

2018 Blue Ridge Cup Soccer Tournament

September 1 - September 2

RULES

1. **Laws of the Game:** All tournament matches will be played in accordance with FIFA laws of the game accept as modified herein. All decisions by the Tournament Director are final. **No protests allowed.**
2. **General Prohibitions:** Alcoholic beverages, smoking, pets, and noise makers are prohibited.
3. **Team Acceptance/Check-in Procedures:**
 - a. The tournament committee reserves the right to accept or reject any team application.
 - b. Any incomplete application will be returned to sender and not processed for registration. The application is not considered complete until entry fee is received.
 - c. No team shall be deemed accepted unless written notification has been sent from the Tournament Director. This can be either E-mail or U.S. postal service mail.
 - d. Once accepted, the application is non-refundable.
 - f. Upon acceptance, all teams will be provided a time-line for paperwork submission. If required paperwork is not received, participation in the tournament may be jeopardized.
 - g. Accepted teams are required to have laminated player passes (if required by association) and current medical release form. The medical release form does not have to be notarized and may be the form you use for league play.
 - h. An approved team roster does need to be provided to tournament officials, along with current player passes from its organization.
 - i. A check for entry fee that is returned from the bank will not be re-deposited. The amount of the check plus \$35.00 (cashiers check or money order) must be received by the tournament committee seven days after the team representative is notified of the returned check. If new funds are not received the team will be disqualified from the tournament.
 - j. **Online Registration.** Registration is available via email to cvuadmin@centralvirginiaunited.com and must be submitted by **8.24.18**. Credentials will be checked (player cards, official roster, medical releases, permission to travel if required, etc.). Credentials will not be checked at the fields during the tournament, but must be available if requested by tournament staff or tournament referees. Any teams missing the online application deadline must notify the tournament and make alternate arrangements.
4. **Official Documentation:** You must participate with your 2018/2019 roster. Guest players are allowed up to five. Max roster sizes for U11-U12 teams is 15 players U13-U14 teams is 18 players, and U15-U19 teams is 22 players naming 18 before the match. A current official medical release form and valid player passes are required (laminated only if your association requires such). Exceptions to these requirements must have written approval of the Tournament Director. Exceptions are subject to review by the tournament director.
5. **Teams Allowed To Enter Tournament:** Both travel and recreation teams are eligible to apply for this tournament.
6. **USSF Affiliate Members (Not USYSA Members):** Teams that are members of organizations of the United States Soccer Federation (USSF) but not members of US Youth Soccer (such as AYSO, SAY, US Club Soccer or Super Y Leagues) DO NOT have to have a US Youth Soccer Application to Travel form

(although that team's organization may require that the team have permission). An approved team roster does need to be provided to tournament officials, along with current player passes from its organization.

7. **Guest players:** Guest players are to be written on a copy of the official roster (not original) to be provided at registration. Guest players must have valid player passes, medical release, and permission to travel. Note: A guest player from another state association must have a permission to travel from their appropriate State association. Note: **Region One** teams do not require a permission to travel.

All player passes must match the affiliation of the roster. For example, If the team roster is USYSA, then all players on that team must have USYSA passes. A player may not guest play on a USYSA roster with a US Club player pass, and vice versa.

8. **Permission To Travel:** Teams from outside Region 1 will need to have permission to travel from their appropriate State association. Region 1 has established the following policy concerning permission to travel when attending US Youth Soccer sanctioned tournaments in Region 1. The purpose of this policy is to make it as simple as possible for the US Youth Soccer Region 1 teams to travel to tournaments within Region 1. The new policy states that any US Youth Soccer State Association teams within Region 1 that is accepted into a tournament in Region 1 do not need permission to travel papers. Permission to Travel is not required in friendly games within Region 1.

National State Associations in Region 1:

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

9. **Player Equipment:**

- a. Teams should bring a primary and alternate jersey of different colors. Where the color of the jersey is similar or identical, the designated home team (the team listed first in the schedule) will change jerseys.
- b. All players must have uniforms with individual numbers on the jersey.
- c. No jewelry may be worn by any player (earrings, watches, necklaces, etc.)
- d. Players wearing casts are allowed to play with the approval of the Tournament Director and Referee.

- e. Shin guards are mandatory and must be worn at all times by all players.
- f. All referee decisions are final regarding player equipment.
- 10. **Substitutions:** Substitutions are unlimited, but made only at the following times:
 - a. Goal Kick
 - b. After a goal
 - c. Half-time
 - d. At the beginning of the overtime period.
 - e. Throw in – by possession team and by opposing team in conjunction.
 - f. After a yellow card – for carded player
 - g. An injured player may be substituted at the discretion of the referee. If a substitution is made for the injured player, the opposing team may also make one substitution (with the referees acknowledgement)

h. **HEADING RULE AT AGE GROUP DIVISIONS U11 AND YOUNGER**

Whenever the ball strikes a player in the head, play is stopped. The proper restart depends upon whether the player deliberately played the ball with his or her head. If deliberate, the proper restart is an indirect free kick to the opposing team. If this occurs within the goal area, the indirect free kick should be taken on the goal area line parallel to the goal line at the point nearest to where the infringement occurred. If the play by the head is deemed in advertent, then the proper restart is a dropped ball.

11. **Player/Coach/Spectator Behavior:** Any player ejected from a match will NOT be replaced and will

NOT be allowed to participate in his or her team's immediate next match. Ejection for fighting by players and coaches will result in the player or coach NOT being allowed to participate in ANY remaining tournament matches. Any coach ejected from a match will not be allowed to coach his/her immediate next match. Each Coach is responsible for the conduct of the players and parents on his/her team. Coaches not taking responsibility for their sideline's behavior may be cautioned and/or ejected.

Any player or coach ejected or spectator asked to leave will not be within sight or sound of the playing field. Per FIFA rules, only players will be shown a card (yellow or red) when being cautioned or sent-off. Two yellow cards in the same match equal an ejection and the player will sit out his/her next immediate match.

12. **Home/Team Field Positions:** The Home team is listed first in the schedule. The Home team will change jerseys if there is a conflict. Each team's players will take a position on one side of the field opposite the spectators.

13. **Referees:** In the event of a shortage of Assistant Referee, club linesman will be used.

14. **Ball/Play:** U11-U12 will use size 4 ball. U13 and above will use size 5 ball. The tournament provides the official game ball(s).

U11-U14- Two 30 minute halves

U15-U16 - Two 35 minute halves

U17-U19 - Two 40 minute halves

U11-U12 will play 9v9 with goalkeepers. No heading is allowed in the U11 brackets.

- a. There will be a 5 minute half time between the first half and second halves.
- b. The tournament does not require the referee to add time for substitutions. The official clock will NOT stop for any reason unless in the judgment of the referee:
 - i. Removing an injured player from the field would endanger the physical well being of the player, or:
 - ii. Any game shortened due to injury will be continued at the sole discretion of the Tournament Director

15. Advancement in tournament play:

- a. Division with six teams: Each team will play two preliminary matches. At the conclusion of all preliminary round matches, all teams will be ranked in their respective divisions with the top two teams in each division advancing to semi-final matches. The third team in each bracket will play a consolation match.
- b. Divisions with eight teams (two brackets of four). Each team will play three preliminary round matches. At the conclusion of preliminary round matches, teams will be ranked in their respective brackets with the top two teams advancing to a final match.
- c. Division with 10 teams (one bracket with four teams, two brackets with three teams). Each team in the two-three team brackets will play two preliminary rounds. At the conclusion of those preliminary rounds, the teams will be ranked in their respective divisions with the top teams in each division advancing to a semi-final match. The second two teams will play a consolation match, as will the third teams in each of the two-three team brackets. The winner of the match between the top teams in the three-team brackets will advance to a final match against the winner of the four-team bracket. Each team in the four-team bracket will play three preliminary rounds with the top team advancing to a final match with the winner of the two-three team brackets.
- d. Division with twelve teams (four brackets of three teams each). Each team will play the other two teams in their group. The group winners will advance to semi-finals. The third team in each bracket will play a consolation match.
- e. Division with 4 teams only will play each other and the top two teams advancing to a final.
- f. Division with 5 teams only will play each other and winner and finalist will be determined by points – no final match.

16. Determination of Division Winners

- a. Three (3) points will be earned for a win, one (1) point will be earned for a tie and no points are earned for a loss. Tie games after a semi-final match will immediately proceed to FIFA penalty kicks to determine a winner (no overtime). Final matches resulting in a tie will proceed to two, full five minute overtimes. If at the end of both overtimes the game is still tied, FIFA penalty kicks will be taken to determine a winner.
- b. Where required to break a tie for standings within a division, or for purposes of determining a “wild-card” team, the following order will be used to determine the winner: (Note: If a wild card team **MUST** be selected for the playoff rounds, that team will not be assigned to play against the winner of its own group in the first playoff round)
 - i. Head to head competition – Except where three teams are tied, in which case head-to-head competition will not be used. In the case where three teams are tied, begin with tiebreaker number (2). Once/if one team has been eliminated from the three way tie, return to i. to determine tie-breaker between remaining two teams.
 - ii. Most wins

- iii. Goal Differential (up to 4 goal limit)
- iv. Fewest Goals Against
- v. FIFA penalty kicks. If necessary, these penalty kicks will take place immediately prior to the semi-final or championship match.
- vi. In the event of a forfeit, tie breaking rules (2) and (3) will be placed on a "per game" average for games actually played.

17. **Forfeits:** A forfeit shall be awarded if a team is not present and prepared to play within ten minutes of the scheduled commencement time. Ten-minute allowance shall be made for semi-final and championship matches. **Any team forfeiting a match will not be allowed to play in a semi-final or championship match.** It is requested that teams be present 30 minutes in advance of the scheduled commencement of a match to aid in the timely start of play. Seven players constitute a team for full 18 player rosters, and six for U11-U12 small sided rosters. A forfeit will be scored one for the winner, and zero for the forfeiting team.

18. **Inclement Weather/Cancellation Policy:** Regardless of weather conditions, coaches and their teams must appear at their respective field site, ready to play as scheduled. Failure to appear will result in forfeiture of the match. Only the Tournament Director may cancel or postpone a match. Referees may suspend a match only. In case of severe weather, in his/her discretion, Tournament Director(s) may cancel any and all games. In case of severe weather that occurs after the beginning of play, the Tournament Director may reduce the length of the match and may discontinue or cancel the game. Should a match be terminated due to weather conditions after 20 minutes of play, the match will be:

considered official and the score at the time will stand. If a match is terminated prior to 20 minutes of play, every attempt will be made to complete the match. However, if necessary other means, determined by the tournament committee, may be used to determine a winner. Referees and field marshals will not consider beginning or continuing matches when a lightning storm exists. **NO REFUNDS WILL BE GIVEN IN THE EVENT OF CANCELLATION. Note: Your application constitutes agreement with these rules and this paragraph.**

19. **Withdrawal Policy:** Teams may receive refunds for withdrawal prior to tournament at the discretion of the Tournament Director.

20. **Disclaimer:** Neither the Tournament Committee, Central Virginia United Soccer, Inc, Soccer Organization of (the) Charlottesville Area or the Tournament Sponsors are responsible for any expenses incurred by any team in the event the tournament is cancelled in whole or part, or in the event games are discontinued or cancelled due to inclement weather or adverse field conditions, nor will any refunds be made. The Tournament Committee reserves the right to decide all matters pertaining to the tournament. The judgment of the Tournament Committee is final. The Tournament Director has authority to make all decisions and these decisions will be final. All referee decisions are final and binding.

21. **Team Contact Information:** Each team, upon checking in at registration, must provide a team contact, the team's coach or the team's assistant coach so that these individuals maybe contacted in the event that circumstances require such. Be sure your team contact is someone who can be reached at any hour and has a cell phone. All inquires/questions with the Tournament Committee should be from the Team Contact/Coach and not numerous parents from the team as this only delays response.

22. **Important Notes:**

a. Have all player passes, official roster, and medical release forms with you at the fields during the tournament. Although only checked at registration, the tournament committee reserves the right to check credentials during the event.

b. The tournament is dedicated to the development of all the players participating, good sportsmanship, and the "good of the game." The Tournament Director may suspend, without recourse or appeal, any players, coaches, or spectators who demonstrate anything less.

End of tournament rules