

Gunston Future Stars Cup

June 13-14, 2026

Gristmill Park

1. General Tournament Rules

- 1.1. There are no protests or appeals regarding the decision of any referee or the outcome of any game. All referee decisions are final.
- 1.2. Gunston Soccer Club and/or the Tournament Director reserves the right to decide on all matters pertaining to the tournament. All interpretations of the rules are final. If a team disregards any decision made by Gunston Soccer Club and/or the Tournament Director (including the inclement weather policy), then all remaining games will be forfeited and therefore disqualified from the tournament.
- 1.3. Under no circumstances will Gunston Soccer Club be responsible for reimbursing any expenses (including a tournament entry fee) incurred by any team. This includes situations in which the tournament or any game(s) is canceled in whole or part.
- 1.4. If the event is cancelled in its entirety -- meaning that no games have kicked off for the event – then refunds will be decided by Gunston Soccer Club and/or the Tournament Director after all tournament expenses have been paid. If the event is cancelled in part, then Gunston Soccer Club and/or the Tournament Director reserves the right to refund teams with a credit towards future events and will be determined after the conclusion of the event.
- 1.5. Any team that withdraws from the tournament after being notified of acceptance will forfeit the entry fee in its entirety.
- 1.6. First and second place awards will be presented to the teams that play in the finals game in each division.
- 1.7. Gunston Soccer Club and/or the Tournament Director has the authority to remove any person(s) from the tournament for dangerous, unsportsmanlike or otherwise poor conduct. Repeated violations may result in the suspension of the team or person from the tournament and/or future tournaments.
- 1.8. Pets are prohibited from the turf fields. Service animals are allowed.
- 1.9. No outdoor grilling is permitted at the tournament site, absent advanced notice from Gunston Soccer Club or the Tournament Director.
- 1.10. No smoking or alcoholic beverages are allowed on the premises.
- 1.11. Artificial noisemakers are prohibited from the tournament site.
- 1.12. Recreational Vehicles (RVs) are prohibited on the premises.
- 1.13. Gunston Soccer Club is not responsible for ticketing, towing, or other measures taken by authorities due to improper or unauthorized parking or other vehicle violations at the tournament site.
- 1.14. Any video recording equipment that is not a handheld device (such as a VEO, Trace Cam, etc) must be properly anchored or otherwise weighted down and secured in a sturdy and safe manner. Such equipment is only permitted on the sidelines (not the end lines), and must never interfere with game play.

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2. Check-In and Eligibility

2.1. Accepted teams are eligible to compete in the tournament. Accepted teams must be U7, U8, or combined U7/U8 teams comprised of players who were born in the calendar year 2018 or the calendar year 2019.

2.2. Check-In Requirements: Teams must check-in prior to the start of the tournament. The tournament check-in procedure is detailed on the Tournament Website, and the Tournament Check-In Packet may be downloaded from there. Each Team must submit a fully completed, executed Tournament Check-In Packet that identifies each player, coach, manager or other team official and agree to each participant having been bound by the Participation Agreement.

2.3. All teams must submit a fully completed and executed Medical Release Confirmation that acknowledges that the team and the organization/club with which it is affiliated has on file for each participating player a valid medical release form that empowers coaches, officials, etc. to seek medical treatment as needed for ill or injured players, and must acknowledge that each such participant is bound by, has read, understands and agrees to the Participation Agreement, waiving any and all actual or potential liability on the part of Gunston Soccer Club, its representatives or agents, the referees, the tournament officials, and the tournament sponsors for any illness, damage, loss or injury. Gunston Soccer Club is not responsible for any misstatement or inaccurate certification by any coach or other team official on this or any other document.

2.4. Each such player must be identified on the team roster or player list. Guest players are allowed and there is no limit on guest players. All guest players must have been born in calendar year 2018 or calendar year 2019.

3. Age Groups and Rosters

3.1. Teams may have no more than 14 listed/rostered players. All such players must have been born during the calendar year 2018 or calendar year 2019.

3.2. No player shall play for, or be rostered to/include on the player list for, more than one team in this tournament. The only exception is if Gunston Soccer Club or the Tournament Director has specifically approved the double-rostering/double-listing in advance of the event. Teams that violate this limitation may, at the Tournament Director's discretion, be removed from the event without a refund.

3.3. Teams must provide their complete player lists/rosters at check-in, and must have a Participant Agreement signature by/on behalf of each such player.

4. Laws of the Game

4.1. All games shall be played in accordance with FIFA Laws, except as specifically modified by these rules in this document.

4.2. All games will be 7 v. 7, and there will be one (1) certified referee per match.

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4.3. All games will be played on pitches of identical size. The pitches will be 55-65 yards long and 35-45 yards wide.

4.4. The VYSA restriction on heading applies in this Tournament. Specifically: "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."

4.5 Build Out Line: The build-out line will be marked for each match, either with lines on the field or cones on either sideline. It will be located halfway between the mid-field line and the goal line.

4.5.1 VYSA's standard rules on the build-out line for the U11 and younger age groups will apply during this Tournament. In particular: "[w]hen 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, then 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, then 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."

4.5.2. The VYSA standard rule on offsides also applies with respect to the build-out line. Specifically: "[t]he buildout line will also be used to denote where offside offenses can be called. Players cannot be penalized for an offside offense between the halfway line and the build out line. Players can be penalized for an offside offense between the build-out line and goal line."

4.5.3 In this Tournament, teams can choose to "play fast" by not waiting for the opposing team to retreat behind the build-out line before the goalkeeper rolls, kicks or throws the ball back into play. In those situations, the team waives the build-out line rule for that play.

4.6. Red Cards: Any Player or Coach that receives a Red Card will be removed from the game and required to leave the premises.

5. Equipments and Uniforms

5.1. All players on a particular team must wear uniform tops (jerseys or pinnies) that are identical (or at least highly similar) in color. Uniform tops do not need to be numbered, but if they are numbered, then the numbers must correspond to the numbers identified for those players on the player list/roster submitted at check-in.

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5.2. The home team is to wear white/light colored uniform tops. The away team should wear a darker colored uniform top. Goalkeepers must wear a uniform top or pinnie that is a different color from both (i) their own team, and (ii) the opposing team.

5.3. If two opponents show up in the same or similarly-colored uniform tops, then the home team is to either (1) change its uniform top to a distinct color from the other team; or (2) put distinctly-colored pinnies over its players' uniform tops.

5.4. Players must wear shin guards, in accordance with FIFA Laws of the Game.

5.5. Players with protective casts may require approval from Gunston Soccer Club / the Tournament Director, as well as the referee. If the referee on the field deems a player's protective cast is unsafe in any way, then the player will not be allowed to play regardless of approval from a medical professional. Bubble wrap or another soft wrap material is recommended to cover a hard cast.

5.6. Regardless of weather conditions, coaches and teams must appear on the field and ready to play as scheduled, unless otherwise directed by Gunston Soccer Club / the Tournament Director. Failure to appear within five (5) minutes of a scheduled kick-off time may result in the tardy team forfeiting the game, because only the referees and/or the Tournament Director can postpone or cancel a match.

5.7. Referees will provide a suitable size 3 game ball at the start of each match. If, for any reasons, the referee is unable to provide a suitable size 3 game ball, then the home team will responsible for so doing. Accordingly, all home teams should come to each match with a properly pumped, undamaged size 3 ball.

5.8. Players may not wear jewelry during any match. The sole exception is when a player has recently had his/her ears pierced and therefore cannot remove the piercing. In those instances, players must cover their earrings with bandaids or athletic tape.

5.9. Coaches and teams must stand on opposite sides of the field from parents and spectators during a match

5.10. No coaching is permitted from behind the goal line, from the parent/spectator sideline, or within 18 yards of the goal line. Referees reserve the right to require violators to leave the field and/or the premises.

6. Substitutions

6.1. Substitutions without limit may be made during any stoppage of play, at the referee's discretion, provided that they are made in good faith and are not dilatory. Referees may allow a team to make substitutions before any throw-in, goal kick, corner kick, or free kick (whether theirs or their opponent's).

7. Duration of Matches

7.1. Games will consist of two 25-minute halves, with a 5-minute half-time period. There is no overtime for this tournament.

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7.2. There is no make-up time in the event of an injury. The clock will continue to run and the game will resume once the player has left the field. If the duration of the game runs out of time while the injury is still in progress, then the existing score will stand as final.

8. Failure to Show / Forfeiture

8.1. No game may begin with fewer than the required minimum number of properly uniformed players on each team. The minimum number of players to begin a 7 v. 7 match in this tournament is five (5).

8.2. Once a game has started, it may not continue with fewer than 5 players. If a match cannot start or continue because of a team having fewer than 5 players, then that team shall forfeit the game.

8.3. A team shall have a five (5) minute grace period from the scheduled kick-off time to take the field before the match is awarded to their opponent as a 5-0 forfeited win.

8.4. If, through the actions of its players, coaches, and/or spectators, a particular team is the cause for a termination of a game, then the match will be awarded to their opponents as a 5-0 forfeited win.

9. Determination of Division Winners

9.1. At the end of the tournament, the division winner is the team with the most points in its group. Points will be awarded as follows:

9.1.1. Three (3) points for each win;

9.1.2. One (1) point for each tie; and

9.1.3. Zero (0) points for each loss.

9.2. Tie-Breaker System (applies after division play is complete)

9.2.1. When the tie-breaker system is used, the following criteria is followed in order until one or more team(s) are superior at any given step:

9.2.1.1. Head-to-head record among the tied teams. (If there is a 3-team tie, then proceed to the next tie-breaker criteria);

9.2.1.2. Most wins;

9.2.1.3. Goal Differential, up to a maximum of five (5) goals per game. (For example, an 8-1 final score will be a +5 goal differential for the winning team, and a -5 goal differential for the losing team. Similarly, a 3-1 final score results in a +2 goal differential for the winning team, and a -2 goal differential for the losing team.);

9.2.1.4. Most shutouts;

9.2.1.5. Fewest goals against;

9.2.1.6. Penalty Kicks – FIFA penalty kick procedure will be used to determine a winner.

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9.2.1.6.1. In the case that none of the criteria can determine superior teams in a 3-team tiebreaker, a random draw will be conducted by the Tournament Director to determine seeding/advancements. In the event that a wildcard team must be selected for the playoff rounds, the above procedure will be used across the entire flight.

9.3. During a semifinal or final match, if a tie score exists at the end of regulation play, then the FIFA penalty kick procedure (outlined below) will be used to determine a winner. Overtime periods will not be used. The winner of the penalty kick shootout will be awarded with 1 additional point to be added to the final score (for example, at the end of regulation, if the score is tied 1-1, then the winner of the penalty kick shootout will be awarded a win of 2-1).

9.4 Penalty Kick Procedure

9.4.1. Each team will select five (5) players to kick. Only players on the field at the final whistle that ends the game may kick. Keepers can be included in the designated kickers.

9.4.2. Teams will alternate kicks. The referee will conduct a coin toss to select which team kicks first.

9.4.3. If the score remains tied after five (5) kicks, then teams will alternate kicks one at a time from the remaining players on the field until a winner is determined.

9.4.4. No player may shoot more than once until all eligible players have taken a kick.

9.4.5. Keepers may be changed after any shot from the list of participating players for the penalty kicks, but must only be chosen from players who were on the field during the final whistle that ended the game.

9.4.6. If, at the end of the match and before the kicks start to be taken from the penalty mark, one team has a greater number of players than its opponents, then that team must reduce its number to equate with that of its opposing team, and the team's coach must inform the referee of the name (and, if applicable, the jersey number) of each player excluded. Any player thus excluded may not participate in kicks from the penalty mark or serve as the keeper.

9.4.7. Unless participating in the penalty kicks as a kicker or goalkeeper, team members, coaches and other bench personnel shall remain on their designated sideline — off the field.

10. Game and Score Reporting

10.1. Each field will have an assigned Field Marshal who is responsible for ensuring the accurate reporting of the final game score (and, if applicable, any cards that were issued) at the end of each game. The Field Marshal will do this by submitting a Game Report in the form that Gunston Soccer Club/the Tournament Director requires.

10.2. The Field Marshal will obtain a signed score report from the referee at the end of each match. That information will stand as reported and will not be modified.

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10.3. If a team outscores a team by more than ten (10) goals, then the official score that is reported will not exceed a ten (10) goal difference. For example, a 17-2 final score will be reported as 12-2 online.

11. Inclement Weather

11.1. Regardless of weather conditions, players and coaches must be present at the scheduled field at the scheduled time, ready to play. In the event of inclement weather, the Tournament director will have the authority to change any game as follows:

11.1.1. Relocate or reschedule game(s);

11.1.2. Change the duration of game(s);

11.1.3. Cancel preliminary game(s) that have no bearing on the selection of division.

11.2. If at least 20 minutes of a game have been played before inclement weather forces a cancellation of that game, then the game shall be considered official and the score at the point of cancellation will stand as the final score for that game. If the game is stopped before 20 minutes have passed, then, at the discretion of the Gunston Soccer Club/the Tournament Director, the match may be (i) rescheduled for complete replay, (ii) resumed for the remainder of game play, or (iii) considered final with the then-existing score reported as is prior to the stoppage.

11.3. If thunder is heard, or lightning observed, then play will be stopped and all players and spectators must leave the fields for a period of twenty (20) minutes. If additional thunder or lightning strikes occur, then this twenty (20) minute period resets anew. Play may resume once thunder and lightning have stopped for twenty (20) minutes, subject to the parameters below.

12. Protests and Disputes

12.1. As noted elsewhere in this document, all decisions by referees, and all outcomes of any game, are final. They may not be appealed or protested. Any decisions by Gunston Soccer Club / the Tournament Director regarding matters committed to their discretion are similarly final and may not be appealed or protested.

12.2 A protest of player eligibility ("roster-check") must be made by an official team representative (coaches and managers listed on the official roster provided to the tournament) at least 20 minutes prior to kickoff with the Tournament Director. If a player is ruled ineligible, the player will be prohibited from participating for any team for the remaining games of the event. Gunston Soccer Club / the Tournament Director reserves the right to determine the fate of the team's previous matches, along with their remaining participation and official standings in the tournament. No roster checks will be conducted after a match kicks off.

13. Conduct

13.1. Tournament staff will designate one sideline to be used by the players, coaches, and managers listed on the check-in paperwork submitted to the Tournament Director. Any individual not listed on the official roster must remain in the area selected for spectators. Teams will be separated by the mid-field line. The referee / tournament staff will then designate the

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opposite sideline for the use of parents and spectators. No one will be allowed behind either end line.

13.2. Players, coaches and spectators are expected to conduct themselves within the letter and the spirit of "The Laws of the Game." Any displays of temper and/or dissent are cause for removal from the game and surrounding field area. Gunston Soccer Club / tournament staff have the authority and discretion to remove any person(s) from the tournament for abuses in conduct. Repeated violations may result in the suspension of the team or person from the tournament and/or future tournaments as decided by Gunston Soccer Club / the Tournament Director.

13.3. Harassment of any tournament staff (including referees) will not be tolerated and will result in the immediate and permanent removal of relevant coaches, players, and/or spectators from the premises and the tournament.

13.4. Gunston Soccer Club / the Tournament Director reserves the right to suspend or cancel game play due to circumstances deemed necessary, including but not limited to misconduct of any team representatives including players, coaches, and spectators. This can additionally result in a team being disqualified from the remainder of the tournament.

14. Concussion Policy

14.1. Pursuant to State law, Coaches, referees, medical staff or tournament officials must remove from play an athlete exhibiting the signs and symptoms of a concussion during practice or a game. Once a coach, referee, medical staff or tournament official removes an athlete from a game the decision cannot be overturned. Once the athlete is removed from play for symptoms of a concussion, the player is not permitted to return to play until he or she has been assessed by a physician or licensed health care provider and received written clearance, signed by the physician or licensed health care provider. This written clearance must be submitted to, and approved by, Gunston Soccer Club / the Tournament Director before the athlete is permitted to return to play.

15. Eastern Region Policy Regarding Permission to Travel

15.1 Region I has established the following policy concerning permission to travel when attending US Youth Soccer sanctioned tournaments in Region I. The purpose of this policy is to make it as simple as possible for the US Youth Soccer Region I teams to travel to tournaments within Region I. The new policy states that 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 papers. Permission to Travel is not required in friendly games within Region I.

NATIONAL STATE ASSOCIATIONS IN EAST REGION

Connecticut Jr Soccer Association

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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

15.2 This Tournament is “unrestricted.” Per VYSA Sanctioning Requirements, “[t]eams 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 need a US Youth Soccer Application to Travel form (although that team’s organization may require that the team have permission). An approved team roster must be provided to tournament officials, along with current player passes from its organization.”