



VYS Nova Cup Tournament Rules

Spring 2019

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1 General Rules

All games shall be played in accordance with the 2018-2019 IFAB Laws of the Game except as specifically modified by these rules. Additional rules for U8 play and in support of US Youth Soccer guidelines are included.

2 Eligibility

2.1 Team Eligibility

Teams must be registered with their sponsoring club, which must be affiliated with the Virginia Youth Soccer Association (VYSA) or Maryland (MYSA). The tournament is open to recreational and recreational all-star teams only.

2.2 Player Eligibility

Players must meet the age requirements of the tournament age group in which they are competing, and may not play up more than one year (or one division, i.e. a U16 player may play U19). Players may only play for the team with which they are registered, i.e. no guest players are allowed. No player shall be registered and/or play for more than team during the tournament.

The tournament is limited to the following age groups:

| Age Group | Born On or After |
|------------------|-------------------------|
| U14 | January 1, 2005 |
| U13 | January 1, 2006 |
| U12 | January 1, 2007 |
| U11 | January 1, 2008 |
| U10 | January 1, 2009 |
| U9 | January 1, 2010 |
| U8 | January 1, 2011 |

The Tournament Director reserves the right to combine age groups if necessary.

2.3 Rosters and Medical Releases

Each team shall provide a roster on which all team players, player numbers and team officials are listed. The roster must use the official VYS NOVA Cup roster form provided on the tournament website. All teams must possess and show current US Youth Soccer recreational player passes which are provided by the sponsoring club. **Player passes must be signed by an authorized club representative, but do not have to be signed by the players.** Birth certificates and/or passports will not be accepted in lieu of player passes. All teams must have approved Medical Release forms for each player signed by a parent or legal guardian.

Maximum Roster Size

U8: 8 players

U9 to U10: 14 players

U11 to U12: 16 players

U13 and older: 18 players

3 Registration

Email registration will be allowed as described on the tournament website. Teams who cannot or have not provided the required documentation by the email registration MUST register in person. There will be an evening pre-registration the week prior to the tournament; information on the date/time and location will be posted on the tournament website. Teams must register either by email or at the pre-registration time, there will be no onsite registration the day of the tournament. Two copies of the team rosters, player passes and medical release forms will be checked and verified at registration. Until all required documentation is provided teams may not participate in the tournament.

3.1 Withdrawal/Refunds

Once a team/club has been notified of a team's acceptance to play in the tournament and chooses to withdraw, the registration fee will not be refunded unless a replacement team can be found. No refunds will be issued for teams withdrawing from the tournament once the schedules have been posted.

Should cancellation of some/all tournament games occur due to circumstances beyond the control of the Tournament Committee, the Committee will determine the refund amount. There are upfront costs to hosting a tournament that cannot be recovered by Vienna Youth Soccer (VYS); therefore no team will receive a full refund of their registration fee in the event of tournament cancellation.

4 Game Guidelines

4.1 Game Format

Games in the tournament will consist of a Qualification round and a Championship round. All teams will play three games in the Qualification round and at least one game in the Championship round.

| Age | Game Duration | # Players | Min Players | Ball |
|---------|----------------|-----------|-------------|--------|
| U8 | 4 x 8 minutes | 4 | 3 | Size 3 |
| U9-U10 | 2 x 25 minutes | 7 | 5 | Size 4 |
| U11-U12 | 2 x 30 minutes | 9 | 6 | Size 4 |
| U13-U19 | 2 x 35 minutes | 11 | 7 | Size 5 |

Teams are not required to reduce number of field players to equal those of an opponent who is playing with less than the maximum number of players.

4.2 Yellow/Red Cards and Ejections

Any player or coach who receives two yellow cards or one red card in a single game will immediately leave the field and be banned from continued participation in that game. The player or coach will also be banned from participation in the next tournament game. Violations of a more serious nature will be reported immediately to the Tournament Director and may result in further disciplinary action, including suspension from the tournament.

4.3 Special Rules

4.3.1 U8 Rules

All U8 games will be Qualification games; there are no Championship games for this age group.

- U8 teams will play 4v4 using 4x6 goals

- There is no offside
- All free kicks will be indirect with all opponents retreating to at least 10 yards away from the ball in all directions
- Kick ins will be used to restart the game instead of using throw ins.
- There no penalty kicks
- Goal kicks and corner kicks should be taken in general vicinity of the respective goal or corner, but precise placement is not required
- Goal kicks may be taken from anywhere in the goal area with all opponents at least 10 yards way from the ball in all directions and outside the goal area.
- Instead of throw ins, players will do kick ins. Players can't score directly from a kick in.

4.3.2 U9/U10 Build Out Lines

The build out line promotes playing the ball out of the back in a less pressured setting. When the goalkeeper has the ball in his or her hands during play from the opponent, 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 (punts and drop kicks are not allowed). Opposing team must also be behind the build out line during a goal kick until the ball is put into play.

If the goalkeeper punts or drop kicks the ball, the referee will award an indirect free kick to the opposing team at the point of the kick. If the kick occurred inside the goal area, the ball will be placed on the goal area line closest to the point of infraction.

4.3.3 Heading Policy – 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 in advertent, then the proper restart is a dropped ball.

In the event that the U11 and U12 age groups are combined, the heading restriction will apply to U12 as well.

4.4 Tournament Scoring

The tournament will use a standard point system for games played during the Qualification round, as follows:

| | |
|------|----------|
| Win | 3 points |
| Draw | 1 point |
| Loss | 0 points |

Teams remaining tied after the application of games will use the following tie breaking procedure to determine ranking:

1. Result(s) of head-to-head competition
2. Most wins
3. Fewest goals allowed
4. Most goals scored
5. Goals differential

In the case of a three way or more tie, once a step is used to break a tie the process must continue to the next step and may not revert to a previous step. Any forfeiture by a team during the Qualification round will cause the team to be seeded last in their age group ranking. A forfeiture will be recorded as a 1-0 win for the opposing team.

4.4.1 Qualification Round

All teams participating in the Qualification round will be awarded game points based on their results. At the conclusion of all Qualification round games teams will be ranked according to their game point total, with the above bonus point and tie-breaking procedures used to resolve any ties. Teams will then be seeded for the Championship round based on the ranking and the seeding posted to the tournament website no later than 8 PM on Saturday.

4.4.2 Championship Round

Where there are sufficient teams in a division, play will culminate in a championship game, otherwise teams will play a simple round robin format with no championship game.

Championship round games will all be single elimination. If two teams are tied at the end of regulation time, they will proceed directly to kicks from the mark according to the IFAB Laws, as follows:

- Captains meet for a coin toss to determine who kicks first
- Referee decides which goal will be used
- Five players will be selected from each team for the first round of kicks from the mark, with alternating chances. Only players on the field at the end of regulation time are eligible to participate.
- The team scoring the most goals from the first five kicks will be declared the winner. If there is a winner prior to 5 kicks being taken by each team, kicks will cease
- If the teams are still tied at the end of the 5 kicks, the remaining players from each team will alternate kicks until one team scores and the other does not. No player may kick again until every player from that team has kicked once.

4.5 Score Reporting

The Field Marshal will ensure that the game report forms are properly completed, signatures obtained, and scores recorded at the end of each game.

The Field Marshal will ensure that the scores of each game are reported to Site Coordinator in a timely manner each day. The Site Coordinator will ensure that the game report forms are turned in to the Tournament Director by 7:00 p.m. each day.

4.6 Substitutions

Substitutions without limit may be made, with the referee's permission:

1. At a throw-in by the team in possession. If the opposing team is making a substitution, a team may “piggy back” on their substitution.
2. At a goal kick by either team.
3. After a goal has been made.
4. At the beginning of the second half of play or prior to the beginning of an overtime period.

Limited substitutions may be made, with the referee's permission:

1. In case of stoppage of play for an injury on one-for-one basis for the injured player(s).
2. To replace a cautioned player.

Referees will not allow injured players to return to field unless the Athletic Trainer on site has cleared them to play, e.g. head injuries.

4.7 Uniforms and Equipment

4.7.1 Uniforms

All players, with the exception of the goalkeeper, must have matching jerseys with unique, individual numbers on the shirt. Unique numbers may be created with tape, if necessary. Should a team change jerseys due to a color conflict, numbers will not be required on the replacement jerseys. The coach must provide a player’s rostered uniform number if requested by a referee or tournament official. The goalkeeper’s jersey must be easily distinguishable from all other field players and the referee.

When the jersey color of both teams’ is similar or identical, it is the home team’s responsibility to change jerseys to resolve the conflict. In the even the home team does not have alternate jerseys, either the visiting team can change or pinnies can be used. The referee has the final say on whether a jersey change is required.

4.7.2 Equipment

All payers participating in the tournament must meet the following equipment requirements:

- All players must wear shin guards covered by socks
- No metal cleats or metal tipped spiked cleats will be allowed
- No jewelry of any kind will be allowed, with the exception of medical alert tags that may be taped down so as not to present a hazard to the any player.
- Casts/Splints – Players wearing casts, splint or braces are permitted to play, provided the following conditions are met:
 - Hard casts/splints are wrapped in foam or other protective material that will cushion any impact. Soft casts/splints may need protective wrapping at the discretion of the referee.
 - The player wearing the cast/splint does no attempt to use the cast/splint to an advantage or in a way that puts any player in danger
 - The referee approves the cast/splint and protective wrapping. Such approval will not be unreasonably withheld.
- Referees will check all equipment prior to the start of the match. No equipment changes may be made after the referee’s check without permission from the referee.
- The referee will have the final say concerning the acceptance of any and all equipment for play

4.8 Team/Spectator Positioning

Teams will occupy the same side of the field, with spectators remaining on the opposite side of the field, field conditions permitting. The home team is the first team listed on the schedule and will have choice of end of the field for their bench area. There will be a maximum of two coaches permitted on the team side with the players. Coaches are responsible for the behavior of all players, team officials, parents and spectators for their team.

Coaches and substitute players will remain at least 1 meter from the touchline and within the technical area at all times. The technical area will be defined as extending from the midfield line to the top of the penalty area on their team's end of the field only. Parents and other spectators will remain at least 3 meters from the boundary lines of the field at all times. No person is permitted on the touch line between the top of the penalty area and the end line on either end of the field, not on the goal line inside the point where the penalty area intersects the goal line. No coaching is allowed behind the goal line.

5 Referees

USSF certified referees will be used for all games. A one-man system will be used for U8-U10, while U11 and above age groups will use a 3-man system.

If a referee fails to arrive at the field as scheduled, the Tournament Referee Director will assign a replacement referee as available. The score for any such game is official and no protests will be allowed as the result of the replacement.

Referee interference and/or abuse will not be tolerated. Any player, parent, coach or spectator (to include pets) will be ordered removed from the tournament site should their behavior in any way or represent a threat to the safety of the referee or hinder the ability of the referee to perform their duties.

6 Inclement Weather

Every attempt will be made to play all games; however, the Tournament Director reserves the right to cancel or modify a game due to weather conditions prior to the start of the game. VYS is required to follow Fairfax County policies regarding field usage and weather closures.

It is the responsibility of the participating teams to check the tournament website and/or tournament hotline regarding field conditions. Both will be updated as soon as possible when changes to field conditions occur. Unless the website or hotline indicates fields are closed, teams and coaches must be at the game site and ready to play on time as scheduled. Failure to appear will result in forfeiture of the game.

Should a game be terminated for weather prior to completion, the match will be considered as official and the score at time of termination will stand, provided at least one complete half has been played.

7 Region I Policy Regarding Application to Host a Tournament

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 are 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 I.

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
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