



Tournament Procedures & Tips

Check-In	Coach or Team Manager will check-in at Tournament Info Tent at least 20 minutes prior to the game. • Turn in a printout of your Tournament Team Roster. • Be prepared to be asked about Club Pass Players • If Home Team, pick up your Game Cards from the Check-in Tent.
At the Field	• Make sure that either the Referee has received Game Card. If not, then get one from the Check-In Tent. • HOME Team will change jersey color if needed
Check-out	• Winning Team gets Game Card from Ref and returns to the Info Tent • If tied, HOME Team gets Game Card and returns it to Info Tent. • Info Tent will report game scores on the URSL-MD website. • <i>Tip: Take a picture of the Game Card before it leaves the field.</i>
Division Winner Calculation	Teams awarded: • 3 points per win • 1 additional point for a shutout • 1 point per tie • 0 points per loss If there is a tie, then step through the following until a winner is found (<i>calculated by</i> Tournament Officials) • Highest goal differential (max differential of 5 per game. • Highest Goals For • Least Goals Against • Least Yellow Cards • Least Red Cards • Winner of Head-to-Head Competition (only for a 2-way tie) See URSL-MD Tournament website for Final Championship Placement
Misc Tips for Tournament Preparation	Tips: • Team hangout – tent, chairs, blankets, coolers, tables, food, beverage • Once players arrive, keep team assembled in between games • Water bottle at goal for goalie • Sunscreen, ice washcloths, simple first aid kit (ice pack, band aids) • Whistle, just in case
Trophies	Awards for 1 st & 2 nd place team in every Semi/Quarter-Final and Championship game
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