

**2010 CHESAPEAKE CHALLENGE CUP
RECREATIONAL TOURNAMENT RULES**

Check-in

Normal team check-in will occur Friday, Nov 19, 2010 between the hours of 5:00 – 9:30 PM at the Hyatt Place Hotel, 709 Eden Way, Chesapeake, VA 23320. Teams unable to check-in on Friday may do so at the match site on Saturday morning, 45 minutes before its first scheduled match. Teams, on Saturday, are to report to the Site Coordinator, found at the headquarters tent at each site.

Check-in Requirements. The following documents must be presented to tournament officials. At check-in all teams must present:

1. Completed 2010-2011 player passes issued by the team's Federation Organization Member (USYSA, Club Soccer, etc.)
2. Approved 2010-2011 Team Roster form.
3. Completed Medical Release Form for each player.
4. Permission to Travel
 - a. Permission IS NOT REQUIRED for USYSA teams from Region One states, except Connecticut and New Jersey.
 - b.
 - c. Permission to Travel is required for all US Youth Soccer teams from outside Region One.
 - d. 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).

USYSA affiliated states within Region One:

Eastern New York	Eastern Pennsylvania
Connecticut *	Delaware
Maine	Maryland
Massachusetts	New Hampshire
New Jersey *	New York State West
Pennsylvania West	Rhode Island
Vermont	Virginia
West Virginia	

* Denotes States within Region One requiring Permission to Travel

- e. 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).

Tournament is open to all U09 - U19 Boys and Girls Club Recreational Teams.
Tournament is played under FIFA Laws of the Game except where modified within.

Format

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

Length of Games:

- U09 - U10 -- 50 minute games - two 25 minute halves - with 5 minutes between halves
- U11 - U14 -- 60 minute games - two 30 minute halves- with 5 minutes between halves
- U15 -- 70 minute games - two 35 minute halves- with 5 minutes between halves
- U16 - U19 -- 80 minute games - two 40 minute halves- with 5 minutes between halves

Competition – The tournament offers boys and girls divisions for:

- Recreational Divisions
- Age Level Placement based on 2010-2011 Official Rosters.

Team Participation & Guest Players:

- The team or teams must be entered for competition in a league affiliated with US Youth Soccer/US Club Soccer or other USSF affiliates.
- All Team Officials must have appropriate Member Passes.
- US Club Soccer teams are required to have player passes, medical release, and official roster and be in good standing with US Club Soccer.
**Note to Region I teams: With the exception of New Jersey and Connecticut, teams do not require a permission to travel form but must have proof of online notification with their State Association. USYS Connecticut and New Jersey teams must provide permission to travel. **

Using the 2010/2011 age brackets:

- Under U9/10 competition in 6v6; maximum roster 12; up to 5 guest players; Law 11 (offside) is not enforced at this level.
- Under U11-12 competition in 8v8; maximum roster 14; up to 5 guest players
- U13-U15 will play 11v11; maximum roster of 18; up to roster 6 guest players
- U16-U19 will play 11v11; maximum roster of 22; up to roster 8 guest players.
- **MATCH DAY ROSTER & NUMBER OF PLAYERS SUITED FOR EACH MATCH MAY NOT EXCEED 18!**
- A player may be rostered to play on one team only during the duration of this tournament. Violation will result in forfeit of all team matches.

- A travel player can only play if they appear on the original recreational team roster. No travel players will be allowed to guest play on recreational teams.
- Tournament Director reserves the right to place teams in the division they deem appropriate based on history, age groups, etc.

Start of Play

A team which cannot field its minimum number of players (as given in the table below) at 10 minutes after the scheduled start time shall forfeit the match. The team forfeiting the match shall be declared the loser by a score of 3 goals to 0.

NUMBER OF PLAYERS ON THE FIELD		MINIMUM TO START
U9/10	6	5
U11-12	8	6
U13-19	11	7

It is the duty of the coaches to insure that the players report to the field 15 minutes prior to the start time of each match. 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 each 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 the other two with three teams each. The four team division will play 3 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 two first 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 standings 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 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: 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 ("A") and a three team bracket ("B"). "A" bracket plays round robin format within the group with two games on Saturday and the third on Sunday AM. "A" bracket teams will be seeded upon completion of round robin play on Sunday morning. Bracket "B" will play round robin matches on Saturday. Teams will be seeded after the last match on Saturday. Consolation matches on Sunday consist of 3rd seeds from bracket "A" and bracket "B". Semifinal Matches on Sunday consist of 1st and 2nd place teams from brackets "A" and "B" playing each other on Sunday (1st A vs 2nd B and 1st B vs 2nd A). The winners from the semifinal matches will meet in a championship match on Sunday.

Six teams: Three matches are guaranteed. 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: 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.

Tournament Standings and Tie Breakers

Division standings 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 commencement time. A Forfeit will be awarded plus +3 for the winner and minus -3 for the forfeiting team. Forfeit's may be awarded only by the scheduled referee or in the case of an illegal player may be rewarded by the Tournament Director or Assistant.

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:

1. Head to Head (Only in a two way tie)

2. Fewest Goals allowed
3. Most goals scored. Up to (3) per game.
4. If still tied after 1-3, both teams will proceed to an available field at a time directed by the tournament committee and take penalty kicks in accordance with FIFA Tie Breaker Rules.

****Note:** Once a criterion is used to determine the tie breaker, teams must continue to the next criteria and may not revert back.

Example:

Step 1: Three teams each have 6 points. "A" is winner over "B," "B" over "C" and "C" over "A". Three teams are tied so step #1 above (head to head) is finished.

Step 2: Team "A" has allowed 7 goals. "B" and "C" have each allowed 5 goals. Therefore "A" is eliminated:

Step 3: Do not revert back to step #1 or #2 as these are finished; proceed to the next criteria considered.

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 action will be taken:

- Two five minute overtime periods will be played, changing ends after a one minute break will be fully played – no sudden death.
- If still tied after two overtime periods, the tie will be broken by penalty kicks in accordance with FIFA Tie Breaker Rules

Only players on the field at the end of the second overtime period will be allowed to participate in the penalty kicks.

Goalkeepers may not be changed during the penalty kick phase except for injury, in which case the opposing team may also elect to change. The substitute keeper must come from a player on the field at the end of the second overtime period.

Team credentials, i.e. player passes and tournament rosters will be revealed at site prior to all semi-final and championship matches. Any team with illegal players will be rewarded a forfeit.

Substitutions

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; or
- At a throw-in by the team in possession.

Limited substitutions may be made, with the referee's permission:

- In case of stoppage of play for an injury

Under no circumstances may substitutions be made (1) on corner kicks or (2) after the game has ended in a tie and FIFA penalty kicks will be required to determine a winner.

Home Team

Team listed first (left to right or top to bottom) is the designated Home Team and must change jerseys when the referee determines a conflict exist.

Player Equipment

Shoes must meet FIFA specifications. Shin guards are mandatory.

No jewelry of any kind may be worn during match play. This includes bracelets (unless medically required) and necklaces of any material, rings, watches, ear adornments, metallic/plastic hairbands (cloth hairbands/tiebacks are allowed), and other jewelry placed on the body that could be unsafe for the player (piercings in other areas of the body).

In the event of a uniform conflict, the home team shall change. The home team is listed first on the match schedule.

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 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 the referee.

BALL SIZES

Age Groups U-13 and Older will use a Size 5 Ball

Age Groups U-9 and U12 will use a Size 4 Ball

Protests & Disputes

NO PROTESTS WILL BE ALLOWED. DISPUTES of non-referee decisions will be handled by committee quickly and with due process. Decisions rendered by 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 sit out the remainder of that 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 his 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.

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 time keeper of the match. See provided match schedules for actual start times of each match.

AGE GROUPINGS

Age groups for the seasonal year that begins September 1, 2010, and ends August 31, 2011

Boys and girls teams based on USYSA age groups born on or after the date below:

U-19	Players born 8/1/91 and younger	U-13	Players born 8/1/97 and younger
U-18	Players born 8/1/92 and younger	U-12	Players born 8/1/98 and younger
U-17	Players born 8/1/93 and younger	U-11	Players born 8/1/99 and younger
U-16	Players born 8/1/94 and younger	U-10	Players born 8/1/00 and younger
U-15	Players born 8/1/95 and younger	U-09	Players born 8/1/01 and younger
U-14	Players born 8/1/96 and younger		

Coach and Player Conduct

Coaches and players will share the same side of the field. All spectators will take up a 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 of the midfield stripe. 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. In addition, the traditional exchange of club pins or patches among teams is strongly encouraged.

Entry Fees

- U9-U12 - \$350
- U11-U19 - \$400

Fields

Located in the City of Chesapeake. Venue will be Centerville Athletic Complex and Grassfield Elementary School. Additional sites will be opened base on number of applications and will be announced once all teams have applied. These sites are dynamic and age groups will not be assigned until fields are confirmed. All hotels are located approximately 10-25 minutes from most fields.

Hotel Accommodations

Due to the difficulties with securing rooms for tournaments in the region, we have instituted a policy requiring all out-of-area teams to reserve their housing through the official tournament housing agency, S & E Tournament and Sports Management, LLC. This decision is in the best interest of tournament participants as it will allow us to offer a wider selection of hotels in prime locations and assure that housing accommodations are available for all teams. It is strongly advised that teams book hotel rooms at the same time that the team applies to pay in the tournament.

Please contact Susan Smith directly for your housing needs at [w] 757-489-9447, [c] 757-639-6859, setsml@cox.net.

Deadline

November 5, 2010 - Mailed applications without application fee will not be accepted.

Faxed and Emailed Applications cannot be accepted. Application Form MUST be submitted online.

The On-Line Registration form can be completed by going to www.chesapeakeoccer.org and searching for appropriate Tournament.

Notice of Acceptance

Acceptance Notices will be E-mailed within one week after the tournament deadline.

Registration fees are due within 10 days of submitting online application. Final Acceptances will be E-mailed no later than November 12, 2010. The tournament committee strongly suggests early registration to ensure selection. If your team is not accepted, a refund will be issued no later than November 12, 2010. (If a team drops for any reason after acceptance is confirmed, all fees are forfeited.) A \$35.00 charge will be assessed for any returned checks or bounce backs. *Note: Applications and/or application fees received after deadlines will automatically place teams on the waiting list.*

Schedule

Schedules will be posted approximately one week prior to the tournament.

Official Documentation

Teams must participate with the 2010/2011 roster. Please note that the tournament is guided by rules of VYSA regarding proper documentation required – players that do not have a valid association player pass cannot participate.

Guest Players

Guest players are to be written on a copy of the official roster (not original) to be provided at registration. 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. Note: Region One teams with the exception of New Jersey and Connecticut do not require a permission to travel. Note: All guest players must have recreational level player cards (no competitive/ travel carded guest players allowed).

Disclaimer

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

Inclement Weather

In the event of inclement weather forcing play to be halted and preventing the match from completing during the scheduled time, the score shall stand if at least one-half of the game has been played. In the case of matches halted prior to the completion of the first half, the Tournament Director reserves the right to declare the match final thereby counting the score at the time of the match was halted. Regardless of weather conditions, teams and coaches must be at the match site and ready for play at the time as scheduled. Failure to appear will result in forfeiture of the game. Forfeit score will be [3-0]. No refunds will be given in the event of cancellation.

Referees

All referees will be USSF certified. A one-man system will be used for U-09 and U-10 games. A three man system will be used for all U11 and above matches. In the event of a shortage of the Center Referee may assign club linesmen to assist.

Sidelines/Home-Away team/Team Position

The Home team is listed first in the schedule. Coaches and players will share the same side of the fields as designated by the field marshal. All spectators will take up a position on the opposite side of the field at all times as a matter of safety and risk management. Spectator must remain a minimum of 3 yards from the touch line (sideline) and advance no further than 18 yards of the goal line. Encroachment of spectators beyond these guidelines will be considered as interference with match play. Behavior of spectators associated with the team remains the responsibility of the coach. The referee and/or field marshal are authorized to remove any spectator whose behavior, in their opinion, interferes with the play of the match. No coaches are permitted within 18 yards of the goal line. Coaches, player or spectators are not permitted to stand behind the goal line at anytime. Alcoholic beverages will not be permitted at any tournament site. Violators will be subject to criminal prosecution.

Problems or Questions

In the event of a problem, or a team has as question about the tournament, they should first check with the field marshal at their respective field location. The field marshal will check periodically with the Tournament Headquarters and can handle most problems. The Tournament Director will ultimately decide all issues not resolved on the field location. Decision of the Tournament Director is final.

Other Information

If you have a question that cannot be answered by the above, please do not hesitate to contact us at clubadmin@chesapeakeunited.org or call at 757-271-8619.