

NOTE: All games shall be played in accordance with FIFA Laws, except as specifically modified by these rules. Format Teams are guaranteed three games.

NOTE: Important -- see Section F for information about bad weather policies.

A. Teams

- All players must be 18 years of age or older by June 22, 2019, to be eligible to play in the tournament.
- All Teams are coed and should be large enough to support 7v7 play.
- Players are only allowed to be listed on a single roster.
- Players must be listed on their team's final roster to play in any tournament matches.
- All players must sign a waiver of liability before participating in any matches. Waivers are due at the same time as their team's final rosters are due (before a team's first game). **Players will not be allowed on the field until they have turned in a signed player waiver.**
- Each player must present proper identification if requested by tournament administration. Any player that is unable to produce proper identification will not be allowed to play in any tournament matches. Ineligible players who have already participated in tournament matches will have those team's matches forfeited and that player WILL NOT play in any remaining matches.
- Players must

B. Uniforms and Equipment

- Official DC SCORES Cup team shirts will be provided to all participants; they are to be worn during all tournament games. **If you have more than 15 players, they may wear shirts that are the same color as the T-shirts.
- Shin guards are required. Teams are expected to bring any necessary goalkeeper equipment. Game balls will be provided.
- Any color socks or shorts may be worn with team shirts.

C. Rules of Play

- Field Dimensions Fields will be approximately 75 x 52.5; full-size (8' X 24') goals will be used.
- Teams will play 7v7 including a goalkeeper.
- Teams may have no more than five players of either gender on the field at any one time.
- Unless medically necessary, jewelry shall not be brought onto the field of play by any player or goalkeeper. Any medical bracelets must be taped down to the wrist. In order to play, necklaces, all other bracelets, earrings, wristwatches, any metal piercings, or hard metal/plastic hair clips must be removed prior to entering the field. Players wearing any of the above illegal equipment shall be required to substitute out by the referee.
- Each game will consist of one 25-minute period. The schedule may be condensed for weather related reasons.
- The offside rule will not be enforced. However, in the spirit of the game, persistent cherry-picking will not be allowed. The referee will use discretion to warn these players of unsportsmanlike behavior.
- **THERE IS NO SLIDE TACKLING.** If a player slide tackles and the slide results in a foul, a direct free kick will be awarded, and if warranted, a yellow/red card will be issued. If there is a slide tackle committed without a foul, an indirect free kick will be awarded to the opposing team and a warning will be issued to that player for the first infringement, and a yellow card will be issued to that player for any further slide tackles.
- **Red Cards:** If a player receives a red card, he/she is ineligible for the team's next game. If a team receives 4 red cards in a game, they forfeit.

Substitutions

Unlimited substitutions may be made on the fly as long as:

- **No more than 2 players** substitute within the same 30-second interval.
- The player entering the game and the player exiting do so at midfield.
- The player coming into the game yells “sub” upon entering
- The player exiting the game raises his or her hand
- The player exiting the game makes no effort on a ball in play.
 - Failure to substitute properly will result in a yellow card for the player entering the game
 - If a substituting player touches the ball or interferes with an opponent before leaving the field (examples: touches the ball; runs a pick of an opponent; distracts play with a word or gesture), the opponent is awarded an indirect free kick from the last spot where the ball was played – in addition to the violating player receiving a yellow card.

D. Tournament Format

- At the end of round robin play, the top 2 teams in each group will advance to the playoffs (this is true for all 4 tournaments: Casual, Intermediate, Competitive and Law)
- The playoffs will take place immediately following round robin play Saturday afternoon

Standings

Standings will be based on each team’s win-loss-tie record throughout the preliminary games. At the completion of the preliminary games, points will be added to determine which teams will continue into the playoffs. Points will be awarded as follows:

- 3 points for a win;
- 1 point for a tie;
- 0 points for a loss

Forfeits

Should a team forfeit for any reason the forfeited game will be scored as a 0-3 loss.

Tiebreakers

If there is a tie in points in the standings at the conclusion of the group stage, tiebreakers will be used in the following order to determine which team advances:

- Goal Differential: the team with the higher goal differential (goals scored minus goals allowed) in the games will advance.
- If the teams are still tied, the team that allowed the fewest goals over the first five games will advance.
- Head to Head: Team 1 and Team 3 have the highest points in a given bracket; however Team 1 beat Team 3 during the preliminary round. Team 1 will advance.
- If teams are still tied, a coin-toss will be used to determine the team that should advance.

Playoff Rules

- In the event of a tie, a 5-minute golden goal will be played. If there is no winner at the end of that period, a penalty kick shootout will take place in accordance with the rules below.
- From the team of players that is on the field at the end of overtime, five (no more than three of either gender) will be chosen to kick.
- If at the end of these five rounds of kicks the teams have scored an equal number of goals, sudden death rounds of one kick each are used until one side scores and the other does not. No player may kick again until every player who ended the game on the field has taken a kick.

- The penalty kick session will only include players that were on the field at the end of regulation play.

E. General Information

Facilities

- Restrooms will be available on the playing grounds; showers will not be available.

Food

- Water and food will be provided throughout the tournament to participants.

First Aid

- A trainer will be present throughout the tournament.

Trash & Recycling

- Each team is responsible for picking up all its trash and recyclables and leaving the fields as they were before the tournament. NO FOOD (including oranges & orange peels!) is allowed to be consumed on the fields. Please eat at the designated lunch tents in the parking lot.

Any color socks or shorts may be worn with team shirts.

From the team of players that is on the field at the end of overtime, five (no more than three of either gender) will be chosen to kick.

- If at the end of these five rounds of kicks the teams have scored an equal number of goals, sudden death rounds of one kick each are used until one side scores and the other does not. No player may kick again until every player who ended the game on the field has taken a kick.
- The penalty kick session will only include players that were on the field at the end of regulation play.

F. INCLEMENT WEATHER

The Maryland Soccerplex is solely responsible for opening or closing fields in the event of inclement weather. The SCORES Cup Tournament Committee will communicate as soon as possible any closings both before the Tournament date and during the Tournament itself. To ensure as many scheduled games as possible are played, the Tournament Committee will have the authority to change games as follows:

- A. Relocate or reschedule any game(s)
- B. Change the duration of any game(s)
- C. Cancel any game(s)

In the case of inclement weather, please read this carefully to fully understand how the Tournament Committee will handle scheduling.

1. We will play in rain unless the field was closed by Soccerplex. Note that six out of ten fields are all-weather artificial fields. In case of rainy weather you should expect to get wet. Please bring rain gear.

2. If games are stopped due to an electrical storm, all games will stop and the entire schedule will be shifted together when play is allowed to resume. In other words, the 10 games scheduled during a time slot will always be the same 10 games regardless of when they are played.
3. If games are less than 12 ½ minutes old when lightning stops play, ALL 10 games in that time slot will resume when we return to the fields.
4. If games are more than 12 ½ minutes old when lightning stops play, the score at the moment of stoppage stands, and games are considered FINAL (no goals are needed for a complete game).
5. In case of a stoppage it is **VITAL** that all games start **ON TIME** when they resume. Please be at your field at least 5 minutes before your scheduled start time.

LIGHTNING DETECTION AT THE SOCCERPLEX

This is the policy of the Maryland SoccerPlex:

The Maryland SoccerPlex has a lightning detection system on-site. The purpose of the system is to protect patrons using the facility when dangerous storms pass through. When dangerous conditions exist, the following steps will take place:

- A. Horns will sound for 15 seconds.
- B. The 15-second blast indicates ALL patrons must immediately go to their cars.
- C. The 15-second horn will blast when dangerous conditions have been identified, even if you do not see lightning, you must go to your car.
- D. When dangerous conditions no longer exist, the horns will blast 3 shorter bursts.
- E. You may return to the field after the 3 shorter blasts have sounded.

Stretching the Schedule

It is our goal for every team to have the full DC SCORES Cup experience, meaning five games in group play. However, we are also cognizant that participants may have late afternoon and evening plans. Therefore, out of an abundance of caution and to facilitate participants' planning, below is the Tournament Committee's detailed plan for rescheduling games, should any game be delayed or stopped by weather:

1. The maximum amount of time we will extend the tournament is two hours (the equivalent of four game blocks) to allow everyone to play a full schedule. This means that if the entire two-hour extension is utilized, the playoffs would finish no later than:
 - a. LAW DIVISION: 5:45pm
 - b. COMPETITIVE DIVISION: 6pm
 - c. INTERMEDIATE DIVISION: 6:30pm
 - d. CASUAL DIVISION: 7pm
2. If lightning delays play by more than two hours, we will shorten the tournament as follows:
 - a. First, we will cut the DC SCORES presentation (if it hasn't already happened)
 - b. Next, we will cut everyone's 5th game of the day (30 min)
 - c. And finally, if necessary, we will cut everyone's 4th game of the day (30 min)
3. Once we get to the playoffs, we will play every game (semifinals and finals) until we have four champions, even if late storms delay the games.

IMPORTANT: All game time changes will be updated as quickly as possible on the TeamSnap Tournaments app. It is **CRUCIAL** that captains have the app downloaded and use it throughout the day. Additionally, we will update times on physical brackets at the respective check-in tents. Players can stop there to view updates. Thank you!

Please contact us with any questions!