

2008 MARYLAND SOCCERPLEX SPRING CHALLENGE
OFFICIAL RULES

Tournament Headquarters will be located at the Discovery Sports Center at the Maryland SoccerPlex located at 18031 Central Park Circle, Boyds, MD 20841. In the event of an emergency, please call 301-528-1480

I. TOURNAMENT FEES

- \$700

Teams that withdraw from the tournament will not be refunded their application fee.

II. ELIGIBILITY

Participation in the DISCOVERY CUP Soccer Tournament is open to accepted teams consisting of TWENTY-TWO (22) players 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. A team using guest players may have no more than three (3) loan players previously approved by the Tournament Committee. Each team must be registered with a US Soccer affiliate and must present a valid State roster. . Any team fielding an ineligible player will be disqualified and its tournament fee will be forfeited. A player may compete for only one team participating in the tournament.

Age groups offered are as follows:

Boys and Girls U16 Born on or after 8/01/91

Boys and Girls U17 Born on or after 8/01/90

Boys and Girls U18 Born on or after 8/01/89

III. GAME FORMAT

- U16-U18 – 11v11

Maximum number of 11 players on the field.

Will play a round robin format consisting of four games.

Three person referee team per game.

IV. PLAYERS AND RESERVES

- U16 – U19 playing 11v11 may roster 22 players and dress 18 players per game.
- All players must meet the age requirements and be listed on the team roster with unique jersey numbers.
- Girls may roster on boys' teams; boys may not roster on girls' teams.
- Shin Guards must be worn by all players.
- All casts must have the approval of the Referee.

V. PLAYER PASSES

- Approved player passes, signed, or Canadian booklet player cards are checked at Team Registration as well as by the official prior to the start of each game.

VI. GUEST PLAYERS

- Teams may roster up to 3 guest players.
- Players may only guest play on one team, however, if their primary team is entered into the tournament they may not guest on another team entered into the tournament.

- Guest players may come from any FIFA or USSF affiliated association/team.
- A jersey must be provided to the guest player by the host team.

VII. HOME TEAM JERSEY

- The first team listed in the schedule is the home team.
- The home team must have an alternate jersey and be prepared to change, if in the opinion of the referee, there is a color conflict.
- Team jerseys must match with unique numbers for each player as submitted on the Official Tournament Rosters.
- Sharing of jerseys is not permitted.

VIII. LAWS OF THE GAME

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

- No overtime will be played during group competition.
- Red cards will be administered as per FIFA Laws of the Game.
- A player sent off for a second caution will not be allowed to play for the remainder of the game and the next game.
- The referee will display both the yellow and red cards to indicate the dismissal for second cautionable offense.
- A player sent off for any other reason will not be allowed to play for the remainder of that game and the next game at a minimum.
- Violence may result in more than a one game suspension by tournament committee decision.
- If a player receives a red card, the player pass will be retained by the referee and forwarded to Tournament Headquarters.
- A red card report will be sent to all affiliate state associations within 72 hours of completion of the tournament.
- Any player receiving three (3) yellow cards in the tournament will sit out the next game following receipt of the third yellow card. This will apply to play-off rounds and final matches. Please note this is a policy of the Maryland State Youth Soccer Association.

IX. SUBSTITUTIONS

FIFA laws of the game as modified below will be followed.

- after a goal has been made
- at a goal kick by either team
- at the beginning of the second half of play or prior to the beginning of an overtime period
- at a throw-in by the team in possession
- unlimited substitutions may be made, with the referee's permission
- in case of stoppage of play for an injury substitution may be made with the referee's permission
- no substitutions on corner kicks will be permitted
- players may re-enter the match after being substituted

X. FIELD & GAME EQUIPMENT

- No metal cleats will be allowed.
- No jewelry will be allowed.
- Players are required to wear shin guards in accordance with FIFA Laws of the Game.

- Both teams will take the same side of the field. All other supporters will take the opposite side. Only three team officials are permitted on the sidelines with their players.
- No one will be permitted behind either end line.
- Coaching may only occur on the team's half of the sideline from the centerline within 30 yards of the end-line.
- When requested by the referee, each team must provide a club linesperson. The club linesperson may only determine balls out of play.
- Check-in time at your assigned playing field is 20 minutes prior to the scheduled kick off.

XI. DURATION OF GAMES

70 minutes

XII. OFFICIAL GAME BALLS

- The Field Manager will supply the referee the game ball for their game and will retrieve it from the referee at the completion of the game.

XIII. GAME AND SCORE REPORTING

- After every game, the referee will complete the game report form and fill in the score. The winning coach must verify both scores on the game report form after the game. Any scores that are marked incorrectly on the game will affect the standings and playoff standings. Scores will be reported to Tournament Headquarters for recording.
- Uniform numbers must be accompanied by player names if a card is issued.
- Scores are posted on the event website and the scoreboards located at the Discovery Sports Center.

XIV. FAILURE TO SHOW AND FORFEITS

- A team shall be allowed a ten (10) minute grace period after the scheduled kick-off time before the match is awarded to their opponent. A minimum of seven (7) players constitutes a team and if seven (7) players are present, the game will not be delayed.
- In no case shall a team that forfeits or does not show up for a game be declared a division winner or wild card team. If an apparent division winner forfeits a game or does not show up for play, the division team with the next best record shall be named the division winner.
- A forfeit in the preliminary round will be awarded as two (2) points for the win and the score will stand at the time of the forfeit. If the score is 0-0 at the time of the forfeit, the score will be recorded at 1-0.
- Forfeits in the playoff rounds shall be recorded as 1-0 games.

XV. PROTESTS

NO protests will be entertained on any judgment calls by the referee. ALL decisions by the referee are final.

XVI. CONDUCT

- 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 surrounding field area. Repeated violations may result in the suspension of the team from the tournament as decided by the Tournament Committee. The local authorities will be called if necessary.

- Zero tolerance for fighting or heckling. Persons exhibiting these behaviors will be asked to leave the premises.
- Misconduct by any of the above listed may result in a warning, game forfeit, tournament disqualification or other action if necessary.
- Any player, coach, or team official ejected from a game for violent conduct (fighting) shall result in suspension of the player, coach or team official for the remainder of the tournament. Any player, coach, team official or parent exhibiting or threatening violence to anyone (player, coach, referee, spectator or tournament official) will call for immediate expulsion from the tournament.
- Any misconduct as specified above will be reported to the team's respective National or Provincial Association.

XVII. ALCOHOLIC BEVERAGES ARE PROHIBITED AT THE SOCCERPLEX FIELDS AND PARK

XVIII. MECHANICAL NOISEMAKERS ARE PROHIBITED.

XIX. INCLEMENT WEATHER

In the event of inclement weather, the Tournament Committee will have the authority to change games as follows:

- A. Reschedule any game(s).
- B. Change the duration of any game(s).
- C. Cancel the Tournament in whole or in part.

XX. TEAM CONTACT PERSON

Each team, on checking in at registration, must sign a ledger giving the hotel, room number and phone number of the coach or a designated contact person who can be reached at any time, should the necessity arise.

XXI. HOUSING

All teams are required to use the official housing company of the DISCOVERY CUP – Convention and Visitors Bureau of Montgomery County. Teams not complying with tournament policy will not be granted acceptance to the tournament.

XXII. GENERAL

A. Under no circumstances whatsoever, will the Tournament Committee, The Maryland Soccer Foundation, Inc. or MSYSA be responsible for any expenses (including tournament entry fee) incurred by any team. This includes a situation where the Tournament or any game(s) is cancelled in whole or part.

B. The Tournament Committee's interpretation of these rules shall be final.

C. The Tournament Committee reserves the right to decide on all matters pertaining to this tournament.

SMOKING IS NOT PERMITTED – THE SOUTH GERMANTOWN RECREATIONAL PARK IS A SMOKE-FREE PARK.

PETS ARE NOT PERMITTED AT THE MARYLAND SOCCERPLEX