



BOB SCHRAGER MEMORIAL – LONG ISLAND CUP 2020 TOURNAMENT RULES & REGULATIONS

Tournament Dates: Saturday, September 5 (Boys) and Sunday, September 6th, 2020 (Girls).

Tournament Headquarters: Oceanside Park

Tournament Registrar: Richard Eisenberg (516) 661-6865

Tournament Directors: Neil Bloom (516) 640-7370
Peter Kasten: (516) 532-5947
Emergency 24 hour contact # (516) 640-7370

Tournament Age Groups, Players on Field, Maximum Roster Size, # Guest Players

Age Groups:

All brackets will be formed based on birth year. It is anticipated we will run the following age groups:

Boys & Girls U7 - 2014's: Player born on or after January 1, 2014
Boys & Girls U8 - 2013's: Player born on or after January 1, 2013
Boys & Girls U9 - 2012's: Players born on or after January 1, 2012
Boys & Girls U10 - 2011's: Players born on or after January 1, 2011
Boys & Girls U11 - 2010's: Players born on or after January 1, 2010
Boys & Girls U12 - 2009's: Players born on or after January 1, 2009
Boys & Girls U13 – 2008's: Players born on or after January 1, 2008
Boys & Girls U14 – 2007's: Players born on or after January 1, 2007
Boys & Girls U15 – 2006's: Players born on or after January 1, 2006
Boys & Girls U16 – 2005's: Players born on or after January 1, 2005
Boys & Girls U17 – 2004's: Players born on or after January 1, 2004
Boys & Girls U18 – 2003's: Players born on or after January 1, 2003

Boys & Girls U19 – 2002's: Players born on or after January 1, 2002

Players on Field/Max Rosters:

U7 - U8: 6 v 6, 12 player maximum roster

U9 - U10: 7 v 7, 16 player maximum roster

U11 – U12: 9 v 9, 18 player maximum roster

U13 +: 11 v 11, 22 player maximum roster

Maximum of five (5) guest players allowed per team

Team Registration & Requirements

After registering your team through the link at OUSC.COM, check-in will be done electronically. Additional details and procedures will be made available and provided upon a team's acceptance, but all accepted teams will be required to electronically file and send:

1. Two (2) completed official tournament rosters listing all players (including "guests") and coaches. Roster must contain pass numbers, date of birth and uniform numbers.
2. Valid, up-to-date USYSA (or equivalent) player passes with picture, birth date and league pass (ID) number. U7-U9 Intramural (without travel passes) teams must have Proof of Date of Birth and Insurance Coverage for ALL registered players.
3. Guest players **MUST** have a player pass plus Guest Player Form properly filled out and signed by their league association.
4. Approved Permission to Travel Form, from all leagues requiring it, by local State Association.
5. CONCACAF participating teams must have a completed form from their Provincial or National Association approving the team's participation in the tournament. In addition to their player passes (ID cards), players must present passports or, if not from a nation that the United States does NOT require a passport, proof of entry into the U.S.A. as required by the United States.

GENERAL TOURNAMENT INFORMATION

- A. All games will be played by FIFA laws except as specifically modified by these rules.
- B. All games will be officiated by USSF Certified and assigned referees. A three (3) referee system will be used in the U13 and above age groups.
- C. All teams will be scheduled to play three (3) games. Teams will play all three games on one (1) day, either Saturday or Sunday. This format will be the same for all age groups. Please check your team's schedule and field maps, which will be posted at www.ousc.com. Please make sure to recheck the schedule for any changes, right before the tournament.

- D. Players' passes, or equivalent, along with OUSC approved tournament roster will be required by all teams for spot inspection, throughout the entire tournament, in case of challenge. (Birth certificates for U7-U9/intramural teams along with proof of insurance from a US Soccer Youth Affiliate signed by club officer)
- E. All games will be considered final and no protests will be allowed.
- F. The length of all games is 50 minutes (2 x 25 minute halves).
- G. Teams shall be awarded Game Points for determination of final standings as follows:

Win = 3 points Tie = 1 points Loss = 0 points

One GAME point will be deducted for each red card received.

H. Tiebreakers:

The team with the most points in a group will win the bracket taking 1st place. In the event of a tie, the following system shall apply to determine the standings (***in determining all tiebreakers, only 3 goal differentials will be counted, except least goals against***):

- 1) Winner of Head to Head competition (not used if more than two teams are tied)
- 2) Most Wins
- 3) Least Goals Against
- 4) Most Shutouts
- 5) Goal Differential
- 6) ***Running up Score.*** Any team that wins any game by a 5 or more goal differential shall lose in tie-breaker to any team that has not done so. In the event both teams in a tie-breaker have won games by a 5 or more goal differential, if one team has won more games than the other by more than a 5 goal differential, that team shall lose in the tie-breaker to the team that has done so in fewer games.
- 7) Co-champions/runner-ups will be awarded if a tie still exists after all of the other tiebreakers.

I. Forfeits – Game time is forfeit time. In the unlikely event of a forfeit, the game shall be scored as 2-0 in favor of the team that is “victorious by forfeit.” They will receive 3 points for the win, the 2 goals and shutout will be considered in tie-breakers

J. Inclement Weather:

1. In case of inclement weather, it will be the decision of the Tournament Committee, whether or not to suspend play.
2. After 6:00 AM please visit the club's web-site www.ousc.com.

3. If a game must be suspended due to weather, it will be considered “final” if more than one half of the game has been completed the game will be considered final. If less than half the match has been completed, the match will be considered to have not been played and will have no effect on tournament standing. All games within a specific division’s round must be completed to be counted in final standings of all teams.
 4. **CANCELLATION/REFUND POLICY** - In the event that severe weather or poor field conditions force the cancellation of the entire tournament, *prior to the start of play*, a refund of at least sixty-five percent (65%) of the fee paid already will be given. Once tournament play commences, there will be no refunds due to circumstances and conditions beyond the control of the Oceanside United Soccer Club and its tournament committee (i.e. weather). There will be no refunds given for any other reason.
- K. Awards will be presented at the end of round-robin play for each division. Awards for 1st and 2nd place will be presented, unless otherwise noted.

GAME PROCEDURES

- A. A team shall consist of at least seven (7) players for 11 v 11; six (6) players for 9 v 9; five (5) players for 7 v 7 and four (4) players for 6 v 6.
- B. While copies of passes, releases and other documents will be submitted electronically, **all teams must have passes with them on the fields for each game, for each player playing**. While they may not be checked before each game, if they are requested by a tournament representative at any time before, during or after the tournament, and not presented, any players without a valid pass will not be able to play, and other action may be taken in the tournament committee’s discretion, including but not limited to disqualification of the player and/or team.
- C. Referees have been instructed to start the clock on schedule. Time may be added only for extended injuries requiring professional medical care, at the discretion of the referee/field coordinators. The duration of games may be adjusted, as the Tournament Director deems necessary.
- D. Referees and Field Marshals will manage all game cards. Only the referee will have a game card and they will keep it after the game with the recorded score. Procedures for reporting game scores to the Field Marshal/Tournament Staff will be provided and all coaches will be notified of the procedure before the tournament. Scores will be recorded and posted online.
- E. Teams will be on opposite sides of the field. Home team kicks off. Visiting team will determine goal they wish to attack in first half. Home team shall supply the game ball. If there are color conflicts in team colors, the Home team shall change.

- F. No player shall be allowed to play with an injury, which in the opinion of the referee constitutes a danger to others. To prevent accidental injury, registered players ***will not be permitted to play if they are wearing hard casts of any kind.***
- G. All players must wear a uniform with a number which must match the original roster number.
- H. Player's uniform must include shin guards under their socks.
- I. Substitutions: Can be made at any stoppage of play, and ONLY with the permission of the referee. A cautioned player does NOT have to be removed from the field. However, you may request a substitution to allow the player an opportunity to "cool down". Again, all substitutions are with the permission of the referee. The cautioned player may re-enter playing field at coach's discretion, at the next appropriate stoppage of play, and with permission of the referee.
- J. Rules for Younger Divisions
 - 1) Start of Play: The start of play shall conform to FIFA Law VIII except that in the U9, 10 and 11 age divisions at the beginning of the game, after a goal has been scored, and after half time every player shall be in his own half of the field and every player of the team opposing that of the kicker shall remain not less than 8 yards from the ball until it is kicked-off and in the U8 age divisions at the beginning of the game, after a goal has been scored, and after half time every player shall be in his own half of the field and every player of the team opposing that of the kicker shall remain not less than 6 yards from the ball until it is kicked-off.
 - 2) Free Kicks: Free kicks shall conform to FIFA Law XIII except that in the Under 8, 9 10 and U11 age divisions no player of the opposing side shall encroach into the penalty area, or within eight yards of the ball, as the case may be, before the free kick is taken.
 - 3) Penalty Kicks: Penalty kicks shall conform to FIFA Law XIV except that the U8 age group shall take the penalty kick within the penalty area at a penalty mark made 8 yards from the midpoint between the goalposts and equidistant to them and the U9, 10 and 11 age groups shall take the penalty kick within the penalty area at a penalty mark made 10 yards from the midpoint between the goalposts and equidistant to them.
 - 4) Corner Kicks: Corner kicks shall conform to FIFA Law XVII except that in the U8, 9, 10, 11 age divisions, players of the team opposing that of the player taking the corner kick shall not approach within 8 yards of the ball until it is in play.
 - 5) Headers: No player in the U11 division and below shall engage in heading. If a player in these divisions deliberately heads the ball, an indirect kick shall be awarded to the opposing team from the spot of the offense. If the deliberate header occurs within the goal area, the indirect free kick should be taken on the goal area line parallel to the goal at the point

nearest to where the infringement occurred. If a player does not deliberately head the ball, then play should continue.

6) Build-Out Line: For U10 and under, when the goalkeeper has the ball, either during play (from opponent) or from a goal kick, the opposing team must move behind the build-out line (or other marking) until the ball is put into play. Once the opposing team is behind the build-out line, the goalkeeper must pass, throw or roll the ball into play, **punting is not allowed**. After the ball is put into play by the goalkeeper, **AND TOUCHED BY ANOTHER PLAYER ON THE GOALKEEPERS TEAM OR CROSSES THE BUILDOUT LINE**, the opposing team may cross the build-out line, and play resumes as normal. If a goalkeeper for U10 and under punts the ball, an indirect free kick will be awarded to the opposing team from the spot of the offense. If the punt occurs within the goal area, the indirect free kick shall be taken on the goal area line parallel to the goal line at the nearest point to where the infringement occurred. The goalkeeper is not required to wait for the opposing team to retreat to the build-out line before putting the ball into play, but if the goalkeeper does not wait, the opposing team is relieved of their duty to retreat.

- K. Head Injury: Any player suspected of suffering a concussion will not be allowed to return to play until he/she is cleared by the healthcare professional. No coach, parent/guardian or player may overrule the healthcare professional. If a coach attempts to allow a player who had been removed from a game for concussion assessment and who has not been cleared to return to play by the on-site healthcare professional, the referee shall immediately stop play, direct the player to leave the field, instruct the coach to select a substitute, issue a warning to the coach and if a coach persists, the referee is entitled to take necessary disciplinary measures against the coach.

STANDARD OF PLAY

A committee to handle all disciplinary matters pertaining to this tournament has been established.

The following is a brief outline of what will be expected of all players and coaches who participate in this year's tournament.

1. All players and coaches will demonstrate the highest standard of sportsmanship throughout the tournament.
2. Any player or coach given a red card will not be permitted to participate in the remainder of the game they are playing when given the card. **Player or coach receiving a red card will NOT be allowed to participate in the next match.**
3. **One GAME point will be deducted for each red card received.** A team may be assessed negative points for a game, if appropriate, based on the discretion of the referee.
4. **A player or coach who accumulates three yellow (cautions) cards during the course of tournament play will be suspended from their team's next match.**

5. **Any team official who is coaching more than one team and is suspended from one team is automatically suspended from the other team or teams until suspension has been served.**
6. All coaches are responsible for conduct of their players, parents and supporters while the team is at the tournament, as well as on the field of play. Please be considerate of all our neighbors.
7. Information on all Yellow/Red Card violations will be forwarded on to reported to the players or coaches home association (NOTE: For CONCACAF teams, the tournament committee will notify the USSF of any disciplinary action, and the Federation will transmit the disciplinary action taken or required to that team's provincial or national association.)
8. No alcoholic beverage shall be permitted in the immediate vicinity of the playing sites. No person shall be permitted to appear on or in the immediate vicinity of the playing sites in an intoxicated condition.
9. Please observe all parking regulations. Tournament is not responsible for any kind of tickets given.
10. All matches are played under *Zero Tolerance* policy of LIJSL/ENYYS/USYSA. This includes all players, coaches, trainers and spectators.
11. All decisions concerning Standard of Play, Scoring, Standings, interpretation of these rules, or otherwise, shall rest solely with The Tournament Committee and all rulings shall be final.
12. There is a separate set of Covid-19 Protocols posted at ousc.com and provided to all coaches/managers. Those protocols apply to every person attending the tournament in any capacity and are to be complied with along with the rules provided for herein.

Good luck and have a great tournament!