



# May Day Classic

Tournament Rules and Policies

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## REGISTRATION

Registration is done via GotSoccer.com.

**Early Bird Registration** closes February 28, 2021 at 11:59 p.m. Team must be paid in full to receive early bird discount. Payments need to be made online. Teams are not accepted into the event until they are paid in full. No exceptions will be made.

**Regular Registration** closes April 1, 2021 at 11:59 p.m. Payments need to be made online. Any team that applies and fails to make payment by required deadline will not be accepted into the event. No exceptions will be made.

**Tournament Check In:** We will be moving our check in process to be completely managed via Tournament platform. Roster and medical waiver forms must be completed and uploaded on the tournament site by Wednesday, April 21, 2021. Tournament Check in (all forms completed) must be completed by Monday, April 28, 2021 at 2pm

***There will not be an in-person check in process Friday night or at the field.***

**Hotel Accommodations:** We will continue our partnership with Halpern Travel. Travel arrangements can be made via the following website: [Halpern Travel - May Day Classic 2020](#)

Halpern Travel has pre-selected Official Tournament Host Hotels in order to provide teams with the best options on value, location and amenities. All travel teams attending the May Day Classic are required to book their hotels through Halpern Travel as a condition of final acceptance into the tournament as a 'travel team'. 'Travel teams' are teams that are travelling from 90 miles' distance or greater to our primary venues in Saratoga Springs, NY

### Locations:

We will have one location for our May Day Classic Tournament.

- Gavin Park – 10 Lewis Rd, Saratoga Springs, NY 12866

## RULES

FIFA Laws are in effect, with modifications as published below. Website rules supersede all other published Tournament Rules.

## AGE GROUPS/ROSTER SIZE/FORMAT OF PLAY/GAME LENGTH

The age group structure as established by US Soccer will govern. All players (including guest players) must have been born during the specified year for their age classification.

Age Group	Roster Max	Format	Length
U8: 2010	14	4v4 Played on 2 fields	25- minute running clock
U10: 2009	14	7v7	25- minute running clock
U11: 2008	16	9v9	24-minute halves w/2 minute half time 50 minute Running Clock
U12: 2007	16	9v9	24-minute halves w/2 minute half time 50 minute Running Clock
U13: 2006	22 (18 dress)	11v11	24-minute halves w/2 minute half time 50 minute Running Clock
U14: 2005	22 (18 dress)	11v11	24-minute halves w/2 minute half time 50 minute Running Clock
U15: 2004	22 (18 dress)	11v11	24-minute halves w/2 minute half time 50 minute Running Clock
U16: 2003	22 (18 dress)	11v11	24-minute halves w/2 minute half time 50 minute Running Clock
U17: 2002	22 (18 dress)	11v11	24-minute halves w/2 minute half time 50 minute Running Clock
U18: 2001	22 (18 dress)	11v11	24-minute halves w/2 minute half time 50 minute Running Clock
U19: 2000	22 (18 dress)	11v11	24-minute halves w/2 minute half time 50 minute Running Clock

### Roster and Player Passes

Roster and Player passes for all players must be as requested by the referee, Field Marshall, tournament committee, and/or Tournament Director. **Teams should be prepared to present player passes/official roster at any time during the tournament.**

- A valid roster (from US Youth Soccer or other Soccer Organizational Member).
- Teams must have completed the required May Day Medical release forms for all players.
- Players may only be rostered to **ONE** team entered in the tournament.
- Maximum Roster number may be waived by the tournament director in advance.
- Each team is allowed three (3) guest players. The total number of guest players may be waived by the tournament director in advance of May Day.

- Guest players may only appear on **ONE** roster, must be added on the tournament platform site, and must have a valid player pass (from US Youth Soccer or other Soccer Organizational Member).

## **TOURNAMENT DIVISIONS**

There may be multiple divisions at each age level. This is dependent on the number of teams who have registered. As a result teams may be waitlisted.

## **NUMBER OF GAMES/GAME LENGTH**

Subject to weather and other conditions beyond the control of the Tournament Committee, each team entering the tournament is guaranteed 4 qualifying games (unless a team forfeits). Qualifying and playoff game length is listed above, with one 2-minute half time interval. There will be no extension of time for substitutions, injuries or balls out of play, mandated water breaks – the play clock will run continuously. At the conclusion of each game the two coaches and the referee will sign the scorecard attesting to the game score. If any game is terminated after one half of play, the score at the time will stand and the game will be considered official. Teams named first in the schedule will be considered the home team. Home team will wear white or light colored jerseys. Home team must change to an alternate jersey in the event of a color conflict.

## **GAME SCHEDULES**

Qualifying games will be played on Friday between 5 PM and 8:00 PM and on Saturday and Sunday between 7:30 AM and 8:00 PM with championship games on Sunday when applicable. Coaches may coach more than one team as long as each team has a different, credentialed Assistant Coach. Once the schedule has been published, no further changes will be made (unless a team drops out, field conditions change, or other issues as determined by the Tournament Committee come up that require a schedule change).

## **OFFICIALS**

Qualified referees will officiate each game. Most if not all games will be officiated by a referee and 2 assistant referees in the U14 – U19 brackets, although the availability of qualified referees might necessitate the use of fewer linesmen at some games played by the youngest age groups.

For U8-12 games you should expect only one official for games.

## **ZERO TOLERANCE**

The May Day Tournament adheres to the CDYSL League Zero Tolerance Policy.

Information regarding this policy can be founded [HERE](#)

## **COACHING**

All Coaches have total responsibility for the conduct of their players, substitutes, and spectators at all times. Coaching from the sidelines (giving direction to one's own team on points of strategy and position) is permitted, provided: No mechanical devices are used; The tone of the voice is instructive and not derogatory; Each coach or substitute remains within 10 yards on either side of the halfway line; No coach, substitute, or spectator makes derogatory remarks or gestures to the referees, other coaches, players, substitutes, or spectators; No coach, substitute, or spectator uses profanity or incites, in any manner, disruptive behavior.

## **CAUTIONS AND EJECTIONS**

- A player receiving two cautions (yellow cards) in a single game is considered to have been given an ejection (red card).
- A player who has been ejected (sent off), will not be replaced.
- A player who has been ejected will not return for that game and will not be allowed to participate in the next scheduled game.
- A player who is ejected for violent conduct or serious foul play may be expelled from the tournament, at the discretion of the Tournament Director.
- Any player or coach who assaults a referee will be expelled from the Tournament.
- A coach who has been ejected (sent off) will not be allowed to participate in the next scheduled game, and may be expelled from the tournament at the discretion of the Tournament Director.

During game suspension(s) for coaches, there can be NO contact between the team and the coach during the game and the coach must be out of sight and sound of the field. Additionally, the coach must not be involved in unacceptable conduct (defined as coaching his/her players by any means or method, or harassment of opponents/players/referees/staff). Failure to adhere to this rule will result in an immediate ejection from the tournament for the coach. The tournament director will notify the appropriate federation regarding disciplinary actions taken.

## **UNIFORMS AND EQUIPMENT**

### **Uniforms**

A player's uniform will consist of shirt, shorts, socks, shin guards, and footwear. Team uniform shirts must have a number on the back. Each player shall have a different number and this number must be the same as listed on the official tournament roster. In the event of a color conflict, the home team will change color. The home team is the first team listed on the schedule. Goalkeepers shall wear colors that distinguish them from the other players on both teams and from the referee.

### **Game Ball**

The tournament will supply one game ball at each field.

## **FIELD MARSHALLS**

Field Marshalls will be present at all fields. All participants should be aware that the Marshalls have the authority and right to remove any unruly or uncivil spectators from the game field perimeter and/or the field complex area. All Coaches have total responsibility for the conduct of their players, substitutes, friends and spectators at all times.

## **TOURNAMENT DIRECTOR AND COMMITTEE**

In the event of conditions beyond the Tournament Committee's control, final decisions with respect to game cancellations, shortenings or terminations shall lie solely with the Tournament Director and Committee. The Tournament Director and Committee, in conjunction with the Referees' Committee, reserves the right to change field assignments. In addition, the Tournament Director and Committee reserves the right to change sectional and divisional assignments in the interest of fair and balanced competition.

## **PROTESTS**

No protests will be considered.

## **REFUND POLICY**

- May Day Classic charges a \$50 administrative fee on any refund.
- If a team withdraws after registration/applying for the May Day Classic:
- Prior to or on April 1, 2021 = The team will receive 50% amount refunded minus the \$50 administrative fee.
- After April 1, 2021 = The team is not eligible for a refund.
- If the tournament is cancelled for any reason, the \$50 administrative fee will still apply.

## PLAYER SAFETY

May Day Classic makes safety of players as our #1 priority. As a club and tournament, we are always looking at the risk associated with youth soccer participation and seek solutions to those issues to keep all players safe. Please take the time to review the policies and procedures listed below.

**Casts:** Players wearing a hard cast may not participate unless they are appropriately bubble wrapped and receive referee approval.

**Heading Rules:** No Heading of the ball is allowed for U8, U10, or U11. The restart is an indirect free kick for the opposing team.

U11 Players playing in U12 or older age groups will abide by the age group heading rules (i.e. younger player playing up may head the ball intentionally).

## Player Wellness Tents

Saratoga Wilton Soccer Club is required to have a medic at each of our venues. Our tents are staffed with certified medics. These professionals are available at their tent locations. They are available for pregame treatment, assessments, and post-game treatments. Any player who requires taping, is asked to bring the needed material with them. Our medics will only be beckoned to field locations on request of the May Day Classic field marshal and in medical emergency situations.

## Player Concussion Policy and Procedure

A player who might have endured a concussion will be required to report to the Player Wellness Tent for an assessment from a medic. Players can be requested to report to the Wellness Tent by their coach, field marshal, or referees. The player/s is required to bring their player card and is to be accompanied by an adult: parent, team manager, coach, or assistant coach. If the player is assessed to be concussed, the medic will keep the player card until the team manager or the head coach of that team can pick it up. The Medic will give the player card to the team manager or head coach with instruction that player will not be eligible until further notice and has completed the return to play protocol. The medic will notify the tournament director of the concussed player. The tournament director will notify the site coordinator to ensure that the concussed player does not participate. Any coach who intentional allows an identified concussed player to participate without prior proper medical clearance may be sanctioned by Tournament Director.

## WEATHER GUIDELINES

### CDYSL Heat Guidelines

In the case of inclement weather every attempt will be made to play all scheduled games in the tournament. At the sole discretion of the Tournament Director and Committee, some games may be

declared a 0 - 0 tie and not be made up. The following priority will be given to games needing to be made up:

- Teams that have not yet played a game in the tournament
- Teams that have only played one game in the tournament
- Games that will have a material impact on the final standings; however, all play is considered final even if games cannot be scheduled for a makeup.
- All other games

If inclement weather affects a game and it is rescheduled by the tournament, the time and field location then becomes final. Failure to play the game will result in a forfeit.

If a game must be stopped before halftime, the Tournament Director and Committee will rule on its rescheduling or other resolution. Such a game may be temporarily halted or recommenced, picking up where play was halted. Regardless of weather conditions, it is the responsibility of all affected teams to monitor the status of their games (via the tournament website) and to appear with their team ready to play as scheduled by the Tournament Director if games are recommenced. The referee, Tournament Director, or field marshal may postpone any game. Once the decision has been made to cancel a game, that decision is final. Teams that continue to play may be suspended from tournament. In all cases, the Tournament reserves the right to abbreviate or shorten all games in order to adjust to weather or other complications that may occur.

When play is resumed the scheduled game closest to the time play is to resume will begin. For example, if play is stopped at 2:50 pm and restarted at 5:20 pm the teams scheduled to play closest to 5:20 pm will play, NOT the teams scheduled to play at 2:50 pm. Every attempt will be made to make up the 2:50 pm game at a later date and or time. All decisions made by the Tournament Director and the Committee will be final.

## **SUBSTITUTIONS**

Eligible players from the roster shall be allowed to substitute for players on the field subject to permission and signal by the referee. Substitutions may be made at any stoppage of play subject to the Referee's Discretion. Less than 2 minutes of play remaining in the game it will solely be up to the Referee's Discretion. In the event of a cautioning, only the player(s) cautioned may be substituted for, (not mandatory): opposing team is entitled to a like number of substitutions at that time. In the event of injury, both teams may substitute freely.

## **MAXIMUM GOAL DIFFERENTIAL**

For qualifying games, in the event of a strongly one-sided game, the maximum goal differential that will be recorded will be 3 goals even if the margin of victory was greater than 5 goals.

## **FORFEITS**

All teams are expected to be at the appropriate field at the time when they are scheduled to play. In the event of a team not appearing at the scheduled time, a 3-0 win may be awarded to the opponent after consultation with, and at the discretion of, the Referee and Tournament Committee. All decisions of these committees are final.

## **PLAYOFF RULES**



**DETERMINING WINNERS** Teams will be awarded points on the following basis:

Three (3) points for each Win

One (1) points for each Tie

Zero (0) points for each Loss

One (1) point for goal (maximum 3 per game)

At the end of a preliminary placements, the group placements shall be determined by the number of points earned in preliminary matches. In the event of a tie within a group, the following criteria shall be used to determine final group placements, used in order until the tie is broken:

1. Most Wins
2. Head to head competition
3. Goal Differential (maximum (3) per game),
4. Goals For (maximum (3) per game),
5. Goals Against (maximum (3) per game),

#### **Placement of group winners**

Where teams are in different brackets, or did not play each other, #1 above will obviously not apply. In the event of a tie between three (3) or more teams, #1 above will only be considered if all three teams played each other. The Tournament Director, acting within the parameters of these rules, will determine the teams to advance to the final rounds or determine the champion of that group.

#### **U16, U17, U18, and U19 age groups**

Team who finishes group play with the most points will be determined the Champion for that age group and division. Winning teams can pick up their championship award at the Headquarters tent at their venue.

#### **U-11-U15 age groups**

**Single Brackets:** Divisions where there are only bracket, winners will be declared based on the number of points earned. Winning teams can pick up their championship award at the Headquarters tent.

**Multiple Brackets:** Teams will play a round robin within their bracket. The fourth game will result in a playoff based off equal placements. Example: 1<sup>st</sup> place in Bracket A plays 1<sup>st</sup> place in Bracket B, 2<sup>nd</sup> place vs 2<sup>nd</sup> place, etc.

**Exception:** Where a division only has 4 teams, there will be a round robin play for three games, and a fourth game will result in 1<sup>st</sup> vs 2<sup>nd</sup> ,and 3<sup>rd</sup> vs 4<sup>th</sup>, based upon points earned.

### **Final Game/Playoff:**

Should a playoff game remain a draw after the end of regular play, FIFA penalty kicks will be taken to determine the winner. There will be NO OVERTIME play!

- The best of five penalty kicks taken alternately by each team will determine the winner.
- Only those players on the field at the end of the game may compete.
- If the penalty kick score is tied at the end of the five kicks, the teams will continue to take penalty kicks alternately until there is a winner.
- All players on the field must kick before any player may kick a second time.

### **U8 and U10 age groups**

This age group will be a jamboree format. Each team is guaranteed 4 matches. There will not be playoffs or a group winner. Participation medals can be pick up at the headquarters tent at your venue.

## **AWARDS**

### **U16 - U19**

Group winners by points will be determined group champions. Teams may pick up their championship awards at the Headquarter Tent

### **U11 - U15**

Winners of the finals can pick up their championship awards at the conclusion of the championship match at the Headquarters tent of the finals.

### **U8 – U10**

All coaches will receive their participation awards at the U10 Tent.

## **GENERAL PROHIBITONS**

Alcoholic beverages and smoking are prohibited at any tournament location, including parking areas.

## **DISCLAIMER**

The Tournament Director, members of the Tournament Committee, Saratoga Wilton Soccer Club, its members and board of directors, any participating associations, colleges, advertisers, school districts and recreation departments, and related municipalities will not be responsible for any expenses incurred by any team, player, or spectator nor will they be held liable for any injury of any player, coach, or spectator that may result from the participation in, or travel to and from the tournament. Each team will be responsible for its own medical and liability insurance. The tournament director and committee reserves the right to decide on all matters pertaining to the conduct and administration of the tournament and their judgment shall be deemed as final.