

CHESAPEAKE UNITED SOCCER CLUB
Chesapeake Challenge Cup
Tournament Rules & Information
November 22-24, 2024

TOURNAMENT HEADQUARTERS & CONTACT INFORMATION

All games will be located at:

Centerville Soccer Complex
1857 Centerville Turnpike S
Chesapeake, VA 23322

Tournament Director:

Michael Varnes
757-330-3386
Mike@chesapeakeunited.com

APPLICATION INFORMATION

Teams can register for the tournament at www.chesapeakeunited.com/tournaments

The deadline to register is **October 28th**, 2024.

Entry Fees are due at the time of registration.

Entry Fees

Age Division	Entry Fee*
U9 – U10	\$400
U11 – U12	\$500
U13 – U15	\$550
U16 – U18/19	\$600

*Please note there may be a fee collected by the registration site depending on the type of payment. These fees are not collected or controlled by Chesapeake United Soccer Club.

The tournament director reserves the right to accept or reject any team application. No team shall be deemed accepted unless written notification has been sent from the tournament director, either by email or USPS mail. Once accepted, the fee is non-refundable.

A returned check will not be re-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 Withdrawal Policy

All teams wishing to do so withdraw must submit in writing via email to the tournament director. Teams that withdraw prior to the registration deadline will receive the full amount back minus a \$20 processing fee. Once a team is accepted, the application is non-refundable.

REGISTRATION INFORMATION

Check-In will occur online or on Friday and Saturday at the Site Coordinator tent. Teams must be checked-in with all documents below no more than 30 minutes prior to the start of their first match.

Team Check-in/Registration Requirements:

- Original 2024/2025 player passes
- Two (2) copies of the official roster
- Guest Players identified: Written on front or back of copies of rosters
- Player passes for guest players
- Individual player medical release forms
- Permission to travel (if applicable)

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

The Tidewater Advanced Soccer League (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.

Team Designations Allowed

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 the tournament director at Mike@chesapeakeunited.com.

- If your team played in **TASL FALL of 2024** AND you have **NO** guest players:
 - A team roster will be required. 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 2024** AND you have **1 or more guest players from TASL only**
 - A team roster will be required with the guest player NAME and TEAM written on the roster.
 - 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 2024** AND you have **1 or more guest players that played for any other league**
 - A team roster will be required with the guest players NAME on the roster.
 - A player pass will be required for every guest player.

- o The roster and the player passes must be emailed to the tournament at least 48 hours prior to your first game so that we can perform a verification.
- o 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 2024**
 - o A team roster and player passes will be required for all players.
 - o The roster and the player passes must be emailed to the tournament at least 48 hours prior to your first game so that we can perform a verification.
 - o Bring a copy (hard or digital) to the site tent 1 hour prior to your first game.
 - o Please email OR bring a copy (hard or digital) to the site tent 1 hour prior to your first game.

TOURNAMENT ELIGIBILITY

Region 1 Policy

Region 1 has established the following policy concerning permission to travel when attending US Youth Soccer (USYS) 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.

NOTE: Any guest player from one state playing with a team from another state must complete an interstate permission form even if they are from Region 1.

Team Types

The tournament offers boys and girls divisions for Recreational, All-Star (Advanced), and Travel Classic. They are defined as follows:

- **Recreational:** a team that plays only in the recreation division of their league
- **All-Star/Advanced:** a team that plays in an advanced-level recreational division, such as TASL
- **Classic Travel:** a team that plays in lower travel divisions of the club/league

Teams will be placed in the division with their *highest* classified player. For example, if a team that is mostly Recreational brings a guest player that is considered Classic Travel, that team will be placed in the Classic Travel division.

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 ELIGIBILITY, PARTICIPATION, AND GUEST PLAYERS

The competition is open to all accepted teams and are placed in age groups based on their rosters for the 2024-2025 soccer year following these guidelines as listed by USYS.

Age Group	Players Born In or Before	Age Group	Players Born In or Before
U9	2016	U14	2011
U10	2015	U15	2010
U11	2014	U16	2009
U12	2013	U17	2008
U13	2012	U18/19	2007/2006

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.

Roster Sizes

The following table lists the allowable roster sizes for this tournament:

Age Group	Players on Field	Maximum Roster Size	Guest Player Allowance
U9	7	14	4
U10	7	14	4
U11	9	16	4
U12	9	16	5
U13	11	18	5
U14	11	18	5
U15	11	22*	5
U16	11	22*	5
U17	11	22*	5
U18/19	11	22*	5

*Match day roster and number of players allowed in uniform for each match may not exceed 20, in conjunction with TASL guidelines.

NO player may play for more than one team for the duration of the tournament. Any violation will result in dismissal of the player AND/OR all teams utilizing the player from the tournament without refund.

No players may be added to the roster after the team has been officially checked-in with your medical release forms, players passes, and official roster.

The tournament director reserves the right to review and verify rosters and tournament documents at any point during the duration of the tournament. Any irregularities regarding player eligibility or misinformation may result in dismissal of players AND/OR teams from the tournament without refund.

TOURNAMENT FORMAT

Team Groupings

The following provides the tournament format dependent on the number of teams in the division:

Number of Teams	Format
12	Three matches are guaranteed. Teams will be divided into four groups of three teams. Teams will play two matches against the other teams in their group.

	<p>After these matches, teams in each group will be ranked (first, second, third) according to tournament standings and tiebreakers. The four group winners will advance to semifinal matches with winners of those matches playing in a championship final.</p> <p>Second and third place teams from each group will play their third and final match against an equally ranked teams from another group.</p>
10	<p>Three matches are guaranteed. The ten teams are organized in three groups - one with four teams and the other two with three teams each. The four-team group will play three round robin matches, while the groups with three-teams will play two round robin matches.</p> <p>After these matches, the teams will be ranked according to tournament standings and tiebreakers. The winner of the four-team group advances to the championship final. The group winners from the three-team groups will advance to semifinal matches with the winner advancing to the championship final.</p> <p>The second and third place teams from the three-team groups will play their like finisher from the other group for their third match.</p>
9	<p>Three matches are guaranteed. Teams will be divided into three groups of three teams each. Teams will play two matches against the other teams in their group.</p> <p>After these matches, teams in each group will be ranked according to tournament standings and tiebreakers. The three group winners will be declared plus a wild card team using the rankings listed above. These teams will advance to semifinal matches with the winners playing in the championship final.</p> <p>The other two group runners-up will play each other with the winner playing the third-place team from the wild card group. The remaining two third-place teams will play each other for their third game.</p>
8	<p>Three matches are guaranteed. Teams will be divided into two groups of four teams each. Teams will play three round robin matches against the other teams in their group. The winners of each group, based on tournament standings and tiebreakers, will play in the championship final.</p>
7	No 7 team bracket
6	<p>Three matches are guaranteed. Teams will be divided into two groups of three teams each. Top two teams from each bracket will play in a final.</p>
5	<p>Three matches are guaranteed. Teams will be grouped as one bracket playing three other teams in the group. The winner and runner-up will be determined by tournament standings and tiebreakers. No championship final will be played.</p>
4	<p>Three matches are guaranteed. Teams will be grouped as one bracket playing the other teams in the group. The winner and 2nd place will play a final</p>

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

Tournament Standings and Tie Breakers

Division standings will be determined by the following point system:

Result	Points
Win	3
Tie	1
Loss	0
Forfeit	-3

*A forfeit can be awarded if a team is not present and prepared to play within 10 minutes after the scheduled start time (see also, Start of Play under Match Format). A forfeit will result in +3 points for the winner and -3 points 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 tiebreaker criteria:

1. Head to head (only in a two-way tie)
2. Goals Against
3. Most goals scored
4. If teams are still tied after criteria 1-3, both teams will proceed to an available field at a time given by the tournament director. The teams will participate in a penalty shootout in accordance with FIFA tiebreaking rules.

Note: Once the above criteria are used to determine the tiebreaker, 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 semifinal and championship final matches, if the score is tied at the end of regulation, the following actions will take place:

- Two five-minute extra time periods will be played with a one-minute break in-between for teams to change ends. Both periods will be fully played. There is NO sudden death.

- If the game is still tied after the two extra time periods, the teams will participate in a penalty shootout in accordance with FIFA tiebreaking rules.
 - Only players on the field at the end of the second extra time period will be allowed to participate in the penalty shootout.
 - Goalkeepers may not be changed during the penalty shootout except in cases of injury. 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 extra time period.

Team credentials, which include player passes and tournament rosters, must be revealed at the site prior to all semifinal and championship final matches. Any teams with illegal players will be given a forfeit.

MATCH FORMAT

Teams are guaranteed a minimum of three scheduled matches with championship finals, where applicable, played on Sunday. A maximum of two matches will be played each day with the exception of playoff matches.

Schedule & Results

The match schedule and results will be posted on the Chesapeake United tournament website as well as kept at the tournament headquarters tent.

Home Team

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

Length of Games

The following table lists the lengths of matches for this tournament:

Age Group	Match Time (in minutes)	Length of Halves (in minutes)	Length of halftime (in minutes)
U9	50	25	5
U10	50	25	5
U11	60	30	5
U12	60	30	5
U13	60	30	5
U14	60	30	5
U15	70	35	5
U16	80	35	5
U17	80	35	5
U18/19	80	35	5

The official time will be kept by the referee on the field. No injury time will be allowed.

Start of Play

All matches will start on time. Teams must have the minimum number of players, as indicated in the table below, to start. Each team must have at least one valid team official present to start the game.

Age Group	Players on the Field	Minimum to Start
U9	7	6
U10	7	6
U11	9	6
U12	9	6
U13	11	7
U14	11	7
U15	11	7
U16	11	7
U17	11	7
U18/19	11	7

Player Equipment

- Shoes must meet FIFA specifications.
- Shin guards are mandatory.
- If the color of team jerseys is similar, then the designated home team will change colors.
- No plastic or hard jewelry (except corrective glasses) may be worn.
- Numbers on team shirts are required. The shirt number of each player must be the same as the player's shirt number on the submitted 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

The following lists the appropriate ball sized to be used for matches per age group:

Age Group	Ball Size
U9, U10, U11, U12	4
U13, U14, U15, U16, U17 & U18/19	5

TOURNAMENT RULES

The 2024 Chesapeake Challenge Cup will be played in accordance with FIFA Laws of the Game, except as modified.

All communication during the tournament will be with team's coaching staff and/or manager. This is to eliminate any confusion that may occur.

Substitutions

Tournament playing rules when a 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 where 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 extra time 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 a FIFA penalty shootout is required to determine a winner

Heading Rule (Age groups 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 as inadvertent, then the proper restart is a dropped ball.

Buildout Line 7 v7 (U9 and U10)

- When the goalkeeper has the ball, either during play (from the opponent) or from a goal kick, the opposing team must move behind the buildout line until the ball is put into play. Once the opposing team is behind the buildout 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 buildout 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.

- 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.

Warning 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 their 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, coach, or parent/guest ejected from a match will not be allowed in the vicinity of the field for the remainder of that match and for the team's 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.

If at the discretion of the referee, a match must be abandoned, the team or teams causing the abandonment of the match will be considered the loser of the match. This will be recorded as a forfeit by a score of 3 goals to 0. Any team that causes this abandonment will be disqualified from any remaining tournament matches by the decision of the tournament rules committee. Tournament entry fee will not be refunded to the disqualified teams.

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 – there is to be 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 runners-up for each division in each age group.

Fields

All matches will primarily be played at the Centerville Athletic Complex in Chesapeake, VA. Additional field sites may 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.

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, while referees may suspend a match. In the case of severe weather and at their discretion, the tournament director 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. The tournament director may adjust the start time and duration at their discretion.
- Referees and field managers will not consider beginning or continuing matches when a lightning storm exists.

In the event of inclement weather, all players and spectators should seek shelter in their vehicles. Teams should not leave the complex until the tournament director has determined the status of their game.

No refunds will be given in the event of cancellation.

Disclaimer

Neither the tournament committee, Chesapeake United Soccer Club, or the tournament sponsors are responsible for any expenses incurred by any team.

If the tournament is canceled for any reason, including inclement weather or adverse field conditions, refunds will not be issued.

All referee decisions are final and binding.

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.

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. All teams must comply with the tournament rules and the tournament director's decisions are final.