



Southwestern Youth Association
2009 CARDINAL CUP TOURNAMENT

RULES and REGULATIONS

1. ELIGIBILITY

Participation is open to U9-U19 Boys and Girls Travel Teams. All Players and Team Officials are required to be registered with a National State Association affiliated with USYSA/USSF or national equivalent and must present a valid State or Provincial roster. 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 equivalent) 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). Such a team roster does need to be provided to tournament officials, however, along with current passes from its organization and a current team roster.

Official Tournament Rosters will consist of a maximum number of players as described below:

U9 & U10	Twelve (12) Players	3 Guest Players Permitted
U11 & U12	Fourteen (14) Players	4 Guest Players Permitted
U13-U19	Eighteen (18) Players	5 Guest Players Permitted

Carded Guest Players are permitted as described above. All guest players must be current USYS/USSF or national equivalent players whose team for which they are registered is not participating in the Cardinal Cup. Guest players may be recreational players provided they obtain certification comparable to a player registration card and obtain this certification from the same state official that grants player registration cards.

2. REGISTRATION REQUIREMENTS

A team representative is required to appear at Tournament for Team Registration Friday August 14, 2009 to have team credentials reviewed and approved. **There will be no exceptions. Any team failing to appear at registration may be declared ineligible and their scheduled games declared forfeits.**

Player registration cards valid for the 2009/2010 seasonal year AND an official 2009/2010 team roster approved by your State Association/Foreign Team's Governing Body will be required as proof of age. Each team must provide three copies of its official roster and present medical release forms (notarizing not necessary) for each player for review at registration. Each team, on checking in at registration, must provide a team contact information form so a team representative can be reached at any time, should the

necessity arise.

PLEASE NOTE: Player passes, official roster, and medical release forms will be checked at registration and may be checked at anytime during the tournament. Each team's official roster, player passes, and medical release forms must be available for inspection prior to and for the duration of each game.

Teams from outside Region 1 and Foreign Teams (as noted below) must include a Permission to Travel Form (approved by their State Association/ Foreign Team's Governing Body) with their application and provide a copy of the form at tournament registration. As SYA is affiliated with WAGS and NCSL, out-of-state WAGS and NCSL teams do not require permission to travel.

Permission to Travel within Region 1

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 to be taken on two (2) states that have an exception to this policy (New Jersey & Connecticut)

National State Associations in Region I:

Connecticut Jr Soccer Assn - Must provide Permission to Travel
Delaware Youth Soccer Assn
Eastern New York Youth Soccer Assn
Eastern Pennsylvania Youth Soccer Assn
Soccer Maine
Maryland Youth Soccer Assn
Massachusetts Youth Soccer Assn
New Hampshire Soccer Assn
New Jersey Youth Soccer Assn - Must provide Permission to Travel
New York State West Youth Soccer Assn
Pennsylvania West State Soccer Assn
Soccer Rhode Island
Vermont Soccer Assn
Virginia Youth Soccer Assn
West Virginia Soccer Assn

3. DISCIPLINARY ACTIONS/CONDUCT

All Disciplinary Actions resulting in a Red or Yellow Card will be reported to US Soccer State Associations, as well as to local and provincial association of teams from outside the USA.

Any player or coach who is sent-off from any tournament game is prohibited from participating in the next immediately following tournament game played by their team.

A player or coach may receive more than a one-game suspension.

1. If a player or coach is cautioned twice and/or receives a red card ejection from a game, they must leave the field and the surrounding area so as not to be close enough to participate or comment on the remainder of the game. The referee will make the determination of the necessary distance required. If a player is ejected, the coaching staff or manager must make sure that the player ejected from their team is in the charge of a responsible adult from the player's team to take care of the player during the remainder of the game.

2. Players or coaches ejected from a game are prohibited from participating in the next following tournament game.

3. Cautions and ejections will be reported to the VYSA Board of Directors, and may be subject to further disciplinary actions as may be appropriate.

CONDUCT

It is the responsibility of the team's coach or the person acting in the coach's behalf to control the conduct of the parents and other spectators. Failure to do so may result in a warning by the referee to the coach or the person acting in the coach's behalf.

INAPPROPRIATE OR UNSPORTSMANLIKE CONDUCT WILL NOT BE TOLERATED AND MAY RESULT IN THE EJECTION OF THE COACH AND/OR SPECTATORS.

Spectators causing the coach to be ejected will be subject to the same penalties as the coach. If a coach has been ejected and there is no assistant coach, team manager or other team official, as listed on the roster to represent the team, the game will be ruled a forfeit and will stop at that time. All ejections will be reported in writing to the team's Club, League, and State Association.

For both teams, players and coaches will take one side of the pitch. Supporters and spectators will take the opposite side of the pitch. The designated Site Coordinator will indicate to the referee and to the teams which sides will be designated for players/coaches and which is for spectators.

No coaches, players, or spectators are authorized within 18 yards of the end of the field and no one is permitted behind the end line. All spectators must remain behind the spectator's lines.

NOISE MAKING DEVICES ARE NOT PERMITTED.

SMOKING AND USE OF TOBACCO PRODUCTS IS PROHIBITED FROM THE GAME FIELD INCLUDING THE SIDELINES AND SPECTATOR AREAS.

Use in the parking areas is at the discretion of the user, but is prohibited at all school facilities.

ALCOHOLIC BEVERAGES, ILLEGAL DRUGS, AND WEAPONS ARE NOT PERMITTED AT ANY TOURNAMENT SITE. ANY PLAYER, COACH, OR SPECTATOR FOUND IN POSSESSION OF ALCOHOL, ILLEGAL DRUGS, OR WEAPONS WILL BE BANNED FROM THE TOURNAMENT AND APPROPRIATE NOTIFICATIONS WILL BE MADE TO LAW ENFORCEMENT AUTHORITIES.

HARASSMENT OF REFEREES AND/OR ASSISTANT REFEREES OR ANY VIOLENT OR ABUSIVE BEHAVIOR, OR FOUL LANGUAGE DIRECTED AT ANYONE WILL NOT BE TOLERATED. PERSONS ENGAGING IN SUCH BEHAVIOR ARE LIABLE TO BE BANNED FROM THE TOURNAMENT AND ALL TOURNAMENT SITES BY TOURNAMENT OFFICIALS. TEAMS JUDGED GUILTY OF BEHAVIOR DETRIMENTAL TO THE TOURNAMENT WILL BE BARRED FROM PARTICIPATION IN THE FOLLOWING YEAR. A WRITTEN REPORT WILL BE FILED WITH THE VIRGINIA STATE ASSOCIATION AS WELL AS THE TEAM'S STATE ASSOCIATION, CLUB, AND LEAGUE.

The Tournament Director is the final arbiter of all disputes, arguments, and misunderstandings. His/Her interpretations and decisions are in all cases final.

4. GAME CHECK-IN TIME

All teams should arrive 30 minutes prior to the scheduled kick-off. A team representative must be available to a Site Coordinator at the field where the game is scheduled. Site Coordinators may ask for rosters and/or player passes, which must be available immediately.

5. RULES OF PLAY

Except as modified herein, the FIFA "Laws of the Game" will apply to all games. All teams will play 11 a side except for U9 and U10 teams that will play 7 a side and U11 and U12 teams will play 8 a side.

6. FIELD AND GAME EQUIPMENT

Soccer shoes with metal cleats are prohibited. All players must wear shin guards completely covered by uniform socks in accordance with FIFA laws.

Casts/Braces: players who are wearing protective casts or braces are permitted to play provided the following conditions are met:

1. The cast/brace is wrapped in foam or other protective material that will protect other players.
2. The player with the cast/brace does not attempt to use it to an advantage or in such a way to put other players in danger.
3. The referee approves the cast/brace and such approval will not be unreasonably withheld.

Players must have a uniform jersey with a distinct number on the back matching their number on the team's official state roster.

When uniform colors are similar, the home team will change colors. The team listed first on the game schedule is the home team.

The designated home team must provide a game ball. Balls may be supplied by the tournament, at the discretion of the tournament committee. If the tournament game ball is lost, the designated home team is responsible for supplying a comparable game ball to the referee.

7. SUBSTITUTIONS

Unlimited substitutions may 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
- At a throw-in by the team in possession (the opposition may substitute on a throw in if the team in possession is making a substitute)

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

- In case of stoppage of play for an injury
- To replace a cautioned player

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.

8. DIVISIONS AND DIVISION STRUCTURE

The tournament will attempt to make three divisions available for all age groups. The final division structure will be determined by the number of teams and the level of play. Divisions may be deleted, combined or added at the Tournament Committee's discretion. Division placement and restructuring of the divisions will NOT be grounds for discussion or protest.

Anticipated Divisions Offered by the tournament:

- Elite Cup will be the highest division
- Premier Cup will be the next division
- Champions Cup will be the next division

U9 Division Format

The U9 "Ready for Fall Division" will consist of divisions participating in round-robin play without scores or standings. Participation awards will be distributed to all players. The U9 "Ready for Fall Division" teams will play three 30-minute games, during on day of competition.

9. DURATION OF GAMES AND BALL SIZES

<u>Age Grp*</u>	<u>Min/Half</u>	<u>Ball Size</u>	<u>Full Overtime Periods</u>
U-19	35 minutes	5	2 x 5 minutes
U-18	35 minutes	5	2 x 5 minutes
U-17	35 minutes	5	2 x 5 minutes
U-16	35 minutes	5	2 x 5 minutes
U-15	30 minutes	5	2 x 5 minutes
U-14	30 minutes	5	2 x 5 minutes
U-13	30 minutes	5	2 x 5 minutes
U-12	25 minutes	4	2 x 5 minutes
U-11	25 minutes	4	2 x 5 minutes
U-10	20 minutes	4	2 x 5 minutes
U-09	15 minutes	4	No Overtime

** Combining of age groups may be necessary at the Tournament Committee's discretion.*

All games will be played with a running clock. The referee may stop the clock for serious injuries or other incidents. The referee is the official timekeeper and therefore all decisions regarding game duration are solely at the referee's discretion and shall not be protested.

All preliminary games will be played and decided in regulation time. No overtime periods or penalty kicks will be used to break a tie in preliminary round games. Half time shall be 5 minutes for all preliminary games, but maybe be adjusted at the referees discretion.

Two Full Overtime Periods will be played only in the event of a tie at the end of regulation play in Semi-Final and Final Games. All overtimes consist of two 5 minute periods played to completion with teams changing ends (switch halves) after the first overtime period. Semi Finals and Finals ending in ties after the completion of two Overtime Periods will be decided with penalty kicks in accordance with FIFA laws.

Where necessary to maintain the schedule, the SYA appointed site coordinator can adjust the length of overtime periods equally.

In the case of extreme heat conditions, the tournament may decide to require a water break at the midway point in each half. The clock will continue to run during the required water break.

10. POINT SYSTEM

Points will be awarded as follows:

Win	Three (3) Points
Tie	One (1) Point
Loss	No (0) Points

For Tie Breaking Purposes Only, Goal Differential Bonus Points will be awarded to winner with a maximum of 3 points per game. One additional Bonus point will be awarded for any shut-out during the preliminary round. No shut-out bonus points are awarded for a 0-0 tie. There will be NO negative differential for losing teams.

Four (4) points are the maximum bonus points that can be awarded on any one game
(3 goal differential bonus points and one shut-out bonus point)

In the event of a tie within a bracket after preliminary rounds, the following tie-breaker system shall be used to determine group winners:

1. Winner of Head-to-Head Competition
2. Most Wins
5. Least Goals Allowed (lowest average for all preliminary games)
4. Goal Differential Bonus Points awarded to winner with a maximum of 3 points per game
There will be NO negative differential for losing teams
Example:
6-0 = +4 Bonus Points to Winner
4-2 = +2 Bonus Points to Winner
2-1 = +1 Bonus Points to Winner
0-0 = 0 Bonus Points to Winner
5. Least Number of Disciplinary Cards
6. FIFA Penalty Kicks

In the event of a three-way tie within a group, tie-breaker (1) will not be used

If FIFA penalty kicks are taken for a three way tie, there will be a draw by the Site Coordinator. The first team drawn will receive a bye, the next team drawn will be the home team against the remaining team in the first contest. The winner of the first contest will then compete against the bye team to determine the group winner. In this contest the bye team will be the home team.

11. FAILURE TO SHOW AND FORFEITS

A team shall be allowed a five (5) minute grace period after the scheduled kick-off time before the match is considered a forfeit. A minimum of seven (7) players U13-U19 or five (5) players U9-U12 constitutes a team and if this number is present, the game will not be delayed.

The score of a forfeited game will be recorded based on the higher goal differential from either:
1) If the game has begun, the actual score at the time the game was terminated; or
2) As a minimum the score will be recorded as 3-0.

A forfeit in the preliminary rounds shall be awarded three (3) bonus points for the win.

Forfeits of a semi-final or championship game shall be recorded as 1-0.

Any team forfeiting a championship game will not be entitled to individual trophies or team awards.

Failure to produce either duly authorized Player Registration Cards or an Official Cardinal Cup Approved Team Roster to the appropriate Site Coordinator or Tournament Official thirty (30) minutes prior to scheduled game time is grounds for a forfeit.

Playing a suspended player or ejected coach (receiving either a red card or two yellow cards in one game) in the game following the actions is grounds for a forfeit.

12. GAME AND SCORE REPORTING

Each team manager/or team representative must complete the game card at the conclusion of each game and, before leaving the field area, provide complete information on that team's players receiving yellow/red cards during the game including the player's full name and number.

It is the responsibility of the each team manager/or team representative to deliver the completed and signed game card to the appropriate Site Coordinator/ Site Tent promptly at the conclusion of each game.

The Site Coordinator will ensure that the official tournament game cards are properly completed, signatures obtained, and the scores recorded at the end of each game by each team representative.

13. PROTESTS

THERE WILL BE NO PROTESTS. The decision of Tournament Director, Site Coordinators and/or Tournament Committee are FINAL.

14. INCLEMENT WEATHER

In the event of inclement weather, the Tournament Director or official representative(s) will have the authority to:

Relocate or reschedule any game(s); Change the duration of any game(s); Cancel any preliminary game(s); Terminate play and cancel tournament.

Consider any game terminated by game or Tournament Officials after one half of play as official as of the time of termination and the score stands at time of termination; and determine the format for advancement.

15. GENERAL

The tournament will do its best to schedule three games for each team. However, at the Tournament Director's discretion, the number of games are reduced, the tournament is not liable for any expenses incurred and no refunds for the tournament application fees will be given.

Under no circumstances whatsoever will the Virginia Youth Soccer Association, Inc., the Southwestern Youth Association, the Cardinal Cup Tournament Committee, or any of their official Representatives be responsible for any expenses (including the Tournament entry fee) incurred by any team. This includes a situation whereby the Tournament or any game(s) is canceled in whole or part. It is solely up to the Tournament Committee, to decide if any refunds will be returned, due to partial or full cancellation of the tournament.

No items, may be sold at, headquarters, playing fields, or surrounding areas for the duration of the tournament unless specifically sanctioned by the Cardinal Cup Tournament Committee.