

CHESAPEAKE UNITED SOCCER CLUB
Chesapeake Challenge Cup
November 20-21, 2021

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

REGISTRATION

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

We wanted to send out a clarification on Registration/Check-in for teams because it is a point of confusion for many teams. TASL keeps an online database where all information about teams is stored and because of this database we can streamline the registration/check-in process for nearly all teams. Please decide what category your team fits in below and follow the directions. If your team does NOT fit into any of these categories - please contact me at the email address below.

ALL TEAMS WILL NEED TO HAVE MEDICAL RELEASE FORMS AT THE FIELD - the medical release can be a club medical release or a VYSA medical release. TASL AND VSL require all teams to have these medical releases at the field for every game and it should be in your team binder.

If your team played in **TASL FALL of 2021** and you have **NO** guest players - A team roster will be required - please email OR bring a copy (hard or digital) to the site tent 1 hour prior to your first game.

If your team played in **TASL FALL of 2021 and you have TASL guest players** - A team roster will be required with the guest player NAME and TEAM written on the roster - please email OR bring a copy (hard or digital) to the site tent 1 hour prior to your first game.

If your team played in **TASL FALL of 2021 and you have guest players that played for another league** - 1. A team roster will be required with the guest players NAME on the roster - 2. A player pass will be required for every guest player. The roster and the player passes can be emailed OR bring a copy (hard or digital) to the site tent 1 hour prior to your first game.

If your team did **NOT play in TASL FALL of 2021** - A team roster and player passes will be required - please email OR bring a copy (hard or digital) to the site tent 1 hour prior to your first game.

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.

Team Check-in/Registration Requirements

- Original 2021/2022 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

The 2021 Chesapeake Challenge Cup will be played in accordance with FIFA Laws of the Game. Except as modified.

REGION 1

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

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

- * The competition is open to all accepted teams, based on rosters for the soccer year 2021-2022 with these age divisions.

	U-14 Players born 2008
U-9 Players born 2013	U-15 Players born 2007
U-10 Players born 2012	U-16 Players born 2006
U-11 Players born 2011	U-17 Players born 2005
U-12 Players born 2010	U-18 Players born 2004
U-13 Players born 2009	

- * 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.
- * The number of players per team on the playing field, Maximum roster and guest player rules:

Completion Age	Number of players on	Maximum Roster	Guest Player
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	field		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

*Match Day roster and Number of Players allowed in uniform for each match may not exceed 18.

- * NO player may play for more than one team during the tournament.
- * Irregularities in player eligibility or misinformation on tournament documents may cause dismissal of players or entire teams from the tournament.
- * 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 \$10 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	70 minute games	Two 35 minute halves	5 minutes between halves
U-16 -- U-19	80 minute games	Two 40 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.

TEAM GROUPINGS

Twelve Teams: Three matches will be guaranteed. Teams will be divided into four groups with three teams playing two games within its group. After these matches, teams in each group will be ranked (first, second, third) according to tournament standings and tie breakers. Semi-final matches will be played between group winners. Semi-final winners will advance to the championship match. Second and third place teams from each group will play their third and final match against equally ranked teams from other groups.

Ten Teams: Three matches are guaranteed. Sets of ten teams are organized in three groups, one with four teams and the other two with three teams each. The four team division will play three round robin games and the three teams will play two round robin games. After these games, the teams will be ranked according to tournament standings and tie-breakers. The first two place teams will play in a semi-final with the winner playing the first place team from the four team group in the championship match. The second and third place teams from each group will play each other for their third game.

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 standing and 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 team 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: Three matches are guaranteed. 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: Three matches are guaranteed. Seven team groups are divided into a four team bracket and a three team bracket. The four team bracket will play a round robin format within the group.

Teams will be ranked according to tournament standings and tie brackets with first place team meeting in the championship match. The three team bracket 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.

Six Teams: Three matches are guaranteed. Six team 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 standing and tie breakers. First place teams from each group will play second place teams from the opposite group in semi-finals with the winners playing in the championship match. The third place teams play each other for their games.

Five Teams: Three matches are guaranteed. 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: Three matches are guaranteed. 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.

The Tournament Director has the right to change team groupings as needed.

TOURNAMENT STANDINGS AND TIE BREAKERS

Division standing will be decided by the following point system:

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

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.

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

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.

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.

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.

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

Tournament playing rules when foreign team participates

If a National Team, 16 years and older, is participating in an age division, a limit of only 6 substitutions is permitted (No reentry)

Tournament playing rules without any foreign teams participating

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

- * Shoes must meet FIFA specifications.
- * Shin guards are mandatory.
- * 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.

- * No hard casts are permitted. Soft casts are permitted with the permission of the referee. A physician may render an opinion, but the ultimate authority is with the referee.

BALL SIZES

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

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.

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 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.

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 position 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	\$350
U11 – U12	\$450
U13 – U15	\$500
U16 – U19	\$550

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.

Incllement 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, in his/her discretion, 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.

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.

Application DEADLINE

11/01/2021