

FC Dulles Golazo!! Summer Outdoor Soccer League 2022

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):

Age Group	Born on or after
U19/20	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

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, that is signed and/or stamped by the appropriate state registrar.

In addition, all teams must also possess and be able to show current US Youth Soccer or appropriate organizational player ID cards. Electronic copies are ok. 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. FC Dulles will provide REC rosters for those who need them provided the players are registered with VYSA for the 2021-22 season. For players not registered, FC Dulles can provide a REC player card for \$15/player.

There is no maximum roster size (including guest players) however the maximum game-day roster is 14. It is encouraged for teams to enter two teams if there are enough players to do so.

Teams may use up to 8 guest players. A guest 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.

3. REGISTRATION

Team applications will be online through Demosphere. 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) will be handled on the field by the referee prior to each game.
- Necessary items for game-time check-in:
 - The Official 2021-22 State team roster approved by your State Association with guest players written on the bottom of the roster to the referee.
 - Medical Release from each player including guest players (doesn't require notarization). Waivers do not need to be presented to the referee or site coordinator but held onto by a team rep.
 - 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 Roster.

3.2. WITHDRAWALS / REFUNDS

There are no refunds except for the following reasons:

- There are no refunds should games be canceled due to weather. Since we have a very short window for games, any games canceled due to weather conditions will be recorded as a 0-0 tie. The score for games that have completed at least 1/2 of the game or longer will be recorded as the final score at the time of abandonment due to weather conditions. Should games not reach halftime before they're abandoned due to weather conditions, the score will be recorded as 0-0.
- Refunds will only be given to teams when there are not enough teams to form a bracket. The League Director may combine age groups and divisions depending on the number of teams to form a bracket.

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). Most tournament games will consist of a preliminary qualification round 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. Some groups the winner will be decided by most points in the regular season.

Age	Game Duration	Halftime Duration	# of players	Min. players	Ball Size
U8-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 site coordinator 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 site coordinator or it doesn't count.

4.3 SPECIAL RULES

4.3.1 BUILD-OUT LINES FOR U8 (rising 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 U11 and younger or if a bracket contains a U11 team, 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.

4.3.3 Punting or Drop-kicks

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

4.4 LEAGUE SCORING

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

Win	3 points
Draw	1 point
Loss	0 points

Teams that are tied after the qualification, preliminary, or regular season 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. Teams will be credited with a maximum +5 goal differential per game i.e. a 9-1 win will be recorded as 6-1.
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 to break a tie the process must continue to the next step and may not revert to a previous step. Any forfeit by a team during the qualification, preliminary, or regular season round will cause the team to be seeded last in their division ranking for ranking purposes in the play-off round. A forfeit will be recorded as a 5-0 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 PRELIMINARY/QUALIFICATION ROUND

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. 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. Some groups will not have a preliminary/qualification round and final rankings will be based on their total cumulative points during the regular season.

4.4.2 PLAY-OFF ROUND

Play-off Round games will be single elimination in most cases. 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 will be 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 team's 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 to the score-reporting link provided. A pin# will be sent to access the score reporting module.

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 signals 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. Permanent markers can be used to create a number; athletic or any other tape will be allowed. 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.

5. REFEREES

Referees will be used for all games (U8-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.

Referees will be required to file a game report to 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. Due to the restricted field availability during the summer any games canceled due to t-storms or lightning shall be recorded as a 0-0 time if there is no possibility for a make-up game. Games will count as official games if at least 1/2 of the game is played and the score at the time of termination will stand. Any games that started and terminated due to weather before the completion of the first half will be recorded as an official game and the score reported 0-0. 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.

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 for the coach.

8. MISCELLANEOUS

Under no circumstances will the Virginia Youth Soccer Association, Inc., FC Dulles, and the FC Dulles Golazo!! Outdoor Summer League Directors 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/videos 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.