

Icebreaker Rules & Policies

AGE AND ELIGIBILITY

Participation in the PWSI Icebreaker Tournament is open to accepted teams composed of a maximum of twenty-two (22) players for 13U, 14U, 15U, 16U, 17U, 18U and 19U, maximum of fifteen (16) players for 11U and 12U, and a maximum of fourteen (14) players for 9U and 10U 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; Player registration cards duly authorized by State/Provincial or National Association will be required as proof of age.

***Age groups:**

Roster Sizes

- 2015-2014 (U9 - U10) 7v7 teams are limited to 14 players
- 2013-2012 (U11 - U12) 9v9 teams are limited to 16 players
- 2011-2005/06 (U13 - U18/U19) Teams can have 22 players
 - Only 18 players in each game are allowed to play
 - Teams must identify 18 players before each game with the referees.

Five guest players per team will be permitted for all age groups.

- US Club Soccer teams may only take guest players registered under US Club Soccer,
- USYSA teams may only take guest players registered with properly stamped USYSA player pass cards.

****Players can only play for 1 team throughout the tournament.**

*Combining of age groups will be done at the Tournament Committee's discretion, if needed.

**The 9U & 10U age groups will play 7v7 ; 11U & 12U will play 9v9, all on smaller fields.

E. No "house" all-star, recreational, or ODP teams will be permitted to play. Each team accepted must be registered with a National State Association affiliated with the USYS/USSF or national equivalent and must present a valid (2023-24) State or Provincial roster. Teams that are members of organizations of the United States Soccer Federation but not members of US Youth Soccer (such as AYSO, SAY, US Club Soccer or Super Y Leagues) DO NOT have to have a US Youth Soccer Application To Travel form (although that team's organization may require that the team have permission). At the tournament registration, all teams must present valid (2023-24) player cards, the approved tournament roster, medical releases (all players) and permission to travel as required. All player passes must match the affiliation of the roster. For example, If the team roster is USYSA, then all players on that team must have USYS passes. A player may not guest play on a USYS roster with a US Club player pass, and vice versa. All VYSA clubs have USYSA passes (travel and rec). All player passes MUST be signed by the registrar (for travel passes) or club designee (for rec passes). A maximum of five (5) guest players may be used on a Tournament Team Roster. However, any team, including a team using guest players, must have no more than a total of eighteen (22) players for U13 through U19 and a maximum of fourteen (14) for U9, U-10, fifteen (16) U11 and U12 on game day roster. Guest players must be current USYS/USSF or national equivalent players and can play for only 1 team in the Tournament. Guest players may be recreational players provided they have an authorized (2023-24) player registration card.

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F. USYSA teams outside Region 1 must have a Permission to Travel Form signed by their association. All out of area teams are required to reserve their housing through Halpern Travel www.halperntravel.com 888-640-6400 our tournament-housing agency. Teams that secure lodging outside of Halpern Travel may not be accepted to the tournament. All players/teams must have valid Player Registration Cards, Team Rosters, Medical Release Forms, and Permission to Travel Forms.

G. Foreign teams must provide the following at registration:

Passports for each player, or if from a nation that the United States does not require a passport, proof of entry into the United States that is required by the United States, Player picture identification cards, Completed form from its Provincial or national association approving the team's participation in the tournament.

LAWS OF THE GAME

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

HEADING RULE AT AGE GROUP DIVISIONS U11 AND 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 dropped ball.

U9 & 10 BUILD OUT LINES

1. 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. If a goalkeeper punts the ball, an indirect free kick should be awarded to the opposing team from the spot of the 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.

2. Offsides: The buildout line will also be used to denote where 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 goal line.

The Tournament will make available divisions according to competitive level. Divisions may be deleted, combined or added at the Tournament Committee's discretion.

Sub-divisions: Each Division may be further divided into sub-divisions at the Tournament Committee's discretion.

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Flights: Flights are a subcategory of a Division or Sub-division.

Duration

The duration of tournament games shall be in accordance with the following:

Preliminary games, *quarter-final, *semi-final games and consolation matches:

- 9U and 10U -- two 25-minute halves, no overtime period
- 11U through 12U -- two 30-minute halves, no overtime period
- 13U through 14U -- two 30-minute halves, no over time period
- 15U through 19U -- two 35-minute halves, no over time period
 - * Semi-final matches: If teams remain even at the end of the game it will be decided by FIFA, Kicks from the Penalty Spot Procedure as outlined in the Laws of the Game; using only the players remaining on the field at the end of the game.

Final games:

- 9U through 10U -- two 25-minute halves, no overtime periods
- 11U through 12U -- two 30-minute halves, no overtime periods
- 13U through 14U -- two 30-minute halves, no overtime periods
- 15U through 19U -- two 35-minute halves, no overtime periods
 - If teams remain even at the end of the game it will be decided by FIFA, Kicks from the Penalty Spot Procedure as outlined in the Laws of the Game; using only the players remaining on the field at the end of the game.

Half-time for preliminary games will be 5 minutes. All teams will be scheduled to play a minimum of 3 games (this may be altered due to weather or other unexpected issues). Each team will play two games on Saturday and 1 or 2 games will be played on Sunday. All games will be played with a running clock. The referee may stop the clock for serious injuries or other incidents. The referee is the official timekeeper and therefore all decisions regarding game duration are solely at the referee's discretion and shall not be protested. All 11v11 games will have 3 certified referees. Small-sided games will feature 1 certified referee 11U & 12U and 1 certified referee for 9U & 10U games.

Ball Size

Size 5 2005/06-2011 (U19 - U13)

Size 4 2012-2015 (U12 – U9)

Substitutions

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

- a) 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 carded player.

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b) An injured player may be substituted for 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).

Under no circumstances may substitutions be made (1) on corner kicks or (2) after the game has ended in a tie and FIFA penalty kicks will be required to determine a winner.

All substitutes shall inform the assistant referee on their side of the field that they wish to enter the game prior to the time they are entitled to enter the game as a substitute. The assistant referee will signal the referee that substitutes wish to enter the game at the first opportunity that the substitute is allowed to enter the game. The substitutes must wait until the referee signals that it is okay for them to enter the field.

Home Team

Team listed first is the designated Home Team and must change jerseys when the referee determines a conflict to exist.

Forfeits

Teams not at the field ready to play with a minimum of 7 eligible players at the scheduled game time will forfeit the match at the discretion of the tournament director. Forfeited scores will be counted 5 – 0. Teams forfeiting games will not be able to advance to the playoff rounds.

Field and Game Equipment

- Players must wear numbers visible on the back of their uniforms.
- Players shall wear shin guards in accordance with FIFA laws.
- No metal cleats will be allowed, and no jewelry will be allowed.
- Casts are permitted with the permission of the referee.
- Where the opposing team's uniform colors are similar, **the designated home team will change colors. The designated home team is listed first on the schedule.**

When requested by the referee, each team must provide a referee assistant.

THE REFEREE PRIOR TO THE MATCH MAY CHECK PLAYER IDENTIFICATION CARDS. Each team for 15U-19U that has more players than the max game day roster of 18 must identify with the referee crew the 18 players participating in the match. The remaining players (listed on the Official State Roster but not listed on the Official Game Roster) may sit on the team bench side HOWEVER they may NOT be in uniform

Sideline Behavior

Both teams will sit on the same side of the field. Only coaches and trainers may stay on the player's sideline.

Spectators are only allowed on the opposite side of the field from the coaches and players and are limited to being in the designated area from penalty box to penalty box.

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No spectators are allowed behind the goal areas. **Harassment of the officials from coaches, spectators or players will not be tolerated.**

Online Check-in, Forms, Documentation

Team registration will occur online only. There is no team check in at the field and no parent or team manager can request players cards to be shown after check in has been completed. Only the referee can determine and check player cards at the field prior to the game. All players must have current Medical Release forms, Player Registration Cards, Team Rosters, and Permission to Travel Forms, if applicable.

Online Team Check-in All teams are required to complete team check-in online through GotSport.

Required Documents:

- A copy of your team's State Approved Roster or US Club Approved Roster.
- Please mark out any players not attending the event and write-in any guest players.
- A copy of each US Youth Soccer Player Pass or each US Club Players Pass.
- You must include coach's cards, manager's cards, and guest player cards.
- Permission to Travel (if necessary, through state association) Step-by-step instructions for uploading: [CLICK HERE](#)
- Each document will need to fit on separate PDF files for uploading purposes

REGION 1 TRAVEL

Region I has established the following policy concerning permission to travel when attending US Youth Soccer sanctioned tournaments in Region I. The purpose of this policy is to make it as simple as possible for the US Youth Soccer Region I teams to travel to tournaments within Region I.

The new policy states that any US Youth Soccer State Association teams within Region I that is accepted into a tournament in Region I do not need permission to travel papers. Permission to Travel is not required in friendly games within Region 1.

National State Associations in Region I:

Connecticut Jr Soccer Assn

Delaware Youth Soccer Assn

Eastern New York Youth Soccer Assn

Eastern Pennsylvania Youth Soccer Assn

Soccer Maine

Maryland Youth Soccer Assn

Massachusetts Youth Soccer Assn

New Hampshire Soccer Assn

New Jersey Youth Soccer Assn

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New York State West Youth Soccer Assn

Pennsylvania West State Soccer Assn

Soccer Rhode Island

Vermont Soccer Assn

Virginia Youth Soccer Assn

West Virginia Soccer Assn

Protests

There will be no protests. All officiating decisions are final.

Game and Score Reporting

Tournament staff will collect and provide game cards for all matches from referees.

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 the surrounding field area. Repeated violations may result in the suspension of the team from the tournament as decided by the Tournament Director.

.Send-offs

Players (Any Age Group)

- If a player receives a red card or two yellow cards during a match, that player will sit out the rest of that match and also their next match.
- Players serving Red card suspensions are allowed to sit on the bench during their team's next game but are not allowed to be in uniform

Coaches (Any Age Group)

- A coach or other authorized bench personnel sent off during a match must leave the field immediately upon being sent off and must remain away from the field during the team's next match.

It is the responsibility of the team's coach or the person acting in the coach's behalf to control the conduct of its parents and other spectators. Failure to do so may result in a warning to the coach or the person acting in the coach's behalf by the referee. If unacceptable conduct continues, the referee may eject the team's coach, or the person acting in the coach's behalf, from the game.

In accordance with the USYSA Tournament Hosting Agreement, all red and yellow cards and other matters involving team conduct will be reported to the home club and State/Provincial Association of the team involved as well as the US Youth Soccer National Office and the US Soccer Federation (foreign

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teams). There will be no disciplinary action for yellow cards accumulated in different matches during the tournament.

Artificial noise making devices are prohibited.

Smoking and alcoholic beverages are not permitted at any of the field sites.

POINTS, FLIGHT WINNERS, AND WILD CARD TEAMS In the preliminary games, each team will be awarded three (3) points for a win or a game forfeited to them, one (1) point for a tie, and no (0) points for a loss. At the end of the preliminary rounds, the flight winner will be the team with the most points in their flight. If the division consists of five teams, a round robin format will be used with no final. In the event of a tie within a flight (or 5 team division) or to conduct seeding, the following criteria will be used to determine the winner:

- Head to head competition (**in the event of a tie among three (3) or more teams, this criterion will not be considered**), then
- Most wins, then
- Goal differential (can only have max/min of + or - 5 per match).
- Least goals allowed
- Most goals scored (maximum of 5 per match)
- Most shutouts
- FIFA penalty kicks (at least ten minutes prior to the scheduled playoff round games)

Tournament Cancellation

PWSI Tournament Series will offer a maximum refund of up to 75% of the Team Registration fee for games that are canceled or modified for any reason. This is determined by the Tournament Committee based on the number of games played and tournament budget expenses.

The event will be offering a Registration Saver for Tournament and Event Travel Insurance. This is an additional cost for each participant and is based on the rate of 6% of the travel and individual players' cut of tournament registration. This policy must be filled out no later than 15 days prior to the event.

[Registration Saver Policy and Disclaimers.](#)

Refund Policy: In the event of inclement weather or other circumstances, to include COVID-19, out of the Tournaments control leading to a Full Event Cancellation, Prince William Courage Tournament Series may refund up to a maximum of 75% of the Tournament's Registration Fees.

Entries after the deadline date of each event will not be considered for acceptance but may be retained for wait list consideration if an accepted team drops. Teams that are accepted but payment is declined may lose a spot in the tournament.

Teams that drop/withdraw in writing prior to the event registration deadline will be given refunds minus a \$50.00 administration fee. No refunds will be granted for teams dropping after the event registration deadline without approval from the Tournament Director.

COVID-19 Policies and Protocols:

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All updated COVID Policies and Game Day Protocols are updated in real time at <https://www.pwsi.org>.
Current policies are as follows -*Updated Oct 2021*

If you are sick, Stay Home!

*The tournament committee reserves the right to make any rule and all changes to policy at any point during the tournament.