDELINES**

### **4.1 GAME FORMAT**

All games will be played on a small-sided field (approx. 50 x 70 with small goals- 6.5 x 18). U6-U8 will play on a 20 x 30 field and use 4 x 6 goals. Games in the tournament will consist of the preliminary qualification rounds and a play-off round that may consist of a semi-final and/or a final championship

game depending on the bracket structure for each age group and division or depending on the number of teams in a bracket a round-robin game format.

Age	Game Duration	Halftime Duration	# of players	Min. players	Ball Size
U6-U8	4 x 10 minutes	2 minutes	4	3	3
U9-U10	2 x 25 minutes	5 minutes	7	5	4
U11-U12	2 x 25 minutes	5 minutes	7	5	4
U13-U19	2 x 25 minutes	5 minutes	7	5	5

All teams must be prepared to start matches on time. If a team is not on the field of play and ready to start a match within 5 minutes after the scheduled start time, the match will be deemed a forfeit. Teams are not required to reduce the number of field players to equal those of the opponent who is playing with less than the maximum number of players.

#### **4.2 YELLOW / RED CARDS AND EJECTIONS**

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. Serious violations will be referred to the League Director for further disciplinary sanctions up to and including the suspension of the team from the tournament.

Players, coaches, and team officials ejected from a game by the referee shall be ineligible for the next scheduled league game. They must not be present on the sidelines in such an event.

It is the responsibility of the team's coach or the person acting on 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 on 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.

Red and Yellow Card Accumulation. Red cards carry an automatic 1 game suspension and the sit-out must be noted by the referee on the official roster prior to the game the offending player is due to sit-out. Red cards are worth 10 points; Yellow cards are worth 5 points. Players who reach 20 points in accumulated points will be required to sit-out the next game upon reaching the suspension limit. Players who receive a red card and simultaneously reach the suspension limit will be required to sit-out two games (one for the red card and one for reaching the limit. Additional discipline may be handed out at the League Director's discretion). Sit-outs must be noted by the referee or it doesn't count.

#### **4.3 SPECIAL RULES**

### **4.3.1 BUILD-OUT LINES FOR U9-U10 AGE GROUPS**

On a goal kick and when the goalkeeper has the ball in his or her hands during play from the opponent, the opposing team must retreat behind the build-out line until the ball is put into play. The goalkeeper can pass, throw, roll, or play the ball to himself or herself to put the ball in play. Drop-kicks and punts are not allowed. Goal kicks are in play once the ball is touched and moves. The opposing team does not have to clear the build-out line if the ball is put quickly into play before the opposing team clears the line.

If the goalkeeper drop-kicks or punts the ball, the referee will award an indirect free kick to the opposing team at the point of infraction. If the drop-kick or punt occurred inside the goal area the ball will be placed on the goal line nearest to the point of infraction.

Should build-out lines not be marked on the field, they may be marked with cones or other appropriate objects on both sidelines and at both ends.

### **4.3.2 HEADING POLICY- RISING U11 & YOUNGER**

At age group Rising 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.

### **4.3.2 U6-U8 Age Group**

Scores and rankings will not be kept for this age group. Coaches will be responsible for running each game including acting as the referee. Each player in this age group will receive a medal on the last day of the program. No throw-ins; Kick-in only.

### **4.3.3 Punting/Dropkicks**

Punting or Dropkicks from the goalkeeper are allowed for age groups U11 & older. Punts or dropkicks may not cross the midfield line in the air without first touching the half the punt or dropkick was taken from. The restart is an indirect kick from the point where the ball crossed the midfield line in the air.

## **4.4 LEAGUE SCORING**

The League will use a standard point system for games played in the qualification round, as follows:

Win	3 points
Draw	1 point
Loss	0 points

Teams that are tied after the qualification round will use the following tie-breaking procedures to determine the ranking:

1. Result(s) of head-to-head competition
2. Most wins
3. Goal differential (the difference between goals for and goals against) up to 5 per game. For example, a 7-1 win and a 6-0 win would each count as a plus 5 goal differential. There is no negative goal differential.
4. Fewest goals allowed
5. Most shutouts
6. Coin toss

In the case of a three-way tie or more, once a step is used to determine whether to break a tie, the process must continue to the next step and may not revert to the previous step. Any forfeit by a team during the qualification round will cause the team to be seeded last in their division ranking. A forfeit will be recorded as a 3-0 win for the opposing team.

If there is a three-way tie that goes to a coin toss, the teams will be randomly seeded 1-3 via a drawing of numbers by the Site Coordinator. Teams seeded 2 and 3 will conduct a coin toss by the Site Coordinator with the winner then facing the team seeded 1st in a second coin toss.

#### **4.4.1 DIVISIONS W/ PRELIMINARY/QUALIFICATION ROUND (Some divisions that do not have a playoff round will be determined by their regular season results)**

All teams participating in the Preliminary/Qualification Round will be awarded game points based on their results. At the conclusion of all Preliminary/Qualification Round games, teams will be ranked according to their game point total and tie-breaking procedures used to resolve any ties. If the division is set-up for a playoff round- teams will then be seeded for the Play-off round based on the ranking and the seeding posted to the league website. Teams that forfeit any games will be ranked last in their division bracket for ranking purposes.

#### **4.4.2 PLAY-OFF ROUND**

Most Play-off Round games are single-eliminations. If two teams are tied at the end of regulation time, they will proceed directly to kicks from the mark in accordance with FIFA laws, as follows:

- Captains meet for the coin toss to determine who kicks first.
- The referee decides which goal to use.
- Five players are selected from each team for the first round of kicks from the mark with alternating chances. Only players on the field at the end of regulation time are eligible to participate.
- The team scoring the most goals from the first five kicks will be declared the winner. If there is a winner prior to five kicks being taken by each team, kicks will cease.

- Due to time constraints, If the teams are still tied at the end of five kicks, two players from the remaining players from each team will alternate kicks until one team scores and the other does not. If the teams are still tied after the two additional kicks are taken the winner will be decided by a coin toss between the teams two captains. The home team will call either heads or tails while the coin is in the air.

## **4.5 SCORE REPORTING**

The winning team and teams whose game ends in a tie are required to report their score via Demosphere's PhoneltIn system. Make sure you have the following information handy: Pin # (XXXX), Game #, Team Name, Final Score.

This will be the official method of recording the scores from each game played during league play. Each winning or tying team will have 48 hours from the end of the game to report the score or it will be recorded as a forfeit for that team.

## **4.6 SUBSTITUTIONS**

Substitutions are unlimited and can occur by both teams at the same time with the permission of the referee at any stoppage of play. Substitutes cannot enter the field of play until the referee beckons them onto the field.

## **4.7 UNIFORMS AND EQUIPMENT**

### **4.7.1 UNIFORMS**

All players, with the exception of the goalkeeper, must have uniforms with individual numbers on the jersey. The goalkeeper's jersey must be easily distinguishable from all other players and the referee.

When the jersey color of both teams is similar or identical, it is the home team's responsibility to resolve the conflict. The referee has the final say on whether a jersey change is required.

Pinnies can be used if there's a color conflict as long as the player's jersey # is visible or can be easily discerned.

### **4.7.2 EQUIPMENT**

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

- All players must wear shin guards covered by socks
- No metal cleats or metal tip cleats will be allowed.
- No jewelry of any kind will be allowed with the exception of medical alert tags that may be taped down so as to not present a hazard to any player
- Cast/Splints- Players wearing casts, splints, or braces are permitted to play provided the following conditions are met:

- Hard casts/splints are wrapped in foam or other protective material that will cushion any impact. Soft casts/splints/braces may need protective wrapping at the discretion of the referee.
- The player with the cast/splint/brace does not attempt to use the cast to an advantage or in such a way to put other players in danger.
- 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.

#### **4.8 COVID Protocols and Guidelines**

Should the state or county mandate any guidelines, the teams (players, coaches, parents, and spectators) will be expected to follow any guidelines and protocols put forth.

After the game, no hand shaking, teams must move quickly off the field for the next game.

#### **5. REFEREES**

Referees will be used for all games (U9-U19). A one-referee system will be used for all games.

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

Referee interference and/or abuse will not be tolerated. Any player, parent, coach, or spectator (to include pets) will be ordered removed from the field site should their behavior in any way or represent a threat to the safety of the referee(s) or hinder the ability of the referee(s) to perform their duties.

The Referee will make all decisions and those decisions will be final. The League Director will deal with any discrepancies and there will be no protests. Any communication regarding these matters will be between the League Director and the team officials.

It is not the referee's responsibility to enforce the League's COVID requirements and protocols. League personnel and the Field Marshal at the field are responsible for such enforcement. The referee will bring any issues to league personnel and the game will be stopped until the situation is corrected. The referee will include this in their email match report

Referees will be required to file a game report to [fcdulles@gmail.com](mailto:fcdulles@gmail.com) to include game #, score for each team, and any red/yellow cards. Game scores must be emailed within 48 hours upon completion of the game in order to get credit for payment purposes.

#### **6. INCLEMENT WEATHER**

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

It is the responsibility of the participating teams to check the league website regarding field conditions. Updates will be provided 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 for weather prior to completion, the game will be considered as official and the score at the time of termination will stand, provided at least one complete half has been played.

## **7. AWARDS**

Medals will be awarded to the first place team of each division. Each player of a first place team will receive a medal and one extra will be provided to the team coach.

## **8. MISCELLANEOUS**

Under no circumstances will the Virginia Youth Soccer Association, Inc., FC Dulles, and the FC Dulles Golazo!! Winter Outdoor League Director be responsible for any expenses (including the League entrance fee) incurred by any team. This includes a situation whereby the league or any game(s) is canceled in whole or part. The League will be following the Refund Policy listed above in 3.2.

The League Director's interpretation of the rules shall be final pertaining to this League.

Communication: the primary form of communication will be through the league website. Any direct communication to or from the League Director will be to team officials. Please make sure the team's official contact info is accurate when applying.

Artificial noise-making devices are prohibited.

Smoking and alcoholic beverages are not permitted at any of the field sites.

Posted rules must be obeyed pursuant to specific field sites.

Photographs/video taken during league play may be posted on social media and the FC Dulles website.

These rules may be updated or changed at any time.