

## **2010 JEFFERSON CUP TOURNAMENT RULES**

**The Jefferson Cup will be played in accordance with  
FIFA Laws of the Game. Except as modified.**

### **TOURNAMENT HEADQUARTERS**

Tournament Headquarters will be located at Striker Park; 4801 Pouncey Tract Rd., Glen Allen, VA 23059;  
Tournament Director: Chris Friant; 804-288-4625

### **REGISTRATION**

Team Check-in / Registration Requirements

US Teams:

- Original 2009/2010 Player Passes; either USYS State Association or US Club Soccer passes
- Original 2009/2010 Official Roster; either USYS State Association or US Club Soccer
- Two Copies of Official Roster
- Guest Players identified: Written on front or back of COPIES of Rosters
- Player Passes for Guest Player
- Individual Player Medical Release Forms
- Permission to Travel Paper Work: Not Required for US Club Soccer Teams. USYS State Association teams from Region I do not need Permission to Travel Paper Work except teams from Connecticut or New Jersey. USYS State Association teams from all other Regions need Permission to Travel Paper Work.

Foreign Teams: For 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 required to have and present player picture identification cards.
- Tournament rules must require that the team have a completed form from its Provincial or National Association approving the team's participation in the tournament.

### **The Jefferson Cup is Dual Sanctioned for 2010**

**For US Club Soccer teams the tournament is sanctioned by US Club Soccer under the Open Cup format and a USYSA Sanctioned Tournament. This allows competitive teams from both US Club Soccer and any other USSF affiliated members (state associations, etc) to compete in this event. The US Club Soccer teams DO NOT have to have a US Youth Soccer Application to Travel Form, but must bring their proper roster, plus 2 copies for the tournament and player pass cards.**

**For USYSA Registered Teams: Teams must have the proper USYSA state rosters, plus two copies for the tournament, permission to travel forms, player pass cards and medical release forms for each player at registration.**

#### **Note for Region I teams:**

#### **Region 1 Policy Regarding Application To Host A Tournament**

Region I has established the following policy concerning permission to travel when attending USYS 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 USYS State Association teams within Region I that is 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 1. Note is to be taken on the two (2) states that have an exception to this policy (Connecticut & New Jersey).

Roster Sizes:

- U10 7v7 teams are limited to 14 players identified at Registration.
- U11 11v11 & 8v8 teams are limited to 18 players identified at Registration
- U12 11v11 & 8v8 teams are limited to 18 players identified at Registration
- U13 to U15 Teams are limited to 18 players identified at Registration
- U16, U17 and U18/U19 Teams can have 22 players on their rosters turned in at Registration; however teams must identify 18 players before each game with the referees. Only 18 players in each game are allowed to play.

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**Five guest players** per team will be permitted for all age groups. US Club Soccer teams may only take guest players registered under US Club Soccer, and USYSA teams may only take guest players registered with properly stamped USYSA player pass cards.

A. **Ball Size:** Size 5 U19 - U13  
Size 4 U12 - U10

B. **Game Duration:** (Same for both Boys and Girls Weekend)

80 min, U17, U18, U19	Halftime - 5 min
80 min, U15, U16	Halftime - 5 min
70 min, U14, U13	Halftime - 5 min
60 min, U12 (11v11) & U12 (8v8)	Halftime - 5 min
60 min, U11 (11v11) & U12 (8v8)	Halftime - 5 min
50 min, U10 (7v7)	Halftime - 5 min

C. **Substitutions:**  
Unlimited/Free substitutions with permission of referee:

1. After a goal has been made;
2. At the beginning of the second half of play or prior to the beginning of an overtime period;
3. At a goal kick by either team;
4. At a throw-in by the team in possession;
5. Injury (any number of players from both teams may be substituted whenever an injury has occurred after being beckoned onto the pitch by the Referee)

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

- In case of stoppage of play for an injury; or for a cautioned player (cautioned player only)

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

All substitutes shall inform the assistant referee on their side of the field that they wish to enter the game prior to the time they are entitled to enter the game as a substitute. The assistant referee will signal the referee that substitutes wish to enter the game at the first opportunity that the substitute is allowed to enter the game. The substitutes must wait until the referee signals that it is okay for them to enter the field.

D. **Home Team**  
Team listed first is the designated Home Team and must change jerseys when the referee determines a conflict to exist.

E. **Forfeits:**  
Teams not at the field ready to play with a minimum of 7 eligible players at the scheduled game time will forfeit the match at the discretion of the tournament director. Forfeited scores will be counted 3 – 0. Teams forfeiting games will not be able to advance to the playoff rounds.

F. **7/8-a-side:**  
U10, U11, U12 Three referee system. Offsides will be called.

G. **Inclement Weather:**  
The Tournament Rules Committee reserves the right to make the following changes in the event of inclement weather:

- \* Relocate and/or reschedule a match.
- \* Change a division structure.
- \* Reduce scheduled duration of a match
- \* Cancel a match.

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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 match has been completed. **The tournament director will have the final decision on field closure.**

### **H. Player's Equipment:**

All players must wear shinguards. No metal-rimmed glasses or jewelry of any kind will be allowed. Casts, splints or body braces made of a hard substance in its final form such as leather, rubber, plastic, plaster or fiberglass must be covered on all exterior surfaces with no less than ½ inch thick, high density polyurethane, or an alternate material of the same thickness and similar physical properties to protect the injury. **A medical release for the injured player signed by a licensed physician must be available at the game site. Players may not play with these casts without the approval of the Referee.**

### **I. Rules for Advancement: - NEW FOR 2009**

Teams will be awarded points on the following basis:

Six (6) points for each Win

Three (3) points for each Tie

Zero (0) points for each Loss

One (1) point for each goal scored up to a max of three (3) per game. Losing teams receive points also.

One (1) point for each shutout

Examples:

A 0-0 tie will be scored as 4 points for each team (3 for tie, 1 for shutout)

A 4-2 game will be scored as 9 points for the winning team (6 for win, 3 for goals) and 2 points to the losing team (2 for goals).

In the event of a tie in points at the end of bracket play; the winner for advancement to Semi-Final or Finals will be determined as follows:

1. The winner in head to head competition. (If there is a 3 team tie, proceed to the next tie breaker)
2. Goal differential, max of +/-3 per game (Team wins 4-0, only gets +3 GD, losing team gets -3)
3. Goals For (max 5 goals per game)
4. Goals Against (max 5 goals per game)
5. Shoot-Outs\*

**When the tiebreaker system is used, the criteria are followed from 1 through 4 until one team is eliminated and then the criteria starts over again at Rule #1. Rules are repeated until one team remains.**

**\*All Shoot-Outs for 1st in Divisional play will be at 7:30am Sunday morning or time determined by the tournament director and at a field location determined by the tournament director. Ties between 2nd and 3rd in division play leading to both teams playing consolation games will be decided by the above criteria; except for #5 Shoot-Outs. These ties will be decided by the discretion of the Tournament Director.**

### **J. Resolving Ties in Semi-Final and Final Match:**

If the semi-final or finals match are tied at the end of regulation time, the teams will be given a five minute rest. The following will decide the match:

- Overtime will be 2 - five minute periods with substitutions allowed. Overtime will not be sudden death. Overtime is played 11v11 (minus any send-offs)
- If teams remain even at the end of overtime the game will be decided by the FIFA, Kicks from the Penalty Spot Procedure as outlined in the Laws of the Game; using only the players remaining on the field at the end of overtime.

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### **K. Placement of Division:**

- Division of 12:** 3 Groups of 4 - Each team will play three group games (2 games on Saturday, 1 game Sunday). The winners of each group will advance to semi-finals.
- Division of 12:** 4 Groups of 3 - Each team will play two games on Saturday. The winners of each group will advance to semi-finals. Others will play consolation game.
- Division of 10:** 2 Groups of 3 and 1 group of 4. Group with 4 plays round robin with two games Saturday and one game Sunday; winner of the group advances to the Final. Groups of 3 will play two group games Saturday. Sunday 1st in each of the 3 team groups will play a semi-final leading to the final. The remaining teams in these groups will play consolation games 2nd vs 2nd and 3rd vs 3rd.
- Division of 8:** Each team will play 3 games within a 4-team group. The group winners will play for the championship.
- Division of 7:** Teams will be divided into two groups; one group with 3 teams and one with 4 teams. Teams will play round robin within their groups. Top two teams from each group will advance to semi-finals. Also 3<sup>rd</sup> place teams from both groups will play a consolation game. The semi-final winners will play for the division championship.
- Division of 6:** Each team will play two games within a three-team group. The first and second place team in each group will play in a semi-final match. The third place teams will play a consolation game. The semi-final winners will play for the division championship.
- Division of 5:** Each team will play a four game round robin schedule. The champion will be the top finishing team by points. No Final will be played in 5 Team Divisions
- Division of 4:** Each team will play a three game round robin schedule. The first and second place teams will play for the division championship.

### **L. Protest:**

There will be no protests. All officiating decisions are final.

### **M. Sideline Behavior:**

Both teams will sit on the same side of the field. Only coaches and trainers may stay on the player's sideline. Spectators are only allowed on the opposite side of the field from the coaches and players and are limited to being in the designated area from penalty box to penalty box. No spectators are allowed behind the goal areas. **Harassment of the officials from coaches, spectators or players will not be tolerated.**

### **N. Send-offs:**

If a player receives a red card or two yellow cards during a match, that player will sit out the rest of that match and also their next match. Players serving Red card suspensions are allowed to sit on the bench during their team's next game but are not allowed to be in uniform. A coach or other authorized bench personnel sent off during a match must leave the field immediately upon being sent off, and must remain away from the field during the team's next match.

- O. **NO** alcoholic beverages are allowed in the park or the parking lot of any of the game sites. Your team will be subject to forfeiting 1 game.

### **P. No Dogs are allowed at any of parks or field complexes used for the Jefferson Cup.**

- Q. Game Balls: All game balls will be provided by tournament. Only balls provided by the tournament can be used.

- R. The tournament will be played in accordance with FIFA Laws of the Game except as modified by these rules.