

CHESAPEAKE UNITED SOCCER CLUB  
Chesapeake Challenge Cup  
November 19-20, 2022

## TOURNAMENT RULES

### **TOURNAMENT HEADQUARTERS**

Tournament Headquarters will be located at *Centerville Soccer Complex, Chesapeake, VA*  
Tournament Director: Sean Holl: 757-818-1591, [Tournamentdirector@chesapeakeunited.org](mailto:Tournamentdirector@chesapeakeunited.org)

### **REGISTRATION**

Registration will occur online or on Saturday at the Site Coordinator tent. Please refer to the following check-in guidelines:

#### **Team Check-in/Registration Requirements**

- Original 2022/2023 Player Passes
- Two Copies of Official Roster
- Guest Players identified: Written on front or back of copies of rosters
- Player Passes for Guest Players
- Individual Player Medical Release Forms for ALL players and guests

Registration clarification and specifics will be emailed at least 2 weeks prior to the start of the tournaments.

The 2022 Chesapeake Challenge Cup will be played in accordance with FIFA Laws of the Game. Except as modified herein. All decisions by the Tournament Director are final. No protests allowed.

### **TEAM TYPES**

#### **Recreation:**

A team that plays only in the recreation division of their league and has guest players from other recreational teams.

#### **All-Star/Advanced:**

All advanced teams or any team with a guest player on the recreational team roster that does not play recreational soccer.

#### **Classic Travel:**

Teams that play in lower travel divisions of the club/league.

### **TEAM ELIGIBILITY, PARTICIPATION AND GUEST PLAYERS**

1. The competition is open to all accepted teams, based on rosters for the soccer year 2022-2022 with these age divisions.

	U-14 Players born 2009
U-9 Players born 2014	U-15 Players born 2008
U-10 Players born 2013	U-16 Players born 2007

U-11 Players born 2012	U-17 Players born 2006
U-12 Players born 2011	U-18 Players born 2005
U-13 Players born 2010	

2. Each team must be in good standing with their state association and be registered with a league affiliated with the United States Soccer Federation or its national equivalent.
3. The number of players per team on the playing field, Maximum roster and guest player rules:

Completion Age	Number of players on field	Maximum Roster	Guest Player Allowances
U-9 competition	7	14	4
U-10 competition	7	14	4
U-11 competition	9	14	4
U-12 competition	9	14	5
U-13 competition	11	18	5
U-14 competition	11	18	5
U-15 competition	11	18	5
U-16 competition	11	22*	5
U-17 Competition	11	22*	5
U-18 Competition	11	22*	5

4. Match Day roster and Number of Players allowed in uniform for each match may not exceed 18.
5. **NO player may play for more than one team during the tournament.**
6. Irregularities in player eligibility or misinformation on tournament documents may cause dismissal of players or entire teams from the tournament.
7. The tournament director reserves the right to place teams in the division they deem appropriate based on history, age groups, competitive level, division structure, etc.
8. Guest players: Guest players are to be written on one copy of the official roster (not original) to be provided with your online registration. An Official roster is to be signed by your club representative to include: Name, Date of Birth and Jersey #. 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

### **CONCUSSION RULE**

Concussion Rule; Note 1: Per U.S. Soccer's Concussion Initiative, if a player is suspected to have a head injury, the referee is instructed to stop play to allow for treatment/evaluation as needed. If the player leaves the field of play for additional evaluation, a substitution can be made at that moment. The player with the suspected head injury may not return to the game unless a Health Care Professional has cleared the player. Any coach or parent insisting on returning the player to the game without approved clearance will result in the referee ending the game. Chesapeake Challenge Cup has enforced the No-

Heading mandate for U12 and below. Deliberate heading is not allowed in this tournament for U9, U10, U11, AND U12.

**HEADING RULE AT AGE GROUP DIVISIONS U12 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 inadvertent, then the proper restart is a dropped ball.

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	U-14 Players born 2009
U-9 Players born 2014	U-15 Players born 2008
U-10 Players born 2013	U-16 Players born 2007
U-11 Players born 2012	U-17 Players born 2006
U-12 Players born 2011	U-18 Players born 2005
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U-13 competition	11	18	5
U-14 competition	11	18	5
U-15 competition	11	18	5
U-16 competition	11	22*	5
U-17 Competition	11	22*	5
U-18 Competition	11	22*	5

4. Match Day roster and Number of Players allowed in uniform for each match may not exceed 18.
5. NO PLAYER MAY PLAY FOR MORE THAN ONE TEAM DURING TOURNAMENT EITHER AS A REGISTERED PLAYER OR GUEST PLAYER (any team who violates this will forfeit their games). PLAYERS MUST POSSESS A CURRENT US YOUTH SOCCER OR APPROVED ORGANIZATION RECREATIONAL PLAYER CARD IN ORDER TO PLAY IN THIS TOURNAMENT.

6. Irregularities in player eligibility or misinformation on tournament documents may cause dismissal of players or entire teams from the tournament.
7. The tournament director reserves the right to place teams in the division they deem appropriate based on history, age groups, competitive level, division structure, etc.

**TEAM WITHDRAWAL POLICY**

All teams that withdraw must be done in writing via an email to the tournament director. Teams that withdraw prior to the registration deadline will receive the full amount back minus a \$50 processing fee. Once a team is accepted, the application is non-refundable.

**FORMAT**

Teams are guaranteed a minimum of three games with all finals played on Sunday. A maximum of two matches will be played each day.

**LENGTH OF GAMES**

AGE GROUP	GAME TIME	HALVES	HALF TIME
U-9 -- U-10	50 minute games	Two 25 minute halves	5 minutes between halves
U-11 -- U-14	60 minute games	Two 30 minute halves	5 minutes between halves
U-15 - U19	70 minute games	Two 35 minute halves	5 minutes between halves

In all cases the break between halves will be no more than 5 minutes. No injury time will be allowed. The matches will start on time. The referee is the official timekeeper of the match. See provided match schedules for actual start times of each match.

**START OF PLAY**

A team which cannot field its minimum number of players, as indicated in the table below, will forfeit the match 10 minutes past the scheduled time of start. The team forfeiting the match shall be declared the loss by a score of 3 goals to 0.

AGE GROUP	PLAYERS ON THE FIELD	MINIMUM TO START
U-9	7	6
U-10	7	6
U-11 -- U-12	8	6
U-13 -- U-19	11	7

Tournament officials reserve the right to verify rosters and player passes at the field site.

## **TOURNAMENT STANDINGS AND TIE BREAKERS**

1. Division standing will be decided by the following point system:

WIN	3 POINTS
TIE	1 POINT
LOSS	0 POINTS
FORFEIT	-3 POINTS

2. A forfeit can be awarded if a team is not present and prepared to play within 10 minutes after the scheduled start time. A forfeit will be awarded + 3 for the winner and -3 for the forfeiting team. Forfeits may be awarded only by the scheduled referee. In the case of an illegal player, a forfeit may be awarded by the tournament director.
3. Division standings will be based upon total points after preliminary matches. Total point ties within the division will be broken using the following tie breaker steps:
  - \* HEAD TO HEAD (ONLY IN A TWO WAY TIE)
  - \* FEWEST NUMBER OF GOALS ALLOWED
  - \* MOST GOALS SCORED UP TO THREE (3) PER GAME
  - \* IF TEAMS ARE STILL TIED AFTER STEPS 1-3, BOTH TEAMS WILL PROCEED TO AN AVAILABLE FIELD AT A TIME GIVEN BY THE TOURNAMENT DIRECTOR. THE TEAMS WILL TAKE PENALTY KICKS IN ACCORDANCE WITH FIFA TIE BREAKING RULES.

Note: Once the above criteria are used to determine the tie breaker, teams must continue to the next criteria and may not revert back.

## **TOURNAMENT OVERTIME**

1. All preliminary matches will remain a tie if tied at the end of regulation. In semi-final and final matches, if the score is tied at the end of regulation, the following actions will take place:
  - \* Two five minute overtime periods will be played, changing ends after a one minute break. Both periods will be fully played, NO sudden death.
  - \* If the game is still tied after two overtime periods, the tie will be broken by kicks at the mark in accordance with FIFA tiebreaker rules.
2. Only players on the field at the end of the second overtime period will be allowed to participate in the tie breaker kicks at the mark.
3. Goalkeepers may not be changed during the tie breaker kicking phase except for injury, in which case the opposing team may also elect to change goalkeepers. The substitute keeper must come from a player on the field at the end of the second overtime period.
4. Team credentials which include: player passes and tournament rosters must be revealed at the site prior to all semi-final and championship games. Any teams with illegal players will be given a forfeit.

## **SUBSTITUTIONS**

In all other age divisions and when no national teams are participating, 'unlimited substitutions' may be

used for all games.

Unlimited substitutions will be made with the referee's permission:

- \* After a goal has been made
- \* At the beginning of the second half of play or prior to the beginning of an overtime period
- \* At a goal kick by either team
- \* At a throw-in by the team in possession

Limited substitutions will be made with the referee's permission:

- \* In case of stoppage of play for an injury

Under no circumstances may substitutions be made on corner kicks or after the game has ended in a tie and FIFA kicks at the mark will determine a winner.

### **HOME TEAM**

Team listed first is the designated home team and must change jerseys when the referee determines a conflict exists.

### **PLAYER EQUIPMENT**

1. Shoes must meet FIFA specifications.
2. Shin guards are mandatory.
3. Numbers on team shirts are required. The shirt number of each player must be the same as the player's shirt number on the daily match report and the official team roster. If the numbers are not the same, the referee is not to allow the player to take part in the match until the numbers are the same.

### **BALL SIZES**

AGE GROUP	BALL SIZE
Age groups U-12 and younger	4
Age groups U-13 and older	5

### **BUILD OUT LINE 7 v7 (U9 and U10)**

1. When the goalkeeper has the ball, either during play (from the opponent) or from a goal kick, 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 (punting is not allowed). After the ball is put into play by the goalkeeper, the opposing team can cross the build out line and play resumes as normal. If a goalkeeper punts the ball, an indirect free kick should be awarded to the opposing team from the spot of the offense. If the punt occurs within the goal area, the indirect free kick should be taken on the goal area line parallel to the goal line at the nearest point to where the infringement occurred.
2. Offsides. The buildout line will also be used to denote where offside offenses can be called. Players cannot be penalized for an offside offense between the hallway line and the build out line. Players can be penalized for an offside offense between the build out line and goal line.

### DIVISION GROUPING EXAMPLES:

Nine teams: three matches are guaranteed. Teams will be divided into three groups of three teams each with each team playing the others in its group. After these matches, teams in each group will be ranked according to tournament standings and 5 tie breakers. The three first place winners plus a wild card team will play semi-final matches with the winners playing in the championship match. The other second place teams will play each other with the winner playing the third place team from the wild card group. The other two third place teams will play each other for their third game.

Eight teams: Eight team groups are divided into two four team brackets. The teams play round robin format within the group with the winner from each group playing in the championship match.

Seven teams: Seven team groups are divided into one four team bracket and one three team bracket. Four teams will play round robin format within the group. Teams will be ranked according to tournament standings and tie breakers with first place team meeting in the championship match. Three teams will play a round robin format with the other teams in the group. First place will be determined by tournament standings and tie breakers and will meet the first-place team of the four-team bracket in the championship match. The second and third place teams from each group will play each other for their third (or fourth) game.

Six teams: Six teams' groups are set up in two three team brackets with each team playing the other in its group. Teams will be ranked according to tournament standings and tie breakers. First place teams from each group will play second place teams from opposite group in semi-finals with the winners playing in the championship match. The third-place teams will play each other for their third game.

Five teams: Five teams will play a round robin format with the other teams in the group. First and second place will be determined by tournament standings and tie breakers. No championship match will be played.

Four teams: Four teams will play round robin format within the group. Teams will be ranked according to tournament standings and tie breakers with first and second place teams meeting in the championship match.

Three teams: Three teams will play a round robin format with the other teams in the group. First and second place will be determined by tournament standings and tie breakers. No championship match will be played.

### PROTESTS AND DISPUTES

NO PROTESTS WILL BE ALLOWED. DISPUTES of non-referee decisions will be handled by the tournament committee quickly and with due process. Decisions rendered by the committee are not appealable.

### WARNINGS AND EJECTIONS

If a player is ejected from a match- shown a red card by the referee- that player must exit the area where the tournament matches are being played (accompanied by an adult if under the age of 16). The player must sit out the remainder of the match and his team's next tournament match. No substitution may be made for the ejected player during the match in which the red card was issued.

A yellow card displayed by the referee indicates a warning. Two yellow cards to the same player in the

same match will result in immediate ejection from that match. Coaches in receipt of a red or two yellow cards in the same match are subject to the same penalties as outlined above for players. Any player or coach ejected from a match will not be allowed in the vicinity of the field for the remainder of that match and for the teams' next match.

Coaches are responsible for the conduct of the players, parents and guests on their 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 from the referee.

Because of the seriousness of such instances, red cards issued after the end of regulation play or as a result of physical assault are subject to review by the tournament rules committee and more strenuous penalties, which are not subject to appeal, may be employed.

A record of all yellow and red cards issued during the tournament will be forwarded to VYSA and application state association upon completion of the event.

### **COACH AND PLAYER CONDUCT**

Coaches and players will share the same side of the field. All spectators will take up positions on the opposite side of the field during the time that the match is in progress. All personnel must remain between the 18 yard lines (No one between the goal line and the 18 yard lines on both ends/sides of the field). No coaches or spectators are allowed behind the goal line.

### **AWARDS**

Team awards will be presented to champions and finalists for all levels of competition in each age group.

### **ENTRY FEES**

U9 – U10	\$375
U11 – U12	\$475
U13 – U15	\$525
U16 – U19	\$575

### **FIELDS**

All fields will be located in Chesapeake, Virginia at Centerville Athletic Complex and additional Chesapeake field sites as needed. Additional field sites will be opened based on the number of applications and will be announced once all teams have applied. These sites are dynamic and will not be assigned until fields are confirmed. All hotels are located approximately 10-25 minutes from most fields.

### **REGION 1 STATEMENT**

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 are 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 Association  
Delaware Youth Soccer Association  
Eastern New York Youth Soccer Association  
Eastern Pennsylvania Youth Soccer Association  
Soccer Maine  
Maryland Youth Soccer Association  
Massachusetts Youth Soccer Association  
New Hampshire Soccer Association  
New Jersey Youth Soccer Association  
New York State West Youth Soccer Association  
Pennsylvania West State Soccer Association  
Soccer Rhode Island  
Vermont Soccer Association  
Virginia Youth Soccer Association  
West Virginia Soccer Association

#### **UNRESTRICTED TOURNAMENT**

Teams that are members of organizations of the United States Soccer Federation 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.

- \* Any guest player from one state playing with another state must complete an interstate permission form even if they are from Region 1.
- \* The tournament offers boys and girls divisions for:
  - \* Travel Classic, All-Star (Advanced), and Recreational Divisions

#### **INCLEMENT WEATHER**

Regardless of weather conditions, coaches and their teams must appear at the 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. In the case of severe weather, at his/her discretion. The Tournament Directors 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. Referees and

field managers will not consider beginning or continuing matches when a lightning storm exists. NO refunds will be given in the event of cancellation. **Note: Your online application constitutes agreement with these rules and this paragraph.**

**DISCLAIMER**

Neither the Tournament Committee, the Chesapeake United Soccer Club, or the Tournament Sponsors are responsible for any expenses incurred by any team in the event the tournament is canceled in whole or part or in the event games are discontinued or canceled 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.

**RETURNED CHECKS**

A returned check will not be deposited. The check amount plus a \$35.00 fee must be received within 7 days or the team will be disqualified from the tournament

**APPLICATION DEADLINE**

11/01/2022