



## 2022 Stars & Stripes Invitational

### TOURNAMENT RULES & REGULATIONS

July 2-3, 2022

A reminder to all teams, parents, and spectators –

- Drones and Aerial video and photography are NOT permitted at any time. The use of HI-Pods (or similar) video camera equipment will be permitted as long as all equipment is secure and all operators do not interfere with the game.
- NO DOGS are allowed at any complex or field used by the Stars & Stripes Invitational. This includes all common areas and parking lots. If dogs are seen on the premises owners will be asked to leave the complex immediately and if a dog is present near or around any field the game will be halted until the dog is removed to the parking area, but must be removed permanently from the complex as well. Properly marked and leashed service dogs are permitted at the complex but are not allowed within 15 yards of any field.
- Alcoholic Beverages & Smoking are Prohibited.

#### TOURNAMENT HEADQUARTERS

Tournament Headquarters will be located at Flash Fields; 6831 Seneca Street, Elma, NY 14059

#### CREDENTIALS

As part of the mandatory Online Team Registration process, teams must provide the listed required credentials via uploaded documents within their GotSoccer account, or an online waiver document.

##### US Club Teams:

1. US Club Roster and 2 copies.
2. Valid US Club Players Passes.
3. Current US Club signed Medical Release forms for every player.
4. Valid player passes and loan papers for guest players.
5. Waiver Forms for all players, coaches, and team staff.

##### US Youth Soccer Teams:

1. Original State Approved Roster and 2 copies.
2. Validated US Youth Soccer Player Passes.
3. Current, signed Medical Release for every player - forms do not have to be notarized.
4. Permission to Travel – Only teams located outside of Region 1 need this.
5. Guest Players – A current and valid Player Pass and Medical Release for each player.
6. Waiver Forms for all players, coaches, and team staff.

## ROSTERS & GUEST PLAYERS

(A player must be born in the listed year, or after, to be eligible for an age group)

U8/U9 and U10 Teams (2013/14 & 2012): 7v7 - May register a maximum of 14 players. A team may use up to 3 guest players but is still limited to a total of 14 players.

U11 and U12 Teams (2011 & 2010): 9v9 - May register a maximum of 16 players. A team may use up to 3 guest players but is still limited to a total of 16 players.

U13 and U14 Teams (2009 & 2008): 11v11 - May register a maximum of 18 players. A team may use up to 4 guest players but any team utilizing guest players is still limited to a total of 18 players.

U15 and Older Teams (2007-2004): 11v11 - May register a maximum of 22 players. A team may use up to 5 guest players but any team utilizing guest players is still limited to a total of 22 players. Only 18 players may dress per game and no more than the particular dressed 18 players may be on the bench or in the technical area during any one game.

*Players may play for more than one team in the tournament, as long as they are in separate age divisions within the tournament. Eg. A player born in 2008 may play for a team in the U14 age group and another team in the U15 age group.*

Teams outside of U.S.Soccer Region 1 are required to have permission to Travel from their State or Provincial Association.

Only adults listed on the team roster with a risk management pass may be on the sidelines. At least one adult with a risk management pass is required in order for the team to participate in the tournament.

## LAWS OF THE GAME

All matches must be played in accordance with FIFA Laws of the Game, except as specifically modified as follows in the tournament rules:

A. Substitutions shall be unlimited, but made only at the following times:

- Goal kick, after a goal, half time, at the beginning of an overtime period, throw in – by the team in possession and by the team not in possession (only if the team in possession has a substitute), after a yellow card – for a carded player.
- An injured player may be substituted at the discretion of the referee. If a substitution is made for the injured player, the opposing team may also make one substitution (with the referee's acknowledgement).

B. Games will consist of two halves of equal length. The Directors reserve the right to adjust game length for conditions beyond their control.

- U8 to U10 Game Lengths: (2) 25-minute halves w/ a 5-minute halftime.
- U11 to U12 Game Lengths: (2) 30-minute halves w/ a 5-minute halftime.
- U13 to U15 Game Lengths: (2) 35-minute halves w/ a 5-minute halftime.
- U16 to U19 Game Lengths: (2) 40-minute halves w/ a 5-minute halftime.

C. The game clock will not be stopped because of injury to any player, except if deemed necessary by the referee in extreme circumstances. Due to the time allowed for the completion of all games, the clock should run continuously. Tournament Directors have the right to halt the clock as deemed necessary, and to declare a match over or postponed to a later time.

D. Games that end in a tie will remain as a tie except for semi-final and championship matches.

- Semi-Final matches that end in a tie will go directly to a FIFA Penalty kick shootout.
- Championship matches the end in a tie will play (1) 15-minute half; if the match is still tied it will then go to a FIFA Penalty Kick shootout.

E. Build Out Lines at Age Group Divisions U10 & Younger: Build out lines will be established for U10 age groups and younger. Build out lines promote playing the ball out of the back in a less pressured setting. When the goalkeeper has the ball, either during play (from the opponent) or from a goal kick, 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 (punting is 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 ball is considered "in play" when the goalkeeper's intended recipient has received the ball. Not the moment that the goalkeeper releases the ball.

If a goalkeeper punts the ball, an indirect free kick is awarded to the opposing team from the spot of offense. If the punt 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 the 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.

F. Heading Rule at Age Group Divisions U10 & 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 drop ball.

Players in U11-U19 are permitted to head the ball.

## STANDINGS & TIES-BREAKERS

### Determining Winners

- Win: 3 points
- Draw: 1 point
- Loss: 0 points

### Tie-breakers

In the event of a tie in points at the end of bracket play, the winner for advancement to Championship Rounds will be determined as follows:

A. The winner in head to head competition. In the event of a 3-way tie, even after the elimination of 1 team through tie-breakers "B" and "C" the head to head tiebreaker is NOT used. There is no reverting back to tiebreaker "A" in a 3-way tie.

B. Goal differential, maximum of 4 per game either way, for or against. (Team wins 4-0, scored as +4 Goal Differential. Team loses 4-0, scored as a -4 goal differential)

C. Most Goals Scored.

If a tie still exists after steps (A) through (C), FIFA Kicks from the Penalty Mark will be taken at a reasonably scheduled time prior to the Championship Rounds at the discretion of the Tournament Director.

## FORFEITS

The score of a forfeited game shall be recorded as 1-0 in favor of the team not forfeiting, if; 1) the game has not commenced, or 2) the game has commenced and the non-forfeiting team has less than a 2-goal lead at the time of cessation. If the non-forfeiting team has a 2 goal, or more than a 2-goal lead, at the time of cessation the score shall stand as it is. Forfeiture will be declared for a failure to begin play within ten (10) minutes of game time. Failure to complete a match, a team leaving the field during play, or abandonment of the match by the official for actions by one, or both, teams will also be cause for declaration of a forfeiture. In no case will a team which has forfeited a game, or caused the abandonment of a game, be declared a group winner or wild card.

A team unable to field 7 players {5 players for 8U/9U-10U) at scheduled starting time will forfeit match. 3 points will be awarded to opponent. The tournament has no responsibility to reschedule games or provide substitute matches in the event of a forfeit or in the event a team withdraws.

## MATCH & SCORE REPORTING

Match scores will be recorded by the match official following the game. A tournament representative or field marshall will collect the score from the match official, and have both coaches sign the score sheet. The score will then be radioed into the tournament HQ for posting. It is the responsibility of the head coaches of each team in a match to sign the scorecard directly following the game to verify the proper result. The comprehensive list of score updates for all ages, flights, and brackets, for the entire tournament will be posted at Flash Fields, West Seneca Soccer Complex as well as online.

#### **EJECTIONS, CONDUCT & DISCIPLINE**

Any player or coach who is ejected from a game must serve a mandatory 1 game suspension for the next game that the team plays. Any player or coach who is found to participate in the next game when they should be serving a suspension will cause that game to be forfeited. Players can be ejected for accumulation of 2 yellow cards in the same match, or a straight red card. Coaches do not need to be shown a red card to be ejected. If an official tells a coach to leave the field, that is an ejection and will constitute a 1 game suspension for the coach. There will be no appeals of ejections/red cards unless a team feels there has been a case of mistaken identity for the player or coach ejected. In that situation a registered team representative needs to bring their concerns to the Tournament Director at the Flash Fields HQ for review. A player or coach who is ejected for violent conduct, serious foul play, or racist remarks/actions may be subject to further sanctioning beyond a 1 game suspension. Any player or coach who assaults a referee will be expelled from the Tournament with further disciplinary action possible, up to and including contacting local authorities. Tournament Directors reserve the right to levy additional discipline, up to and including expulsion of the entire team from the Tournament, should a situation warrant.

#### **GAME JERSEYS, GAME BALL, AND SPECTATORS**

The tournament scheduler determines the home team for each match. The first team listed in the tournament program (and website) is the home team. The home team will be responsible for using an alternate color uniform if necessary. If the home team cannot supply an alternate jersey, then the visiting team will.

All game balls will be supplied by the tournament.

Spectators are not permitted behind the goals. All spectators shall use appropriate behavior and language and are subject to ejection from the premises for verbal abuse subject to the discretion of the match referee, the tournament referee coordinator, or the tournament director(s). Head coaches are responsible for the behavior of their teams' parents and spectators.

#### **REFEREES**

Referees will be USSF certified. Three person crews will be used for U12 and older matches. When possible three person crews will be used for U11 matches as well.

## PLAYER EQUIPMENT

It will be the referees' discretion to determine the safety and suitability of player equipment. All players are required to wear shin guards.

## PROTESTS & DISPUTES

No Protests will be allowed.

## FINAL RULINGS

The final interpreter of the foregoing rules and regulations, and also any matters not provided for in these rules, will be the Tournament Directors, whose decisions shall be final.

## INCLEMENT WEATHER POLICY

It is solely within the discretion of the tournament committee to modify the structure and format of the tournament in event of actual or threatened poor weather or field conditions. This discretion includes, but is not limited to, shortening or canceling of some or all games, relocating games or fields, determining teams advancing to championship matches or declaring champions in any particular division. In the event of tournament cancellation (meaning no matches are played by any team), teams will be entitled to a refund of their entry fee, less tournament expenses on a pro rata basis. Otherwise, no refunds will be given in the event weather conditions or other conditions cause a team to play less than three matches.

## CONCUSSION PROCEDURE AND PROTOCOL

All teams and families must be made aware from their coach/manager that we follow the US Soccer Concussion Protocol. The protocol and procedure are posted on our website.

## TOURNAMENT CANCELLATION

The WNY Flash Academy and the Tournament Director(s) reserve the right to decide all matters pertaining to the tournament – and may, in their sole discretion, delay, postpone, or cancel the tournament, or otherwise alter the tournament structure (such as the duration of and/or number of games for teams). The decision of the WNY Flash Academy and the Tournament Director(s) on these matters shall be final, and shall not entitle any team to a refund or other return of entry fees paid, except as provided below (subject to any exception set out below, entry fees are nonrefundable).

If the tournament is canceled for any reason before any tournament matches are played, teams will receive a refund or credit (against entry fees for a future WNY Flash Academy tournament) in an amount to be determined in the sole discretion of the Executive Committee of the WNY Flash Academy after taking into consideration the non-recoverable costs, expenses, and resources incurred/expended by the WNY Flash Academy for the tournament. The determination of the amount of the credit/refund, and issuance of any credit/refund, may take up to 180 days after cancellation.

Outside of complete tournament cancellation, other circumstances may arise in which the WNY Flash Academy, based on the totality of circumstances, decide to provide a refund of some or all of team entry fees (or for particular teams based on impacts from weather and other circumstances). Any such decision to alter the no-refund policy is in the sole and absolute discretion of the WNY Flash Academy, and any such decision shall not constitute a binding commitment with respect to future similar circumstances or other teams.

The Stars & Stripes Invitational, Tournament Director(s), and WNY Flash Academy will not be responsible for any costs or expenses incurred by tournament participants (including, without limitation, for travel, lodging, or meals) if the tournament is delayed, postponed, canceled, or otherwise altered for any reason.

#### TEAM WITHDRAWAL

All Entry Fees must be postmarked by June 3, 2022 to guarantee consideration. All late applications will be put on a waitlist for review. Upon acceptance, the fee is non-refundable. If your team is accepted and later withdraws, the entry fee is non-refundable and sanctions will be placed against your team/club for future participation in WNY Flash Academy events.

#### HOTEL SERVICES

We work closely with our Hospitality Partner, Ellicott Hotels to provide excellent lodging options and accommodations to fit every need.

Please visit <https://www.ellicottdevelopment.com/ellicott-hospitality/> for more information about our partner hotels.

WE DO NOT have a "Stay & Play" policy; teams are free to book lodgings where they see fit. We can only speak to and vouch for the accommodations of our partners at Ellicott Hotels.

#### TOURNAMENT SANCTIONED

New York State West Youth Soccer Association