

2010 DELTA INVITATIONAL GENERAL INFORMATION AND RULES

(February 7, 2010)



All Hotel accommodations MUST be booked thru the official tournament travel agency.

As part of the tournament contract, we are required to instruct all participating teams to use the official tournament travel agency. Failure to do so may result in your application being revoked

TOURNAMENT DATES - [Click Here to Apply Today](#)

Age Groups	Description	Dates
U10 & U12 6v6 Round Robin Play	2 Day Event (3) 40 minute games guaranteed round robin play (no playoffs)	Monday, May 31
U11 8v8 Competitive Play	2 Day Event (3) 60 minute games guaranteed with championship match	Sat-Sun, May 29-30
U12-U14 11v11 Competitive Play	2 Day Event (3) 60 minute games guaranteed with championship match	Sat-Sun, May 29-30
U15-U18 11v11 Competitive College Showcase	2 Day Event (3) 60 minute games guaranteed with championship match	Sat-Sun, May 29-30
<i>This Tournament is sanctioned by both USYSA and MYSA</i>		

LOCATION

Citizen's Bank Fields at Progin Park
512 Old Union Turnpike, Lancaster, MA 01523
This is the same facility that hosted the 2009 USYS National Championship Tournament This incredible state of the art complex has 16 full size fields (5 Turf and 11 irrigated grass fields)
<i>Click here for field map and directions</i>

CONTACT INFORMATION

Position	Name	Email Address	Responsibilities
Director	Takis Trobagis	takis@deltaafc.org	Operations
Asst. Director	Nick Mozzicato	nick@deltaafc.org	Registration & Billing
Asst. Director	Jim Cobb	jim@deltaafc.org	Scheduling
Webmaster	webmaster@deltaafc.org		
Tournament Site	http://invitational.deltaafc.org		
Tournament Email	Tournament-Info@deltaafc.org - this email address will reach all of the above		

APPLICATION & BILLING INFORMATION

Entry	Fees
U10 & U12 6v6 Round Robin Play	\$495
U11 8v8 Competitive Play	\$550
U12-U14 11v11 Competitive Play	\$650
U15-U18 11v11 Competitive College Showcase	\$850
Application Deadline is April 1, 2010	

Acceptance

Participation is not final until acceptances are announced on April 17, 2010. Acceptances will be posted on the Tournament Website. Note: No refunds will be made in the event the tournament is cancelled in whole or in part due to inclement weather, adverse field conditions or circumstances beyond the Tournament's control.

Hotel Accommodations

As part of the tournament contract, we are required to instruct all participating teams to use the official tournament travel agency. Failure to do so may result in your application being revoked

Schedules

Schedules should be posted on the tournament website by May 15, 2010

For all scheduling inquiries please contact Jim Cobb at jim@deltafc.org

Entry Fee Deadline

All Entry Fees must be postmarked by April 1, 2010 to guarantee consideration. All late applications will be put on a wait list 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 Delta FC events.

Check or Money Order Payments:

All Check or Money Order entries must be received by April 10, 2010 and are deposited immediately and refunded within 2 weeks of non-acceptance. Teams must include with your entry fee your teams copy of e-mail confirmation. Checks/Money Orders should be made payable to:

T&M Sports Enterprise
c/o Nick Mozzicato
149 Arlington Street
Acton, MA 01720

For all application and billing inquiries please contact Nick Mozzicato at nick@deltafc.org

IMPORTANT DATES AND DEADLINES

Event	Date	Notes
Application Deadline	April 1	
Accepted Team Listing	April 15	
Schedules Posted	May 15	
Mandatory Team Check-In U11-U18 Competitive Play	Friday - May 28	(1) Team representative required to check-in the team
Mandatory Team Check-In U10 & U12 Round Robin Play	Sunday - May 31	(1) Team representative required to check-in the team 1 hour prior to first game
<i>Note: If you cannot make your check-in dates for extenuating circumstances please contact Nick Mozzicato, – nick@deltafc.org to make an appointment</i>		

COACH & MANAGER INFORMATION

SATURDAY AND SUNDAY COMPETITIVE PLAY (U11-U18)

For all team requirement inquiries please contact Nick Mozzicato at nick@deltafc.org

Mandatory Team Check-In – (1) Team representative is required to check-in the team.
Teams may not play without having "checked-in" under penalty of forfeiture of games and entry fee.

Date	Friday, May 28, 2010
Time	5-9 PM
Location	The Four Points by Sheraton
Address	99 Erdman Way, Leominster, MA 01453
Phone	(978) 534-9000

Required Documents for Check-In

1. *2009/2010 Certified Roster* – (1) original and (2) copies
 - Certified rosters are rosters that have been signed by the team's associated league registrar.
 - All team officials within the technical area must be shown on the roster.
 - Absolutely no coaching is to be done from outside the technical area.
2. *2009/2010 Player Passcards* – (1) card per player or team official
 - All participating players must be "active members" of state organization and possess a player passcard from that state organization. This means that the player is "affiliated/insured" with their state organization. If a player does not possess one then one must be obtained. See "Guest Player" information below.
3. *2009/2010 Medical Release Form* – (1) signed medical release form per player and team official
 - This can be our tournament [form](#) or your club or state organization's form.
 - If a player does NOT have a completed and signed medical release then that player will NOT be allowed to play under any circumstances.
4. *Permission to Travel Form* (if necessary) – (1) copy
 - Any team outside of Massachusetts must obtain a "Permission to Travel" document.
 - Please contact your state organization to obtain one.

Guest Player or New Player Requirements

Guest players or new players must provide all of the above requirements. If a player is not currently shown on the certified roster then proof of insurance must be provided showing that the state parenting organization (ie. Mass Youth Soccer) has them listed as affiliated and insured. This proof of affiliation/insurance can be obtained through that state organization.

Massachusetts players can obtain membership/affiliation using the following link:
https://www.mayouthsoccer.org/pages/1628_mass_youth_soccer_membership_registration_form.cfm
Please be sure to have (1) copy of the acknowledgement.

All guest players MUST have a player passcard and a signed medical release form.

Guest players not listed on the certified roster but have obtained the required state affiliation/insurance can be hand written on the team's official rosters.

Roster Limits

11v11 Play (U12-U18)

- Each team shall be allowed a maximum of twenty (22) players on the roster with a maximum of eighteen (18) players on the field. Player passcards shall be verified and compared with the tournament roster at team check-in and prior to each match.

8v8 Play (U11)

- Each team shall be allowed a maximum of eighteen (18) players on the roster with a maximum of sixteen (16) players on the field. Player passcards shall be verified and compared with the tournament roster at team check-in and prior to each match.

Players can only play with ONE team for the duration of the tournament!

For all team requirement inquiries please contact Nick Mozzicato at nick@deltafc.org

Age Groups

Teams are based on USSF/USYSA age groups
U-18 Born on or after August 1, 1991
U-17 Born on or after August 1, 1992
U-16 Born on or after August 1, 1993
U-15 Born on or after August 1, 1994
U-14 Born on or after August 1, 1995
U-13 Born on or after August 1, 1996
U-12 Born on or after August 1, 1997
U-11 Born on or after August 1, 1998
U-10 Born on or after August 1, 1999
U-8 Born on or after August 1, 2001

Player Profile and Resume Submission

Please use the Gotsoccer roster submission tool on your Gotsoccer account or email a resume in MS Word or PDF format to invitational-profiles@deltafc.org

All resume's must be received by May 15th to be included with the distribution.

MONDAY ROUND ROBIN PLAY (U10 & U12 6v6)

Mandatory Team Check-In

(1) Team representative is required to check-in the team (1) hour prior to their first scheduled game. *Teams may not play without having "checked-in" under penalty of forfeiture of games and entry fee.*

Date: Sunday, May 31, 2010

Time: (1) hour prior to first scheduled game

Location: Tournament Headquarters located on the pavilion adjacent to Turf Field #1

Optional early team check-in can be done on Friday night as shown above.

Required Documents for Check-In

2009/2010 Certified Roster – (1) original and (1) copies

Certified rosters are rosters that have been signed by the team's associated league registrar. If you are pooling players from multiple teams then please bring all original rosters showing all the players as being certified/affiliated. Create a combined "tournament roster" to hand in.

1. *2009/2010 Player Passcards OR a copy of the player's Birth Certificate along with proof of insurance*
 - All participating players must be "active members" of their state organization and possess a player passcard or proof of insurance from that state organization. This means that the player is "affiliated/insured" with their state organization. This proof of affiliation/insurance can be obtained through that state organization.

Massachusetts players can obtain membership/affiliation using the following link:

https://www.mayouthsoccer.org/pages/1628_mass_youth_soccer_membership_registration_form.cfm

Please be sure to have (1) copy of the acknowledgement.

2. *2009/2010 Medical Release Form – (1) signed medical release form per player and team official*
 - This can be our tournament [form](#) or your club or state organization's form. If a player does NOT have a completed and signed medical release then that player will NOT be allowed to play under any circumstances.

Permission to Travel Form (if necessary) – (1) copy

Any team outside of Massachusetts must obtain a "Permission to Travel" document.

Please contact your state organization to obtain one.

Roster Limits

6v6 Play (U10 & U12)

- Each team shall be allowed a maximum of fifteen (15) players on the roster with a maximum of twelve (12) players on the field.

Players can only play with ONE team for the duration of the tournament!

POINT SCORING SYSTEM & TIE BREAKER RULES (11v11 Play Only)

Standings / Point Scoring System for Tournament

Game Points Earned	Notes
Win	8 points -
Tie	3 points -
Loss	0 points -
Shutout	1 point (includes 0-0 games)
Goals	1 point 3 point maximum per game
Ejections	-1 point 1 point deducted for each red card
<i>The maximum Goal Differential per game is 6</i>	

Example: 4 team bracket, Teams A, B, C & D

Game 1 Results: A v B, A wins 7-1, Team A issued a red card
 Team A points: 8 for win, 3 for goals scored (max), 1 point deducted for red card
 Total Game Points = 10
 Team B points: 0 for loss
 Total Game Points = 0

Game 2 Results: C v D, C ties D 5-5, no red cards issued
 Team C points: 3 for tie, 3 for goals scored
 Total Game Points = 6
 Team D points: 3 for tie, 3 for goals scored
 Total Game Points = 6

Team	Points	Wins	Losses	Ties	GF	GA	GD	Shutouts	Eject
A	10	1	0	0	7	1	+6	0	1
B	0	0	1	0	1	7	-6	0	0
C	6	0	0	1	5	5	0	0	0
D	6	0	0	1	5	5	0	0	0

Game 3 Results: A v C, C wins 2-0, no red cards issued
 Team A points: 0 for loss
 Total Game Points = 0, Total Tourney Points = 0+10=10
 Team C points: 8 for win, 1 for shutout, 2 for goals scored
 Total Game Points = 11, Total Tourney Points = 6+11=17

Game 4 Results: B v D, B wins 8-5, no red cards issued
 Team B points: 8 for win, 3 for goals scored (max)
 Total Game Points = 11, Total Tourney Points = 0+11=11
 Team D points: 0 for loss, 3 for goals scored
 Total Game Points = 3, Total Tourney Points = 6+3=9

Team	Points	Wins	Losses	Ties	GF	GA	GD	Shutouts	Eject
A	10	1	1	0	7	3	+4	0	1
B	11	1	1	0	9	12	-3	0	0
C	17	1	0	1	7	5	+2	1	0
D	9	0	1	1	10	13	-3	0	0

Game 5 Results: A v D, A ties D 1-1, Team A issued a red card
 Team A points: 3 for tie, 1 for goal scored, 1 point deducted for red card
 Total Game Points = 3, Total Tourney Points = 10+0+3=13
 Team D points: 3 for tie, 1 for goal scored
 Total Game Points = 4, Total Tourney Points = 6+3+4=13

Game 6 Results: B v C, B wins 4-3, Team B issued (2) red cards

Team B points: 8 for win, 3 for goals scored, 2 points deducted for red cards

Total Game points = 9, Total Tourney Points = 0+11+9=20

Team C points: 0 for loss, 3 for goals scored

Total Game Points = 3, Total Tourney Points = 6+11+3=20

Team	Points	Wins	Losses	Ties	GF	GA	GD	Shutouts	Eject
A	13	1	1	1	8	4	+4	0	2
B	20	2	1	0	13	15	-2	0	2
C	20	1	1	1	10	9	+1	1	0
D	13	0	1	2	11	14	-3	0	0

Final Seeding

- *Seed 1 Team B with 20 points – wins “head to head” tie breaker
- *Seed 2 Team C with 20 points – loses “head to head” tie breaker
- *Seed 3 Team A with 17 points – wins “most wins” tie breaker
- *Seed 4 Team D with 17 points – loses “most wins” tie breaker

Tie Breaking Rules

In the event two or more teams are tied in preliminary round standings based on final point total, the following procedure shall be used in priority order to determine group winners or wild card teams:

1. Winner of head to head competition
2. Most wins
3. Goal differential (max of 3 goals per game)
4. Fewest goals allowed in all games
5. Most Shutouts
6. Penalty Kicks using FIFA rules

Wildcard Teams

Wildcard teams will be selected based on total points within the group standings.

If tied they will follow the same group standing tie breaking procedure.

If three teams remain tied after steps #1-6, a three-coin toss will give the odd team a bye for the first penalty kick (best of five) shootout to determine the winner.

The Tournament Director has the right to alter semi-final pairings to avoid team within same group or teams that have already played matches versus each other.

Tournament Rules and Formats

General Notes

The acting Tournament Director reserves the right to make the following changes in the event of inclement weather:

- Rearrange/combine age groups to accommodate viable tournament structure
- Relocated and/or reschedule a match
- Reduce scheduled duration of a match
- Cancel a match
- Cancel the tournament

If inclement weather prevents a match from being completed during the scheduled time, the score shall stand if at least one-half of the match has been completed.

The Tournament Committee, the coaches of the host teams, or any sponsors of tournament activities shall not be responsible for expenses incurred by any team or club if the tournament is canceled in whole or in part.

Coaches and players will share one side of the field. All spectators will take up a position on the opposite side of the field during the time that the match is in progress. Absolutely no coaching is to be done from outside the technical area.

The acting Tournament Director reserves the right to decide on all matters relative to the tournament. His/her decisions are final. All Tournament matches will be played in accordance with the Laws of the Game as issued by FIFA except as modified below.

Laws of the Game

FIFA Laws of the game shall apply to all matches

6v6 Note: No offsides and half-line restrictions for goalkicks, goalkeeper punts and throws

Player Equipment

- Shoes must meet FIFA specifications
- Shin guards are mandatory
- No jewelry is to be worn
- Players may play with a cast with padding approved by the referee
- In the event of a uniform color conflict, the home team shall change. The home team is shown first on the schedule.
- The keeper shall wear a different colored shirt from his teammates and his opponents.
- The keeper does not require a number
- All equipment is subject to referee approval

Duration of Matches

Group Play

- (2) 30 minute halves
- 5 minute half-time break
- No overtime

Playoff Rounds (for 11v11 competitive play) will be played according to the following schedule:

- U11-U12 (2) 30 minute halves with a 5 minute half-time break
- U13-U14 (2) 35 minute halves with a 5 minute half-time break
- U15-U18 (2) 40 minute halves with a 5 minute half-time break

In the event of **TIED PLAYOFF GAMES** after regulation play the following will decide the match:

1. Overtime will be (1) 5 minute period played to sudden death.
Ball possession determined by coin toss.

2. If still tied, all players on the field at the end of the overtime period will remain on the field. 5 penalty kicks by 5 players (on the field) from each team will be taken (alternating kicks with first kick decided by coin toss).
The team with the most goals at the end wins
3. If still tied, alternating penalty kicks will be taken by the balance of the remaining players on the field (substitutes may not participate in the penalty kicks) until a team has a one goal advantage at the end of a round. A round is defined as each team having taken an equal number of penalty kicks. If still tied, the group of original 5 penalty kick takers and the balance of the team (on the field) will take a second penalty kick in the same order as originally taken and under the same rules of this paragraph.

Substitutions

Each team will have unlimited substitutions subject to the following conditions and approval of the referee:

1. **Both teams** may substitute prior to throw-in provided the team in possession of the ball makes a substitution.
*U10 & U12 Round Robin Play – Both teams may substitute prior to any throw-in
2. After a goal by either team
3. At half-time
4. After a caution (cautioned player) with the referee's acknowledgement. The opposing team will be able to make a like number of substitutions.
5. Red card players may not be substituted. Team must play short for the rest of the match.
6. After an injury (injured player) with the referee's acknowledgement. The opposing team will be able to make a like number of substitutions.
7. Before beginning an overtime period

Ball

U10-U12 will use a size 4 ball

U13-U18 will use a size 5 ball

The referee will provide the official tournament ball.

The home team is responsible for a backup match ball.

Referees

- 11v11 - A referee and two linesmen will be assigned to each match. If there are no linesmen present for a preliminary match at the scheduled start time, the referee present shall commence the match using volunteer club linesmen.
- Should the linesmen arrive at the field, he/she shall enter the match at an appropriate break in play and volunteer linesmen shall be relieved of their duties.
- 6v6 – A center referee will be assigned to each match.

Forfeits

A team, which cannot field the following minimum players at the start time, shall forfeit the match.

- 11v11 – (7) players required, 6v6 – (5) players required
- In the event a team forfeits a game, the opponent will be credited with a 1-0 score and awarded 10 points (8 for the win, 1 for the goal, and 1 for the shutout). Teams are allowed a maximum of 5 minutes from game time to forfeit time.
- No points will be awarded if neither team shows up.

The tournament director will decide if the team that has forfeited a game will be allowed to continue to play in the tournament.

Protests

A written protest must be presented to the acting Tournament Director within one half (1/2) hour of conclusion to the match. The acting Tournament Director will rule on the matter.

Discipline

- If a player is ejected from a match – red card by the referee – that player must sit out the remainder of the match plus his/her teams' next tournament match.
- No substitution may be made for the ejected player during the match that the red card was issued.

- The referee will collect the player's pass card and bring it to the tournament tent for record keeping. The coach or manager of the player ejected must pick up the player's pass card at the designated tournament tent.
- Red cards issued after the end of regulation play or as a result of physical assault are subject to review by the acting Tournament Director and a more strenuous penalty, which is not subject to appeal, may be employed.
- Coaches in receipt of a red card are subject to the same penalties as outlined above for players. Any coach ejected from a match will not be allowed in the vicinity of the field for that match and for his/her team's next match.
- Coaches are responsible for their players, parents and guests on the sideline.
- No team or club official may enter the field of play regardless of the circumstances unless that person has been given permission to enter the field of play by the referee.
- Tournament Director can suspend any coach or team for remainder of tournament if found in violation of any rules or regulations.

Tournament Format*

A minimum of 3 games are guaranteed for all accepted teams. All games will be played in accordance with FIFA Laws, except as modified by Tournament Rules.

Tournament Rules are posted on the tournament website and can be downloaded for print.

Divisions

Elite: Top Club, Regional and Tournament Teams

Premier: Developing Club and Town Teams

The intention of the tournament is to match all teams against competition that is appropriate for their level of play.

8v8 & 11v11 Competitive Play (U11-U18 Age Groups) – Played on Saturday and Sunday – Awards given to finalists

- Division of 4:
 - Each team will play 3 "group play" games within a 4-team group.
 - The first and second place team in each group will play for the championship
- Division of 5:
 - Each team will play 2 "group play" games within a 5-team group.
 - The fourth and fifth place teams will play in a "play down" match with the winner continuing on to the semi-finals
 - The second and third place teams will play in a semi-final match.
 - The first place team will play the winner of the "play down" match in a semi-final.
 - The semi-final winners will play for the championship.
- Division of 6:
 - Each team will play 2 "group play" games within a 3-team group.
 - The first and second place team in each group will play in a semi-final match.
 - The third place teams will play a consolation game.
 - The semi-final winners will play for the championship.
- Division of 8:
 - Each team will play 3 "group play" games within a 4-team group.
 - The first place teams in each group will play for the championship.

6v6 Round Robin Play* (U10 & U12) – Played on Monday – Awards given to all participants

- U10 Age Group includes U9 and U12 Age Group includes U11
- Each team will play 3 games with each game consisting of (2) 20 minute halves. (No overtime)
- No scores or standings will be kept
- Awards will be given to all participants

**Tournament Formats may be altered at the discretion of the tournament director*