

Youth Soccer Tournament Rules & Regulation

Coaches & Team Representative's Handbook

Rev. 1.3 / 2014



Eritrean Sports Federation
in North America

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1 Introduction

This document is prepared by the Executive Committee of the Eritrean Sports Federation in North America (ERSFNA) to assist its member coaches, managers, team representatives and trainers in understanding the rules and regulations of ERSFNA's Annual Eritrean Soccer Tournament. Complete comprehensive understanding of the rules and regulations will be essential to the success of all its participants. All team leaders are urged to read thoroughly so that there will not be any misunderstanding of the rules and regulations that will govern ERSFNA's annual tournament. It is our goal to bring information of value closer to our coaches and players so that we may avoid misunderstandings during the tournament.

Except where modified, the General Rules of Play of ERSFNA's annual tournament shall be the FIFA "LAWS OF THE GAME" and "UNIVERSAL GUIDE FOR REFEREES WITH USSF SUPPLEMENT" in the latest English edition. Any modification, correction, or amendment to the ERSFNA Tournament Regulations shall be approved by a majority vote of the members of ERSFNA attending a General Assembly Meeting.

IGNORANCE OF THESE RULES WILL NOT BE AN EXCUSE OR CONSIDERED TO BE PROPER GROUNDS FOR ANY PROTEST.

Executive Committee
Eritrean Sports Federation in North America

2 Organization Facts

2.1 About ERSFNA

The Eritrean Sports Federation in North America (ERSFNA), established in 1986, is an independent, free of political and religious affiliation, Virginia based 501(c)(3) non-profit organization. ERSFNA's mission is to promote and facilitate the development of amateur sports and cultural events within the Eritrean and Eritrean-American communities in North America through participation in athletic competition. The organization's vision is to provide an environment that nurtures Eritrean rich culture and heritage, based on the love of sports and friendly athletic competitions.

In 1986 ERSFNA held its first soccer tournament with five (5) teams in Atlanta, GA. Despite its small size, the tournament was very competitive and set precedent for future tournaments. Since its inception, in addition to flourishing adults' soccer and basketball programs, ERSFNA has successfully created youth soccer programs in the pilot cities of Atlanta, Dallas, Minneapolis/St Paul, San Francisco Bay Area, Seattle and the Washington D.C. Metropolitan Area. One of the many future goals for the organization is to expand this successful program to more cities in North America.

2.2 Vision Statement

It is the vision of the Eritrean Sports Federation in North America to provide an environment that nurtures Eritrean culture based on the love of sports and friendly athletic competitions. Furthermore, ERSFNA will work to encourage participation of Eritrean youth in the development of sports based talent to reach the highest levels.

2.3 Mission Statement

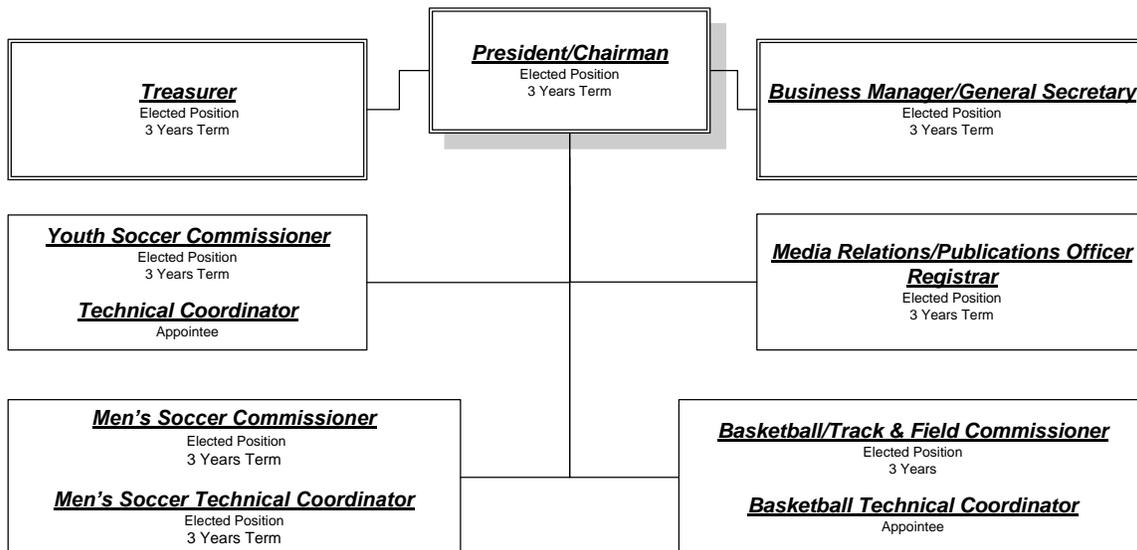
The mission of the ERSFNA is to develop well-balanced, successful individuals through instruction of the technical, tactical, physical and psychological aspects of sports. These individuals will desire and become capable of making a real contribution throughout their lives, regardless of gender or physical abilities. It is ERSFNA's hope that a large proportion of these individuals, with the proper guidance, will pursue their respective sport to the highest levels. ERSFNA is committed to providing participants with the opportunity to develop athletically and personally in a positive, supportive, and safe environment. ERSFNA is also committed to maintain a warm and caring relationship with the Eritrean/Eritrean-American communities in North America, regardless of their political or religious affiliation. ERSFNA is dedicated to maintain strategic relationships with Eritrean National Football Federation, United States Soccer Federation and other sports clubs and organizations for mutual growth and benefits.

2.4 Executive Committee

The Executive Committee is a management committee empowered to make and implement major organizational decisions. The committee is made up of nine (9) persons. Its members are elected officials from ERSFNA's General Assembly comprised of a President, Business Manager/Secretary, Treasurer, Media Relations/Publications Officer, two (2) Adult Soccer Commissioners, Youth Soccer Commissioner, and two (2) Basketball/Track & Field Commissioners.

2.5 Organizational Structure

ERSFNA Executive Committee



3 General

3.1 Definitions

3.1.1 Add

The addition of a player to a team's roster

3.1.2 Age Division

A division consists of multiple age groups.

3.1.3 Eligibility to Play

The player is registered and not under suspension

3.1.4 FIFA

Fédération Internationale de Football Association

3.1.5 Suspension

The temporary withdrawal of rights and privilege, such as the right to play, coach, or otherwise administer or participate (directly or indirectly) in soccer, and the suspension is for the entire term of the suspension with all rights and privileges withdrawn unless specifically stated otherwise by the suspending authority.

3.1.6 Team

Group of soccer players playing on the same side in soccer games.

3.1.7 Team's True Age

A team's age defined by the oldest player's age on the team

3.1.8 Youth Player

An individual who has not reached 16 years of age prior to start of ERSFNA's seasonal tournament.

4 Communications to Clubs and Teams

4.1 Mailing address

The Club is responsible to maintain an up-to-date US postal mailing address for the club president / chairperson with ERSFNA.

4.2 Email Address

The club is responsible for maintaining an up-to-date valid email address. The e-mail address provided must be checked on a regular basis. The email box must be large enough and capable of receiving attachments. ERSFNA is not responsible for undelivered emails.

4.3 Website

ERSFNA has a website with the URL of www.eritreansports.com or www.ersfna.org Clubs and teams are highly encouraged to have access to a computer with an internet connection and web browser application. All important communications and documentations will be posted and uploaded to this website.

4.4 Communication

All Club/Team related communication with ERSFNA must be in writing. The preferred communication method is via e-mail.

5 Club and Team Registration

5.1 General

ERSFNA Board will determine procedures and requirements for club/team entry.

5.2 Club Registration

New Clubs must apply for membership to the ERSFNA. Any change in Club name must be sent to the Youth Soccer Commissioner, ERSFNA Registrar and webmaster. Contact information can be obtained ERSFNA's website, www.ersfna.org.

5.3 Team Registration

ERSFNA's Board will determine procedures and requirements for team entry. Completed team registration forms must be supplied to permit division placement and game scheduling. All teams must comply with specific requirements indicated on the team information forms supplied by ERSFNA.

5.4 Team Placement

The core ERSFNA's Youth Soccer Tournament is divided into four (4) age groups consisting of, U10, U13, U15 and U18. Each year ERSFNA's Board will establish protocol for team placement. The age grouping may change from year-to-year by the ERSFNA's Board based on the team entries and players age analysis.

5.5 Player Age Illegibility

The effective date of age determination shall be the player's age as of the date immediately prior to the annual tournament's youth soccer start date. Players who have reached the age of five years as of this date are eligible to participate in the program. Players who are eighteen years of age or older as of this date are not eligible to participate.

5.5.1 Exceptions

Up to four (4) female players who are under the age of nineteen (19) prior to the first day of the tournament start may be illegible to register and play in the U18 Girls Division only.

5.6 Age Divisions

Only one (1) team per Club is allowed in each of the four (4) age groups. For example, Club A can only register one (1) team in the U10 Division. ERSFNA may grant special waiver with a written request and justification. Age Divisions are divided into Age Groups as follows:

5.6.1 Age Division U10

U10 players cannot be ten (10) years old (or older) prior to the first day of tournament start. In general, players in the U10 Division must be between the ages of five (5) to nine (9).

5.6.2 Age Division U13

U13 players cannot be thirteen (13) years old (or older) prior to the first day of tournament start. In general, players in the U13 Division must be between the ages of ten (10) to twelve (12).

5.6.3 Age Division U15

U15 players cannot be fifteen (15) years old (or older) prior to the first day of tournament start. In general, players in the U15 Division must be between the ages of thirteen (13) to fourteen (14).

5.6.4 Age Division U18

U18 players cannot be eighteen (18) years old (or older) prior to the first day of tournament start. In general, players in the U18 Division must be between the ages of fifteen (15) to seventeen (17).

6 Player and Roster Requirements

6.1 Team Make-up

ERSFNA recognizes three (3) types of team grouping based on gender: teams with only females are GIRLS team; teams with only male are BOYS team; and teams with mixed gender will be COED.

6.1.1 Club Affiliation

A player cannot be registered with more than one (1) Club per tournament.

6.1.2 Player Illegibility

A player in a lower age division may be registered to play up one (1) division within the same Club. The player must be within one (1) year of the lower age limit of the upper age group. Older Players will not be permitted to play in lower divisions.

6.2 Age Divisions

Age divisions shall be comprised of youth players who are, before the first day of each seasonal tournament that are:

6.2.1 U18

Players that are under eighteen (18) years of age.

6.2.2 U15

Players that are under fifteen (15) years of age.

6.2.3 U13

Players that are under thirteen (13) years of age.

6.2.4 U10

Players that are under ten (10) years of age.

6.3 Proof of Age

Every player must present proof of age during initial registration or upon ERSFNA's request. Invalid forms of proof are hospital, baptismal or religious certificates. Valid forms of proof of age shall consist of:

6.3.1 Birth Certificate

Valid government issued birth certificate

6.3.2 Birth Registration

Birth registration issued by an appropriate government agency or board of health records

6.3.3 Passport

Valid and current government issued passport

6.3.4 Green Card

Valid alien registration card issued by the United States government

6.3.5 Naturalization Certificate

Valid certificate issued by the Immigration and Naturalization Service attesting to age

6.3.6 State ID or Driver's License

Valid and current state issued identification card or driver's license

6.4 Roster Sizes and Limitations

Each team shall submit a correct, readable, and complete roster to the ERSFNA during the open registration period of each tournament year. Team rosters in each division are capped as follows:

Age Division	Maximum Team Roster	Game Format (Including Goalkeeper)	Soccer Ball Size
U10	20	7 v 7	#4

U13	20	9 v 9	#4
U15	24	11 v 11	#5
U18	24	11 v 11	#5

6.5 Player Registration

The player must be registered in the proper division and registered with, assigned to or transferred to the team with which the player wishes to play. A player whose name is not printed on the team's official roster will not be permitted to participate. Any player who participates in an ERSFNA match without meeting all of the requirements will be considered an illegal player. The team penalty for using an illegal player will be forfeiture of any match in which an illegal player participates. In case of flagrant or repeated abuse of the policy, the Executive Committee may institute additional penalties.

6.5.1 Roster Spot

A player must be registered with an ERSFNA member team to participate in the tournament. Individual players must find a spot in a registered team or they may request ERSFNA's assistance for placement on a registered team. When requesting assistance, please send the player's full information (i.e. name, date of birth, contact information, position and experience level).

6.5.2 Fee Payment

Team representatives will be responsible for paying any fees associated with adding a new player (if applicable) prior to their team's next match, or face forfeiting all games played using that new player.

6.5.3 Player Photograph

The player has furnished a clear and usable photograph of the proper size to use on an Official ERSFNA Player Pass. (A player who does not have a player pass at match time may still participate, but must present some form of picture identification (i.e. government issued ID or passport) to the ERSFNA representative and a representative of the opposing team (team rep, captain or coach), and sign their name next to his printed name on the Official Game Card.

6.5.4 Player Photograph Specifications

6.5.4.1 Resolution

Image pixel dimensions must be in a square aspect ratio (meaning the height must be equal to the width). Minimum acceptable dimensions are 300 pixels (width) x 300 pixels (height). Maximum acceptable dimensions are 1200 pixels (width) x 1200 pixels (height).

6.5.4.2 Size

Player photograph must be a 1 X 1 inches clear frontal view (full-face view directly facing the camera).

6.5.4.3 Format

Photograph must be in color JPG format and taken within the last six (6) months to reflect the player's current appearance. The player shall not wear a hat or head covering that obscures the hair or hairline. The player's full face must be visible.

6.5.4.4 File Name

Each player's and coach's photograph must be renamed with the following format:

[first name]-[last name] (example: joe-smith.jpg)

6.5.5 Eligibility

The player must be registered in the proper division and registered with, assigned to or transferred to the team with which the player wishes to play. (A player whose name is not printed on the team's official roster shall be written in by the referee or team representative before the player is allowed to participate.) A player must meet all of the above requirements to be considered a legal player for purposes of participating in any ERSFNA match. Any player who participates in an ERSFNA match without meeting all of the requirements shall be considered an illegal player. The team penalty for using an illegal player shall be forfeiture of any match in which an illegal player participates and a fine of **\$25 USD**. In case of flagrant or repeated abuse of the policy, the Executive Committee may institute additional penalties.

6.6 Team Representative

Team representatives are responsible for paying any fees associated with adding a new player (if applicable) prior to their team's next game, or face forfeiting all games played using that new player.

6.7 Player Transfers

No transfer of players will take place during the tournament. All transfers must be accomplished prior to the first game of each tournament year. All transfers shall be subject to a transfer fee of **\$10 USD** (unless that amount is changed by the Executive Committee at the beginning of each tournament).

6.8 Player Passes (ID)

ERSFNA will issue a player pass for all players and coaches on each team's roster. Player passes will be in such form as is designated by the ERSFNA Executive Committee from time to time, but the player pass will, at a minimum, contain the player's name and picture and designate the team with which he is registered. Player passes will be maintained by the team representative to be used as valid identification for the players on their team in the event of a challenge to their identity by an opposing team representative. Player passes must be presented to the referee or Federation staff during check in. A fee of **\$10 USD** will be assessed for any replacement player ID passes issued.

6.9 Player Equipment & Uniform Attire

All players, except the goalkeeper, shall wear jerseys or t-shirts (hereafter referred to as **JERSEYS**) of the same or similar color, shorts of the same or similar color, and socks of the same color. Socks must be the same style or design, but do not have to be the same brand. Goalkeepers must have a different color jersey from their team and the opponent jersey color. If home team jersey colors conflicts with the opponent jersey color the home team must change.

6.9.1 Numbers

Jersey numbers must be unique and must match the game roster. **NO TAPED-ON NUMBERS WILL BE ALLOWED. ALL NUMBERS MUST BE PERMANENT.**

6.9.2 Shin Guards

Shin guards are required to be worn by all players.

6.9.3 Cleats

Only soft-cleats (non-metal) are allowed.

6.9.4 Jewelry

No jewelry may be worn.

6.9.5 Other

Players may not wear any item of equipment that may be dangerous to themselves or others. The referee has the final decision.

7 Pre-Match Procedures

7.1 Home Team

In the event of a uniform conflict, the home team must change. The team listed first in each pairing is the home team. The visiting team will have choice of jersey colors. If in the opinion of the referee there is a conflict, the home team shall change jerseys.

7.2 Coaches

Coaches must prepare their players and have them suited up and ready twenty (20) minutes before the game kick-off time. The following items should be ready before a team can officially enter a match:

7.2.1 Official Match Forms

A complete official match form that lists no more than required eligible players that match the official ERSFNA's team rosters must be submitted to ERSFNA representative. Both teams must return their completed match sheet to the referee or ERSFNA representative at least ten (10) minutes before kick-off.

7.2.2 Minimum Number of Players

A team shall present at least four (4) for U10, six (6) for U13 age groups and seven (7) players for U15 and U18 age groups, in uniform, on the pitch at the referee's scheduled starting time to have a match. Less than the minimum specified players on the field by game time shall constitute a forfeit and game is halted and referee shall present his results to ERSFNA officials. ERSFNA officials shall make the final decision.

7.2.3 Player ID Passes

Collect and present all official player passes for the players suited up for the scheduled match for ERSFNA officials and have players line up for referee and ERSFNA inspection.

7.2.4 Roster Check

Present players in correct jersey with numbers corresponding to the roster sheet provided by ERSFNA.

7.2.5 Referee Inspection

All players must be checked in by the referee prior to game time. Players who are not present at game time, but are on the game form may enter the field after presenting their player pass to the linesman or ERSFNA representative and get checked for proper uniform. Players shall wait until permission is given by the referee to enter the field. Once instructed to enter, players must enter the field from the center after the substituted player reaches the sideline.

8 Rules of Play

8.1 Officiating

Except where modified by ERSFNA for the sport of soccer, the official game rules shall be FIFA “*Laws of the Game*” and “*Universal Guide for Referees with USSF Supplement*” in the latest English edition. Modifications are listed specifically in the following paragraphs.

8.2 Field Dimensions

The field of play shall be rectangular. The length in all cases shall exceed the width. ERSFNA’s recommended field dimensions are as listed in the table below; however, ERSFNA’s Board reserves the right to make modification at any time that may vary from the recommendations:

Age Group	Field Width (yds)	Field Length (yds)	Goal size (ft)	Circle Arcs (yds)	Goal Box (yds)	Penalty Box (yds)	Penalty Spot (yds)
U10	40-50 Nominal 40	60-70 Nominal 60	Modified 6 x 18 up to 7 x 21	Modified 8	Full size 6	Modified 14	Modified 8
U13	40-50 Nominal 40	60-70 Nominal 60	Modified 6 x 18 up to 7 x 21	Modified 8	Full size 6	Modified 14	Modified 8
U15	50-70 Nominal 50	85-95 Nominal 85	Full size 8 x 24	Modified 8	Full size 6	Modified 14	Modified 8
U18	50-100	100-130	Full size 8 x 24	Full size 10	Full size 6	Full size 18	Full size 12

Goals must have a properly attached net. For players safety the goals must be secured to the field with mechanical auger fasteners or weighted bags.

8.2.1 Field Markings

Distinctive lines not more than five (5) inches wide. A halfway line shall be marked out across the field. A center circle, four corner arcs each with a two (2) foot radius, goal area, penalty area and penalty Spot with dimensions as specified above.

8.3 Length of Games, Halftimes and Overtime Periods

The length of games, halftime and overtime for each age group is as follows:

Age Divisions	Game Length (Minutes)	Halftime (Minutes)	Overtime (Minutes)
U10	Four (4) – ten (10) minute periods with four (4) minute break between periods 1 & 2 and 3 & 4.	5 -10	0
U13	Two (2) twenty (20) minute halves	5 -10	0

Age Divisions	Game Length (Minutes)	Halftime (Minutes)	Overtime (Minutes)
U15	Two (2) twenty-five (25) minute halves	5 -10	0
U18	Two (2) thirty (30) minute halves	5 -10	0

8.3.1 Overtime

There are no overtime periods in the preliminary rounds. For all age groups ties will stand. In the knock-out stage (playoff), tied games will be decided with penalty shootout.

8.4 Player Substitutions

Substitution shall be unlimited in ERSFNA Youth Soccer Tournament for U10, U13, and U15 age divisions. Substitution for U18 age division will be limited to seven (7) per game. Re-entry will be permitted for all age groups. No substitution on corner kicks. Substitution may only be made with the consent of the referee at the following times:

8.4.1 Throw-in

Substitution may be made prior to a throw-in, by the team in possession

8.4.2 Goal Kick

Substitution may be made prior to a goal kick, by either team

8.4.3 Goal

Substitution may be made after a goal, by either team

8.4.4 Injury

Substitution may be made after an injury, by either team, when the referee stops the play. An injured player may leave the field of play during a match. However, he must get attention of the referee. The player may not return nor be substituted for until a dead ball situation has occurred and the referee has signaled that the substitute may enter the field of play. A player who is substituted may return to the match

8.4.5 Half

Substitution may be made at half time, by either team

8.5 Scoring and Point Calculation

8.5.1 Point System

ERSFNA's Technical Soccer Coordinator(s) will maintain a point score record of all preliminary matches played. The point system for determining the position is as follows:

8.5.1.1 Win

A win is awarded three (3) points

8.5.1.2 Draw

A tie is awarded one (1) points

8.5.1.3 Loss

A loss is awarded zero (0) points

8.5.1.4 Loss by Forfeit

A team loss by forfeit penalized by money.

8.5.1.5 Win by Forfeit

A team winning by forfeit earns the full 3 points and game score will be considered 2-0.

8.5.2 Group Positioning

Group positioning for all divisions will be set within the basis of the above scoring scheme. The ranking in each group is determined as follows:

8.5.2.1 Points

Greatest number of points obtained in all group matches;

8.5.2.2 Goal Difference

Goal difference in all group matches – Goal difference is calculated by goals for (GF) – goals against (GA) per match.

For example, if in the three group stage games Team A had a +3 goal differential and Team B had a +1 goal differential, Team A would advance;

8.5.2.3 Head-to-Head

Result of head-to-head match between teams concerned.

8.5.2.4 Goals Scored

Greatest number of goals scored in all group matches.

For example, if Team A scored 10 goals and Team B only scored 8 goals, Team A would advance;

8.5.3 Tie Breakers

If two or more teams are equal on the basis of the above three criteria, their rankings will be determined as follows:

8.5.3.1 Greatest Number of Points

Greatest number of points obtained in the group matches between the teams concerned.

For example, if Team A beat Team B and tied Team C, it would have four points in head-to-head games; Team B lost to Team A and beat Team C, it would have three points in head-to-head games; and Team C lost to Team B and tied Team A, it would have one point, meaning Team A would advance;

8.5.3.2 Goal Difference

Goal difference resulting from the group matches between the teams concerned.

For example, if Team A beat Team B, 4-0, Team B beat Team C, 3-0, and Team C beat Team A, 2-0, Team A would advance. Even though each team ties with three points in head-to-head games, Team A has the highest goal differential, +2, in the head to head games;

8.5.3.3 Greater Number of Goals Scored

Greater number of goals scored in all group matches between the teams concerned.

For example, if Team A tied Team B, 4-4, Team B tied Team C, 2-2, and Team C tied Team A, 3-3, each team has two points and a zero goal differential in head-to-head games. However, because Team A has scored seven goals, more than the six goals of Team B and five goals of Team C, Team A advances;

8.5.3.4 Coin Toss

Coin's Toss to be done between the tying teams. The coin toss will be conducted by the ERSFNA Executive Committee with a representative from the tying teams present.

8.6 Group Stage Matches

The ERSFNA Executive Committee decides on the format of play, the group formation and the duration of the preliminary competition. It forms groups for the preliminary competition by seeding and drawing lots. Teams will be ranked based on previous year's performance. The decisions of the Executive Committee are final.

8.6.1 Match Format

The league format will be used: each team playing one match against each of the other teams in the same group, with three points for a win, one point for a draw and none for a defeat.

8.6.2 Format Change

In the event of any withdrawals, the ERSFNA Executive Committee may change the groups in accordance with the provisions of the above paragraph.

8.6.3 Final Match

The teams finishing first and second in each group will qualify for divisional Finals (Championship).

9 Miscellaneous

9.1 Duties of the Referee

The referee will be the sole judge on the field and the decisions of the referee on the laws of the game will be final.

9.1.1 Referee

ERSFNA shall provide referees for all ERSFNA scheduled matches for each division. ERSFNA is final authority on all final match disputes and regulations.

9.1.2 Referee's Authority

The referee's authority should extend to spectators, non-playing team members, players and linesmen to the extent necessary to preserve the integrity of the match and its governing laws. Wherever possible, vehicles are not allowed inside the perimeter of any field where ERSFNA sanctioned matches are conducted.

9.1.3 Alcoholic Beverages

The use of alcoholic beverages, including beer, is prohibited by players and/or team members and coaches along the spectator line before or during matches. Violation of the above rules may result in the suspension of the players or penalty to the team.

9.1.4 Field Condition Match Termination

The referee shall have the authority to stop or terminate a match due to field conditions, weather such as heavy rain and/or lightning or when teams are unruly.

9.2 Special Circumstances

The ERSFNA Executive Committee shall issue any instructions necessitated by special circumstances that may arise in the ERSFNA Annual Tournament. These instructions shall form an integral part of these Regulations.

9.3 Matters not provided for

Matters not provided for in these Regulations shall be decided by the ERSFNA Executive Committee in accordance to the organizations by-laws. These decisions shall be final.

10 Post-Match Procedures

10.1 Score Verification

Coach, manager or team representative must verify the score and sign the official match report.

10.2 ID Passes

Coach, manager or team representative shall be responsible for collecting passes from the referee or ERSFNA representative at the end of each match. The referee or ERSFNA official will keep the passes of any players or coaches ejected from the game and mail the passes with the game report to the ERSFNA representative.

11 Disciplinary Actions

11.1 Player Misconduct and Violations

The referee shall report all Cautions (Yellow Cards), Ejections (Red Cards) on the ERSFNA official game form after every match and submit it to federation officials. Player ID passes of ejected player shall be forwarded to federation officials as well. The ERSFNA Executive Committee's Soccer Technical Coordinator shall maintain a record of all players ID passes received. He shall return the said passes when appropriate period of suspension or penalty has been carried out.

11.1.1 Player Ejection

A player ejected from a match is automatically ineligible to play the next ERSFNA scheduled game.

11.2 Misconduct Codes

11.2.1 Sending-off Offenses

There are seven (7) sending-off offenses where a player is sent off and shown the red card if they commit any of the following offenses:

11.2.1.1 Serious Foul Play (E-1)

It is serious foul play when a player uses violence (excessive force or disproportionate and unnecessary strength) when challenging for the ball on the field against an opponent. There can be no serious foul play against a teammate, the referee, an assistant referee, a spectator, etc.

11.2.1.2 Violent Conduct (E-2)

It is violent conduct when a player (or substitute) is guilty of aggression towards an opponent (when they are not contesting for the ball) or towards any other person (one of his teammates, the referee, an assistant referee, a spectator, etc.). The ball can be in or out of play. The aggression can occur either on or off the field of play.

11.2.1.3 Spits at an Opponent/Person (E-3)

Any player who spits at an opponent or any other person will be sent off.

11.2.1.4 Denies Goal by Handling the Ball (E-4)

Any player who denies the opposing team a goal or an obvious Goal-scoring opportunity by deliberately handling the ball (this does not apply to the goalkeeper within his own penalty area).

11.2.1.5 Denies Goal Scoring Opportunity (E-5)

A red card will be issued to any player who denies an obvious Goal-scoring opportunity to an opponent moving towards the player's goal by an offense punishable by a Free kick or a penalty kick.

11.2.1.6 Uses offensive, insulting or Abusive Language and/or Gestures (E-6)

The referee should judge offensive, insulting, or abusive language according to its content (the specific words or actions used), the extent to which the language can be heard by others beyond the immediate vicinity of the player, and whether the language is directed at officials, opponents, or teammates.

11.2.1.7 Receives a Second Caution (E-7)

A player who receives a second caution in the same match must be shown the yellow card for the second caution and must then be shown the red card for the sending-off offense.

11.2.2 Cautionable Offenses

A player is cautioned and shown the yellow card if they commit any of the following seven (7) offenses:

11.2.2.1 Unsporting Behavior (C-1)

Commits a penal foul in a reckless manner; Commits a penal foul while tackling for the ball from behind; Commits a tactical foul designed to interfere with or impede an opposing team's attacking play; Commits an act deemed by the referee as bringing the game into disrepute (e.g., aggressive attitude, inflammatory behavior, or taunting); Pushes or holds (including holding the opponent's uniform) to interfere with opponent's attacking play; Handles the ball deliberately to interfere with an opponent's attacking play; Handles the ball deliberately to score a goal; Fakes an injury or exaggerates the seriousness of an injury; Fakes a foul (dives) or exaggerates the severity of the foul; Interferes with or prevents the goalkeeper from releasing the ball from his hands into play; Unfairly distracts or impedes an opponent performing a throw-in; Verbally distracts an opponent during play or at a restart; If identified as the kicker, engages in unfair deception while taking a penalty kick; Changes jerseys with the goalkeeper during play or without the referee's permission; Engages in trickery to circumvent the Gk.'s limitation on handling a ball played from a teammate's foot.

11.2.2.2 Dissent (C-2)

A player who dissents verbally or through action disputes or shows contempt for an official's decision. Also Goal Keeper who leaves the penalty area to engage an official in debate regarding a decision.

11.2.2.3 Persistent Infringements (C-3)

A player who repeatedly commits fouls or participates in a pattern of fouls directed at an opponent. Fails to start or restart play properly or promptly, having previously been warned. A Goal Keeper who wastes time, having previously been warned or penalized for this behavior.

11.2.2.4 Delays Restart (C-4)

Any player that kicks or throws the ball away or holds the ball to prevent a free kick restart by an opponent; kicks or throws the ball away or holds the ball to prevent a throw-in or corner kick by an opponent; Fails to restart play after being so instructed by the referee; Excessively celebrates a goal; Fails to return to the field upon conclusion of the midgame break, fails to perform a kick-off when signaled by the referee, or fails to be in a correct position for a kick-off.

11.2.2.5 Fails to Respect Proper Distance (C-5)

A player who does not retire at least ten yards away from an opponent's free kick or corner kick.

11.2.2.6 Enter/re-enters Field without Permission (C-6)

A player who illegally returns to the field having previously been substituted; After a player at fault is instructed to leave the field to correct his equipment; After a player leaves the field for an injury; After a player leaves the field for bleeding or blood on the uniform; Illegally entering the field as a substitute without having received a signal to do so from the referee.

11.2.2.7 Deliberately Leaves Field without Permission (C-7)

A yellow card will be issued to any player who leaves the field to place an opponent in an offside position; Leaves the field other than through the normal course of play.

11.3 Cautions

11.3.1 Two Yellow Cards

11.3.1.1 Same Match

A player receiving TWO YELLOW CARDS for any reason in the SAME GAME (and therefore shown a RED card and sent off) will sit out one game (the following ERSFNA game played by his/her team) and be fined **\$10.00 USD** by ERSFNA. The fine must be paid in full before said player is allowed to play again.

11.3.1.2 Second Yellow Cards

If a player receives a YELLOW card followed by a RED card in the same match and is suspended for the following scheduled match, the YELLOW card issued before the RED card is not counted as one of the two YELLOW cards received. However, all previous and subsequent single YELLOW cards will count.

11.3.1.3 Preliminary / Group Stage Matches

Any player receiving two (2) YELLOW cards during the group stages of the tournament shall sit out the next game after receiving the third card. The player will be fined **\$5.00 USD** by ERSFNA. The fine must be paid in full before said player is allowed to play again.

11.4 Red Cards

11.4.1 Straight Red Card

A player receiving a STRAIGHT RED card (Ejected) for any reason from a match will sit out the following scheduled game and fined **\$15.00 USD** by ERSFNA. The fine must be paid before the said player is allowed to play again.

11.4.2 More than One Red Card

A player receiving more than one RED card (Ejection) in a tournament shall be reviewed by ERSFNA Executive Committee for appropriate action. Additional fine may be assessed in addition to other punishment(s).

11.4.3 Fighting

A RED card for FIGHTING shall be an automatic suspension for the rest of the tournament. If a player is penalized with such at the last game of the season, that player will not play the following year's ERSFNA Tournament.

11.4.4 Violent Conduct

The definition of the term "VIOLENT CONDUCT" shall include, but not be limited to the following acts: Any physical contact with another individual with the INTENT to cause harm, any attempt of physically contacting an individual with the INTENT to cause harm, spitting, throwing or propelling projectiles at an individual or verbally threatening bodily injury or death to an individual before, during or after any match sanctioned by the ERSFNA. The determination of the "INTENT" of the violating individual shall be the discretion of the ERSFNA Executive Board. The definition of the term "INCIDENT" shall include, but not be limited in any way, to the following act: An isolated event in which a VIOLENT CONDUCT has occurred by one or more members of an ERSFNA team before, during or after a match sanctioned by the ERSFNA. The ERSFNA Executive Board will decide the merit and punishment of "VIOLENT CONDUCT."

11.4.5 No Substitution

A player receiving a RED card during a match cannot be replaced; his team has to play short for the rest of the game.

11.4.6 Suspension

As in the case of RED cards, if the player's team forfeits the next game or if the game is not played for any reason, the suspension is valid for the next ERSFNA scheduled match. Any unfulfilled suspensions in the current tournament shall carry over to the following tournament year.

11.5 Abuse or Assault of a Referee

Any misconduct or violations towards a referee will not be tolerated. The following applies to a player, coach or spectator:

11.5.1 Abuse / Physical Threats

Abuse (including foul language) or physical threats toward the referee will result in fines and suspension. These are outlined in the USSF Referee Administration Handbook.

11.5.2 Assaults

Procedures for handling referee assaults are based on the USSF Referee Administration Handbook.

11.5.3 Reference

Additional Reference: USSF Referee Administration Handbook.

11.6 Suspensions

The Executive Committee shall have the right to suspend or revoke a player's pass upon showing that the player has intentionally disregarded the rules of the associations, including the General Rules of Play, and has intentionally endangered the safety of any other person within the general playing area, including, but not limited to the spectators, players, or referees.

12 Protests and Appeals

12.1 Appellate Jurisdiction

The Executive Committee shall have exclusive appellate jurisdiction to hear and determine all appeals to ERSFNA of all game rulings. This jurisdiction shall include but shall not be limited to:

12.1.1 Ejection

Ejection's of registered players, coaches or spectators.

12.1.2 Game Rulings

Any game rulings resulting in an early game termination or in a game forfeiture and any other game ruling which are duly appealed by the adversely affected team and which are found by the committee to have a material effect on the outcome of the game.

12.1.3 Card Issuance

In the event of a protest of a card issuance, the Executive Committee has the authority to reduce/increase game suspensions and or fines, but the original card ruling will stand.

12.1.4 Ineligible Player

Protests may be made ONLY on the basis of an ineligible player or on the misapplication of the laws of the game by the referee.

12.2 Procedure

12.2.1 Filing Format & Time Limit

All protests must be lodged in writing to ERSFNA's Executive Committee through the Youth Soccer Commissioner **within four (4) hours** of the match involved.

12.2.2 Filing Fee

All protest must be accompanied by a **\$25.00 USD** fee which shall not be returned if the protest is denied. (Note: A complaint does not constitute filing a protest). An upheld protest is one where the sanction is reduced or eliminated.

12.2.3 Decision

The Executive Committee shall process the protest as soon as possible and inform the affected persons in writing within 24 hours from the receipt of the protest. If the Executive Committee has been involved

in the protest, the General Assembly (consisting of all registered team leaders) will hear the protest. The General Assembly will adhere to the ERSFNA format for hearing protests.

12.3 Unacceptable Subjects for Protest Consideration

The referee's judgment, with regard to the physical condition of the field and its acceptance of play, to the actual happenings and occurrences related to the conduct of the game and those prerogatives granted to him by the "Laws of the Game" as published by FIFA, shall not be challenged. Player, coach or spectator ejections cannot be appealed by the sanction may be appealed if it exceeds the minimum amount and the amount meets the requirement above.

12.4 Protests of Ineligible Players

If the protest is based upon an ineligible player, the Executive Committee shall notify the Team Representatives of the team on which the contested player participated as soon as the protest is lodged. Notice shall be given in the most expeditious means possible. (If a team plays an ineligible player, all matches in which that player participated are forfeits).

12.4.1 Definition

An illegal player is characterized by the following in addition to special announcements by the Executive Committee of ERSFNA:

12.4.1.1 Unregistered Player

A player who is not listed on the team's official roster

12.4.1.2 No Identification Card

Registered Player who does not possess player ID during roster check before a match, but elects to play the match anyway

12.4.1.3 Suspended

Suspended player(s) taking part in a match

12.4.1.4 Delinquency

A team or a player who failed to pay their penalty or fees

12.4.1.5 Uniform Violation

A player who is not properly uniformed

12.4.1.6 Weapons

A player who is found with weapons (i.e. knives, guns, etc) while on the field.

12.4.2 Field Condition

Protests based upon field conditions, lack of linesmen or other reasons obvious at the start of the match will not be allowed unless the referees have been notified prior to the match that a protest is going to be lodged and the Team Representatives identify that they are playing the match under protest in writing. The specific reason for the protest must be noted.

12.5 Appeals of Game Rulings

12.5.1 Game Rulings

The Executive Committee will review all game rulings resulting in the ejection of a player, coach, or spectator, in the early game terminal on, or in a game forfeiture automatically upon the Committee's receipt of the Referee's Report describing such a ruling at its next regularly scheduled meeting.

12.5.2 Early Game Termination

Any early game termination or game forfeiture shall be reviewed by the committee at its next regularly scheduled meeting after receipt of the report. Both of the teams involved in any such early termination or game forfeiture shall be permitted to submit legibly written or typed statements for or against the forfeiture or termination which shall contain:

12.5.2.1 Petitioner Information

The representative's name, team name, and phone number of the party making the appeal.

12.5.2.2 Concise Factual Statement

A concise statement of the facts alleged to constitute the violation; and

12.5.2.3 Supporting Factual Information

A concise statement of why these facts should not be deemed a violation and/or a concise statement of why the alleged violation does not warrant the continuation of the automatic mandatory disciplinary action prescribed by these Rules.

13 Match Forfeits and Terminations

13.1 No Show

A team that registers to participate in an ERSFNA sanctioned tournament and fails to show up after being scheduled to play in the tournament will be fined an additional \$50.00 USD. ERSFNA will publish a deadline by which teams can cancel their registration. If a team cancels registration before the late registration deadline, then the team is entitled to 50% of the registration fee. If a team fails to cancel by the deadline set by ERSFNA, then the team will lose the registration fee and will be fined an additional **\$50.00 USD**.

13.2 Match Forfeits

13.2.1 Match Forfeiture

If a match is forfeited because of any reason, such as too few players, unruly fans or coaches, etc., the referee will terminate the match and report the action to the Executive Committee. The Executive Committee will rule on the forfeiture with the following guidelines in mind. Extenuating circumstances may be considered.

13.2.2 Limited Number of Players

If a match is called because of too few players due to ejections; the score is **NORMALLY** that which stood at the time of the match being called if the properly manned team is ahead and 1 to 0 in favor of the non-offending team if the offending team is ahead.

13.2.3 Forfeiture Fine

A team that forfeits a game after proper notification of ERSFNA game schedule will be required to pay a **\$100.00 USD** before the team can play in another ERSFNA scheduled game. Proper notification is defined as a posted official ERSFNA tournament schedule bearing the said team's name identifying the team for a scheduled match. ERSFNA will make reasonable effort to post the official schedule in a timely manner. However, it is the responsibility of the team's coach to verify and confirm his/her team's schedule and arrive on time with full gear at the stated field.

13.2.4 Points of Scores

If a match is terminated due to the behavior of players, coaches, or fans, the final score will be as follows:

13.2.4.1 Behind

Three (3) points for a win and a 1 to 0 score in favor of the non-offenders if they are behind.

13.2.4.2 Draw

Three (3) points for a win and a 1 to 0 score in favor of the non-offenders if they are tied.

13.2.4.3 Ahead

The score at the time if the non-offenders are ahead

13.2.5 Throwing a Game

A team that intentionally throws a game to give advantage to an opponent will cause the two teams to get a forfeit and both teams will be fined **\$50.00 USD** before they can play in another sanctioned game. The Executive Committee will make reasonable effort to prove the conspiracy before rendering a decision.

13.2.6 Extreme Weather Match Termination

Any ERSFNA scheduled match terminated after the start of the second half due to weather conditions, referee incapacitation, deterioration of field, or at referee's discretion, will be a complete match. Any match terminated prior to the end of the first half or not started in the second half due to the same conditions above will be rescheduled and replayed from the start.

14 Playing Conditions

14.1.1 Bad Weather

The referee will make any necessary decisions at the field regarding dangerous weather conditions. If thunder and/or lightning are observed, the game will be suspended immediately and the field will be cleared allowing people to seek safe shelter. The following steps apply:

14.1.1.1 Pre-Game

If lightning and/or thunder is observed prior to the start of the game, the game will not begin until a thirty (30) minute wait period of clear weather has been observed.

14.1.1.2 Waiting Period

A thirty (30) minute wait period will be started. This wait period will be reset to 30 in the event any additional thunder or lightning are observed. Both teams and referee will wait this time before resuming the game.

14.1.1.3 Resumption of Game

Once there is a thirty (30) minutes wait of clear weather the referee shall make every reasonable effort to resume the game with full consideration of site conditions as they affect safety and playing conditions.

14.1.1.4 60 Minutes

If both teams and referee have waited 60 minutes for clear weather but are still in a wait period, the game will be abandoned. A game can be abandoned during a wait period if it will be too dark to resume the game when the period ends.

15 Club/Team Representative

15.1 Responsibilities

15.1.1 Club Point of Contact

You are the point of contact for the players on your club and/or team.

15.1.2 Club Representative

You are ERSFNA's point of contact for your team. Team reps must provide ERSFNA with a contact address, phone number, and e-mail address. In addition, you must provide ERSFNA with the name of an alternate team rep and the same contact information so that we may communicate with your team (e.g., schedule changes, disciplinary action).

15.1.3 Rules

You are responsible for knowing the rules and instructing the team on the General Rules of Play.

15.1.4 Game Card

You are responsible for presenting an Official Game Card (roster) of no more than the specified number of players to the referee no less than then (10) minutes prior to game time.

15.1.5 Match Schedule

You are the person that the ERSFNA Game Scheduler/Technical Coordinator will contact about game times, locations, and dates.

15.1.6 ERSFNA Communications

You are responsible for notifying your team on any ERSFNA's communication with you may have had regarding your team and also keeping your team updated with information posted on ERSFNA's website at www.eritreansports.com or www.ersfna.org.

15.1.7 Protests

You are responsible for any protests lodged by your team.

16 Youth Division Schedule Format

ERSFNA's tournament formats will vary. The type of format used will depend on many factors; the number of teams participating, the time frame for the tournament, the competition level and field availability.

16.1 Double Elimination

In this tournament format, the winners move on to play other winners to continue to advance. The losers in the first round will play other losers; the winners of this second round can continue to advance and play other winners; the losers of this round are finished. This type of tournament is rare since it requires a lot more games to be played and teams won't know their next game time or place until they finish their current game. It also puts more pressure on the tournament scorekeeping staff to move teams into the appropriate next bracket.

16.1.1 Three Team Double Elimination

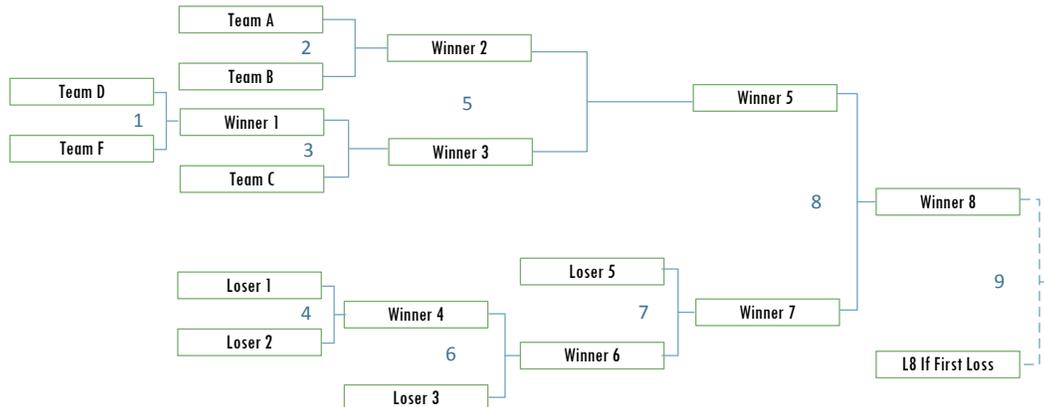
Team position will be selected randomly



16.1.2 Four Team Double Elimination



16.1.3 Five Team Double Elimination



16.2 Pool Play

This is the most common tournament format in youth soccer. It is really a multi-tiered round robin tournament. Round robin format for the pool play portion of the tournament, then a single elimination format for the "medal round".

16.3 Round Robins

This type of tournament is really like league play. A team that plays all the other teams in a season has played a round robin league. In a tournament, this type is used if you have an uneven number of teams in an Age Division, say you have five (5) teams. They would play each other (4 games) and you would determine the winner by points.

17 Schedule of Fees and Fines

17.1 Registration Fees

Registration fee's listed below are subject to change by ERSFNA. All fees listed are per team unless noted otherwise.

SPORT FEE DESCRIPTION	FEE (USD)
1 Youth Soccer – Regular Registration per Team	\$150
2 Youth Soccer – Late Registration per Team	\$250
3 Youth Soccer – Roster change fee per player	\$10
4 Replacement ID Card	\$10
5 Protest Filing Fee (Refundable if protest is upheld)	\$25

17.2 Infraction Fines

The suspensions and fines listed for the infractions below are minimum values. If the severity of the infraction warrants the Board may impose higher values.

INFRACTION	MINIMUM DOLLAR FINE (USD)
1 ERSFNA Game forfeit	\$25
2 Withdrawal / No show of team from tournament before deadline (see section 13.1)	\$50
3 Use of illegal (non-Illegible) Player	\$25
4 Throwing a Match	\$50
5 A player receiving a STRAIGHT RED card (Ejected)	\$15
6 Total of two (2) Player yellow card infraction two cards over multiple games (1 game suspension)	\$5
7 A yellow followed by red card Minimum one (1) game suspension	\$10
8 Player red card infraction Minimum one (1) game suspension	\$15