



## Tournament Rules

### **LAWS OF THE GAME**

All matches shall be played in accordance with FIFA Laws of the Game except where interpretations are provided for Youth Matches within USYSA, NCYSA and/or these rules.

*These rules may be modified before the beginning of tournament play.*

### **TEAM, PLAYERS AND COACHES ELIGIBILITY**

All teams and players must be affiliated with the USYSA or a sanctioned affiliate.

Teams must be registered and in good standing with their US Youth Soccer/US Club Soccer affiliated state/provincial association. All players from each team must be registered by the same sanctioning organization. No combination USYS/US Club Soccer teams will be allowed.

Coaches are responsible for ensuring the eligibility of their players. Player and coach passes (US Club Soccer or USYS) must be present and available at all matches. Any team participating must carry valid player's passes with a picture permanently attached. If a player or coach does not have a pass, he/she will not be allowed to participate. A player can play for only one team and a team can be entered only in its age appropriate division. No double rostering allowed. Any ineligible player discovered will cause the team on which he played for to forfeit any game. The Director(s) may declare a forfeit. Any team that forfeits a game will not be allowed to advance out of their group to the finals.

Teams may have up to 5 guest players; guest player forms will be required.

Permission to Travel forms for all teams outside of Region 1 must be presented at team registration. **Region 1 Travel Policy:** 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 documents. Permission to Travel is not required in friendly games within Region I. Region I includes Connecticut, Delaware, Eastern New York, New York State West, Eastern Pennsylvania, Pennsylvania West, Maine, Maryland, Massachusetts, New Hampshire, New Jersey, Rhode Island, Vermont, Virginia and West Virginia.

All teams are also required to carry written medical releases from parents/guardians in case emergency medical care is necessary.

Foreign teams or a team coming from a CONCACAF nation: Players must present passports at registration or, if from a nation that the United States does not require a passport, proof of entry into the United States that is required by the United States. Teams are also required to have player picture identification cards. You must also have the required completed form from your Provincial or National association approving the team's participation in the tournament.

### **CHECK-IN PROCEDURES**

Check-in procedures will be completed online prior to the tournament weekend. There will NOT be team check-ins at the event.

A roster certified by your state association must be submitted before the tournament begins and to complete online check-in. After check-in, teams may not alter their rosters or make additions/subtractions at any time



## VIRGINIA RUSH TOURNAMENTS

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Managers/Coaches need to provide a copy of an approved stamped roster to the referee prior to each game. Only the approved stamped roster can be accepted. Electronic copies will not be accepted on site.

Referee is not to collect player passes but they may be checked prior to each match. Referee will keep the approved stamped roster and turn it in with a game card.

### **EQUIPMENT/UNIFORMS – SHIN GUARDS ARE MANDATORY**

The home team will be responsible for wearing an alternate color jersey, if necessary, as determined by the referee. The team listed first in all rounds shall be the home team.

Each player on a team shall wear the same uniform, to consist of a jersey with different number, shorts, socks and shin guards. Goalkeeper must have a different color, preferably not black. The jersey may not be exchanged with another player for the duration of the game. Long sleeve shirts may be worn under the jersey. No long pants may be worn, except by the goalkeeper (unless extreme weather permits).

The assigned referee will conduct a pre-game inspection of players and their equipment. All player equipment is subject to referee approval. The referee has the right to request players to put on shin guards that are sized properly.

### **COACHES**

There must be at least one registered coach of the same affiliation as the team present at each game. Coaches may not enter the field of play once the game begins unless summoned by the referee. No coaching will be permitted within 18 yards of the goal line or behind the goal line. Coaches, players and spectators are not permitted to stand behind the goal line at any period while the match is in progress. All other spectators must remain at least two (2) yards from the touchlines and ten (10) yards away from the area behind goal lines. Teams use the side of the field with team benches and spectators shall use the opposite side of the field.

Coaches shall conduct themselves in a manner becoming of their respective organizations.

**Negative comments and complaints about the referees will not be tolerated. This will be strictly enforced. Profanity will not be accepted and can result in dismissal and or forfeit. Coaches who violate this rule will be carded.** Coaches shall be responsible for the words and actions of their players, parents, and spectators. Verbal abuse of the opponents or referees by players, coaches or spectators will not be tolerated. Violations may result in forfeiture of the game and/or expulsion from the tournament. Coaches shall encourage clean competition and good sportsmanship and participate in positive coaching. Coaches shall abide by and uphold the Rules and Regulations of their respective organizations and FIFA's Laws of the Game.

### **FIELD MARSHALS**

If you have any questions before, during or after games, please contact a field marshal on duty at your field. The field marshal will be wearing appropriate identification.



## VIRGINIA RUSH TOURNAMENTS

### TOURNAMENT AGE GROUPS

The tournament will be by age groups, i.e. 6U, 7U, 8U, 9U, 10U, 11U, 12U, 13U and 14U (boys and girls using the following format:

Age Group	Game Format	Maximum players on field	Minimum # players to start game	Maximum # players on Roster
8U	4 aside	4	4	8
9U	7 aside	7	5	13
10U	7 aside	7	5	13
11U	9 aside	9	7	16
12U	9 aside	9	7	16
13U	11 aside	11	7	18
14U	11 aside	11	7	22
15U	11 aside	11	7	22
16U	11 aside	11	7	22
17U	11 aside	11	7	22
18U	11 aside	11	7	22
19U	11 aside	11	7	22

If the minimum number of players is not met, the offending team will forfeit the game by a score of 3-0.

USYSA may register a maximum of twenty-two (22) and US Club may register a maximum of twenty-four (24) players for the U14, U15, U16, U17, U18 and U19 age groups. However, U14-U19 age groups will only be able to have 22 eligible per game. In the U13 age group teams may have a maximum of 18 players (all being eligible to play). In U11-U12 teams are allowed a maximum of 16 (all being eligible). In U9-U10 teams are allowed a maximum of 13 (all being eligible).

### GAME BALL

9U, 10U, 11U & 12U: Size 4  
13U - 19U: Size 5

If the ball is provided by the tournament, the referee will pick up the ball when he checks in for the game and return the ball after completion of the game. The referee's acceptance of the game ball is final and may not be questioned. If not available, the game ball shall be provided by the home team.

### GAME LENGTH

(Five minute break between periods)

9U to 10U	Two 25 minute halves	7v7; Modified offsides (defensive build up line); no heading
11U to 12U	Two 30 minute halves	9v9
13U to 19U	Two 35 minute halves	11v11



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The Tournament Director may shorten the time of any game. Games shall be played as scheduled (there is no excuse for late or non-appearance). Only the referee in charge of the game, with concurrence of the Tournament Director, has the authority to cancel any game. The game referee will allow a grace period of fifteen (15) minutes maximum from the scheduled kick-off time before canceling any game. When games previously in progress are running later than the fifteen (15) minutes from the scheduled kickoff time, no grace period will be allowed. Failure of a team to be ready at kickoff time shall constitute forfeiture and that team shall lose the game by a score of 3-0.

In the event a team refuses to continue a game (walks off the field) after the start of the game, that team shall forfeit the game by a score of 3-0 or the score at the time the game was terminated, whichever is more disadvantageous to the forfeiting team.

### **SUBSTITUTIONS**

Teams may substitute only with the referee's permission at any stoppage in play, unless otherwise specified. Unlimited substitutions allowed at the discretion of the referee.

### **7v7 Rule Modifications**

#### *U9 & 10 BUILD OUT LINES*

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.

### **VYSA HEADING INITIATIVE**

At the U11 and younger age groups VYSA has adopted a restriction on heading. The following rules will apply for all U11 and younger divisions in the tournament:

- Whenever the ball strikes a player in the head, play will be immediately stopped. The proper restart depends upon whether the player deliberately played the ball with his or her head.
- **If deliberate**, the proper restart will be 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 inadvertent**, the proper restart is a dropped ball.

Decisions are at the discretion of the referee and are final.

### **DIVISION STRUCTURE**



## **VIRGINIA RUSH TOURNAMENTS**

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- Based on group size

### **POINT SYSTEM**

The Tournament Committee will determine the competition format subject to the amount of teams entered. Teams may be seeded in pool play. There will be no overtime in pool play. Ties will be recorded as such. The greatest number of points determines pool standings.

Points are awarded as follows:

- Win = 3 points
- Tie = 1 points
- Loss = 0 points

A team that forfeits a game will give up 3 (three) points to the declared winner of the game and shall not advance to a final match. The match will be scored as a 3-0 win for the declared winner.

Scoring issues should be reported immediately to the Tournament Director for re-verification. All scores will be verified and signed off on by the winning coach.

### **POOL PLAY STANDINGS - TIEBREAKERS**

If at the conclusion of bracket play, two or more teams have the same point total, advancement to the semifinals will be determined using the following tiebreakers in the order listed until a team is eliminated. If more than 2 teams are tied, proceed to step 2.

For All Age Groups:

1. Head to Head (disregard if more than 2 teams are tied)
2. Goal differential in overall competition; Max of 6 Goals Per Game
3. Goals For; NO Max
4. Most Wins
5. Most Shutout Wins
6. Least Goals Allowed
7. PKs

In single pool competitions that end in a tie after all tie breakers have been considered, there will be a shootout. In the event three or more teams are tied after steps 1 through 6, a three-way coin flip will be conducted. The teams that tie in the coin flip will compete in FIFA Penalty kicks from the spot to determine the advancing team.

### **SEMI-FINAL AND FINAL MATCHES - KICKS FROM THE MARK**

**In case of a tie at the end of regulation time, teams will go directly to kicks from the mark.**

Kicks from the mark are used in semi-final and final matches will be run in accordance with the FIFA Laws of the Game. The referee chooses the goal at which the kicks will be taken. The referee tosses a coin and the team whose captain wins the toss will take the first kick. Both teams take five kicks; kicks are taken alternately by the teams.



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If before both teams have taken five kicks, one has scored more goals than the other could score, even if it were to complete its five kicks, no more kicks are taken. If after five kicks the score is tied, kicks continue until one team has scored a goal more than the other (sudden death) from the same number of kicks.

Only the players on the field at the end of the match are allowed to take kicks. A different player must take each kick and all eligible players must take a kick before any player can take a second kick. If the player is under suspension, they may NOT participate in the kicks.

### **AWARDS**

In the 9U to 19U divisions, trophies will be awarded to 1<sup>st</sup> and 2<sup>nd</sup> Place teams. No trophies will be awarded in the 8U division and no standings will be posted. Additional awards may be made at the discretion of the Tournament Committee.

### **INJURIES**

Any injury to a participant, or property damage caused by a participant, must be reported to the Tournament Director. The costs of all injury treatments are the sole responsibility of the injured player, coach, sanctioning national association, or their health plan insurer.

### **WEATHER POLICY**

Teams will be expected to play according to the schedule of games regardless of weather. Only the Tournament Director(s) may reschedule games or alter the competitive format because of inclement weather or other just cause.

It is possible that weather conditions may lead to stoppages in play. Games will not be stopped due to rain unless it is a severe downpour and/or there is standing water on the fields. In the event of lightning in the area, we will notify teams and spectators to vacate the fields. Games will be stopped for 30 minutes from the last lightning strike.

The following procedures for weather delays may be used:

- Relocate and/or reschedule match
- Change division structure
- If a delay occurs while the game is in progress and the game cannot be restarted before the start of the next scheduled game, then the score of that game will be considered final. This is regardless of the length of time that the game has been played.
- Games shall be considered complete if one half has been completed and play is stopped by the Field Representative or Referee, Commissioner of Referees or the Tournament Director(s).
- When necessitated by playing conditions or just cause, the game format may be altered to include shortening of games, penalty kicks, or coin tosses. In the event that conditions prevent a game from being played at all, the game will be listed as a 1-1 tie.

In the event of inclement weather, tournament staff will update coaches and team managers via email, text, and the tournament homepage. Under no circumstances whatsoever will the Tournament Committee, Virginia Rush Soccer Club, sponsors, or VYSA be responsible for expenses (including tournament entry fee) incurred by any team. This includes a situation where the tournament or any game(s) are canceled in whole or part.

### **REFUND POLICY**

No refunds will be given once the application form and fees have been received and accepted.



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Shall be determined by the tournament staff. If the tournament is canceled due to COVID-19, teams will receive a full refund minus a \$25 admin fee.

The tournament cannot be responsible for matters outside of its control. Weather or natural disasters may cause the cancellation of the tournament or prevent its continuation. Other unforeseen events may interfere with the orderly conduct of the tournament or with the enjoyment of the participants in the tournament. In the event any such act of nature or man outside of the control of the tournament requires the cancellation of the tournament or prevents its continuation, tournament fees will be refunded in the following increments:

- a. No games played = 75% credit or 50% refund
- b. One game played = 50% credit or 25% refund
- c. Two games played = 25% credit

If there are not enough teams to form an age group, the entered teams will be given one of two options:

- Option (1) – Tournament Committee will recommend an alternative placement.  
Option (2) – Withdraw from the tournament and the entry fee will be refunded.

### **REFEREES**

All referees will be USSF certified. A one man system will be used for all U9-U10 small-sided matches. A three-man referee system will be used for all U11 through U19 matches.

### **REFEREE ABUSE**

Referee abuse will not be tolerated during the tournament. Referee abuse by the player, coach or fan will be reported to their home state association. The player, coach, or fan will be removed from the field.

### **DISQUALIFICATIONS, CAUTIONS, AND EJECTIONS**

If a team uses a player deemed to be ineligible, that team shall forfeit all games in which that player participated. The Tournament Director may disqualify any team, at any point in the tournament, if the team refuses to abide by the Rules and Regulations of the tournament.

All players and coaches sent from the field (red card) or cautioned (yellow card) must be reported to the Tournament Director immediately after the end of the game by the game referee.

Any player that receives two cautions (yellow card) in a single match will be issued an ejection (red card). A player that has received a red card may not return and may not be replaced. Any player that has received a red card is allowed to remain on the team bench but remains under the responsibility of the coach. Failure to control an expelled player may result in dismissal of the coach for future games. A player ejected will not be able to return for that match or the next. Any player ejected for **Violent Conduct** or **Serious Foul** will be subject to removal for **two matches**. Any player or coach that assaults a referee, coach or player will be expelled from the tournament. Coaches that are ejected from a match must also serve a **one game** suspension. While serving a game suspension coaches must be out of site and serve no contact with a team during match play. Failure to adhere to these rules can result in team expulsion from the tournament. Red Cards decisions are final and cannot be appealed or reversed by any tournament staff.

### **PROTESTS**



## ***VIRGINIA RUSH TOURNAMENTS***

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No Protests. The game official shall consist of a center referee who shall be responsible for making all decisions as related to the game. All decisions of the tournament director are final.

**The tournament director and/or tournament coordinators will decide upon any situation or subject not covered by the aforementioned rules and regulations. All decisions by the Tournament Director are final and are not subject to appeal. To contact the Tournament Director, please visit Tournament Headquarters and they will locate the Director for you.**

**Tournament Director has final say on any matter before, during, or after the event.**