



VELOCITY CUP



Rules and Regulations

Teams will play in the age brackets for 2024-2025 season

Tournament Check-In

All team managers or coaches will need to report to the check-in tent, one hour before their teams' first scheduled game for team check-in. Failure to check can result in disqualification (without a refund of the fee) from the tournament.

Current laminated player cards (USSF/USYSA/AYSO/Cal South) will be required of all players as proof of age and must be available for inspection at initial check-in along with team rosters. Teams will also be required to keep medical releases on hand at all times, in case of emergency.

Eligibility

1. 2018-2015 age group will play 7v7
2. 2014-2013 age group will play 9v9
3. 2012-2007 age group will play 11 v11

Rosters

1. U7-U9 (2018-2016) & U10 team (2015) rosters are limited to a maximum twelve (12) players per team.

U11-U12 (2014-2013) team rosters are limited to a maximum of sixteen (16) players per team.

U13 (2012) team rosters are limited to a maximum of eighteen (18) players per team.

U14-U18 (2011, 2010, 2009, 2008, 2007) are limited to twenty two (22) players each team, with a maximum of 18 players each game.

2. Players not designated to participate in any given game may not dress to play.
3. All teams shall be allowed to have up to five (5) Guest Players within their maximum roster size.

4. Players may not play for more than one team in the tournament. Players must have jersey #'s and may not change numbers once registration is complete

Game Procedures

1. The first team listed is considered the home team. The home team will supply the game ball unless ball is provided by the tournament.
2. Both teams will be on the same side of the field, spectators will be on the opposite side.
3. In the event of a color conflict with uniforms, the home team must change jerseys.
4. The player's shirt number must be the same as the shirt number on the daily match report. If the numbers are not the same, the referee is instructed not to let the player take part in the match until tournament officials resolve the matter.
5. All teams are required to have USSF/USYSA/AYSO/Cal South player identification cards and rosters present at initial check-in and at all matches.
6. All teams must have a licensed coach or carded administrator at each game.
7. Player ID cards and rosters will be verified at check-in on the 1st day of the tournament, no later than 1 hour before the teams' 1st game.
8. All teams shall consist of at least eight (8) players – six (6) players for 2014-2013.

Match Rules

All games shall be played by FIFA Rules as modified by USSF, USYSA and Cal South Rules. Tournament Director will resolve any issues/occurrences not explicitly covered by the rules here-in. Tournament Director will make a final ruling relating to the interpretation of the Tournament rules. However, the Tournament Director may delegate authority to the Venue Director and or Field Marshall if he/she (the Tournament Director) is not present at the venue during the game or an incident occurrence.

Duration of Games and Ball Sizes

Division/Age Group	# of Players on Field	Pool Play & Semi's Halves	Finals/Halves	Ball Size
U18 - 2007	11 v 11	30 minutes	30 minutes	5
U17 - 2008	11 v 11	30 minutes	30 minutes	5
U16 - 2009	11 v 11	30 minutes	30 minutes	5
U15 - 2010	11 v 11	30 minutes	30 minutes	5
U14 - 2011	11 v 11	30 minutes	30 minutes	5
U13 - 2012	11 v 11	30 minutes	30 minutes	5
U12 - 2013	9 v 9	25 minutes	25 minutes	4
U11 - 2014	9 v 9	25 minutes	25 minutes	4
U10 - 2015	7 v 7	25 minutes	25 minutes	4
U9 - 2016	7 v 7	25 minutes	25 minutes	4
U8 - 2017	7 v 7	25 minutes	25 minutes	4
U7 - 2018	7 v 7	25 minutes	25 minutes	4

7 v 7 (2018-2015) No Heading Guidelines

- No deliberate heading is allowed
- If a player deliberately heads the ball in a game, an indirect free kick should be awarded to the opposing team from the spot of the offense.
- If the deliberate header 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 infraction occurred.

Build Out Line

- When the goalkeeper has the ball in his/her hands during play from the opponent, 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 (***punts and dropkicks are not allowed***).
- After the ball is put into play by the goalkeeper, the opposing team can cross the build out line and play can resume as normal.
- The opposing team must also move behind the build out line during a goal kick until the ball is put into play.
- If a goalkeeper punts or drop kicks the ball, an indirect free kick should be awarded to the opposing team from the spot of the offense.
- If the punt or drop kick occurs within the goal area, the indirect free kick should be given on the goal area line parallel to the goal line at the nearest point to where the infraction occurred.
- The build out 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 build out line.
- Players can be penalized for an offside offense between the build out line and goal line.

Build Out Line Practical Applications

All 7 v 7 games will follow the Cal South/ US Soccer Player Development Initiative (PDI's) regarding the use of the build out line which promotes playing the ball out of the back in a less pressured setting. There is NO build out line for 9 v 9 games.

The development rule requires the goalkeeper to put the ball into play once all the opponents are past the build out line. However, the goalkeeper can put the ball into play sooner but he or she does so accepting the positioning of the opponents and the consequences of how play resumes. To teach and support the intent of the development rule, coaches and referees should be mindful of any intentional delays being caused by opponents not retreating in a timely manner or encroaching over the building out line prior to the ball being put into play. Coaches are responsible for addressing these types of issues with their players and referees can manage the situation with misconduct if deemed appropriate. Referees will be flexible when enforcing the 6 second rule and counting the time of possession should only begin when all opponents have moved behind the build out line.

9 v 9 (2014-2013) Heading Guidelines

- Deliberate heading is **NOT** allowed in **U11** (2014) games. If a player deliberately heads the ball in a game, an indirect free kick should be awarded to the opposing team from the spot of the offense. If the deliberate header occurs within the goal area, the indirect kick should be taken on the goal area line parallel to the goal line at the nearest point to where the infringement occurred.
- ***Heading is allowed in U12 (2013) games without limitations***

Player Equipment

- Per FIFA Laws of the Game #4, the wearing of shin guards is mandatory. Therefore no player without shin guards will be allowed to compete.
- Proper soccer shoes must be worn by all players during games. Shoes having a toe cleat will not be allowed.
- Players may not wear anything that is dangerous to themselves or another player, including jewelry.
- Players will not be allowed to play with an injury which could be aggravated by continued play or which, in the opinion of the referees constitute a danger to the player or others.

Player Substitution

- Substitution by a team shall be unlimited but only with the permission of the referee.
- Substitutions can be made by both teams with the consent of the referee, at any stoppage of play.
- When a player is injured on the field and requires attention, they must be substituted off the field of play, if only briefly.
- Substitutions shall be made at midfield within ten (10) yards of the halfway line. The substituted player shall not enter the field of play until allowed by the referee and the player substituted has left the field of play.
- There is no substitution on free kicks.

Game Format

Each team will play a minimum of 3 games. Referees have been instructed to start games on time. There is a running clock for all games, therefore there will be no stoppage time for injuries. Half time for games will be 5 minutes.

Scoring

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

In the elimination stage, if the score is tied at the end of regulation time, kicks from the penalty mark as per FIFA laws will decide the match.

In the event a tie breaker is necessary to determine which teams will advance beyond the round robin, the following order of tie breakers will apply for all age groups:

1. Goal Differential
2. Goals Against
3. Head to Head
4. Most Wins
5. Bonus Points
6. Penalty Shootouts
7. Coin Flips

Bracketing

- Groups consisting of 8 teams
 - ◆ 2 brackets of 4 teams
 - ◆ each team plays everyone within their bracket.
 - ◆ 1st place team in Bracket A & 1st place team in Bracket B advance to finals

- Groups consisting of 6 teams
 - ◆ 2 brackets of 3 teams
 - ◆ each team in one bracket will play all teams in the opposing bracket.
 - ◆ top 2 highest point scorers between the 6 teams will advance to the finals

- Groups consisting of 5 teams
 - ◆ will play round robin style (each team plays each other)
 - ◆ 1st and 2nd place teams will be determined by in group play

- Groups consisting of 4 teams
 - ◆ 1 bracket, teams will engage in group play
 - ◆ top 2 teams with the most overall points will play in championship game
 - ◆ elimination rounds will be listed as 1 v 2 (final), 3 v 4 (consolation game)

Note: In the predetermined pairings for the first game of the elimination stage, adjustments will be made if teams come out of the same preliminary round bracket or have played each other, to avoid teams that have already played each other having to play each other again. Any changes other than listed will be made by tournament competition committee.

Score Reporting – Match Report

The official match report for each completed match must be verified (i.e., score, cautions, send offs) immediately after the game by the team coach or manager. Any challenges to match score reporting will first be referred to the signed scorecard.

Tournament officials reserve the right to make final decision.

Cautions & Ejections

- Players or Coaches sent off during a match are not allowed to play/coach in the next match and will serve a one game suspension. A player receiving two cautions (yellow cards) in a single game is considered to have been given an Ejection (red card). A player who has been ejected (sent off) cannot be replaced. A player or coach who has been ejected for that game must leave the field of play immediately.
- A player receiving two cautions in one game during the preliminary round robin of the tournament is not allowed to play in the next match, including the first game of the elimination stage. A player receiving two cautions during the elimination stage of the competition is not allowed to play in the next match. Cautions received during the preliminary rounds of the tournament do not carry over to the elimination rounds.
- Any player or coach who assaults a referee will be expelled from the Tournament immediately.
- All players and spectators will be expected to demonstrate good sportsmanlike conduct. Coaches have total responsibility for the conduct of their players, substitutes, friends and spectators at all times. If a referee terminates a game due to misconduct of players or spectators, the offending team will forfeit. In the case of continued bad conduct on the part of players, team management, team officials, or team supporters, the team can be disqualified from the Tournament and reported to their home club and association.
- Any player or coach sent off during the tournament or any player receiving multiple cautions during the tournament may be required to attend a Disciplinary Committee hearing. Players must be accompanied by their coach and/or manager. Official Match Reports will be reviewed by the Disciplinary Committee, and they will determine if a hearing is necessary. Any hearing could result in the player or coach being required to sit out additional matches or being withdrawn from the competition. Team officials will be notified as soon as possible if a hearing has been scheduled.
- Judgment calls by referees may not be appealed.
- Tournament Committee decisions may not be appealed.
- All protests must be submitted in English to the Tournament Committee within three hours of the end of the match with a \$200 cash non-refundable fee. Only protests that concern the Laws of the Game and ineligible players will be considered. All decisions will be in the best interest of soccer and may not be appealed.
- Subject to the foregoing, FIFA laws, as modified by USSF, USYSA and Cal South rules, apply.

Inclement Weather

- In the event of inclement weather, bracket games that have completed the first half will be considered complete games and will not be rescheduled. For Quarter-final, Semi-final and Final games, play will be resumed from the point of suspension if weather and field conditions permit (this may be the following day). The final decision will be made by the Competition Committee, in conjunction with the Board of Directors.
- In the event that the tournament is cancelled because of rain or inclement weather with no games played, up to 50% of the entry fee may be retained by the tournament, as determined by the Board of Directors.
- The decision of the Tournament Manager, in conjunction with the Competition committee, on any matter is final and may not be appealed.

Venue Rules & Restrictions

- **NO Alcoholic beverages** are permitted in the immediate vicinity of any playing site.
- Smoking is not permitted in the immediate vicinity of any playing site.
- No pets shall be permitted on any fields at any time.
- At synthetic turf fields, no food, gum, or seeds of any kind are allowed. Only water is allowed.

After each game, teams and parents need to immediately collect their things and clear the sideline to allow the next team to move into position for their game. This will allow the tournament to adhere to the game schedule.

After each game, trash is to be picked up by each team sidelines and place it in one of the provided receptacles.

Breaking the law is under the jurisdiction of the city's Police Department where the venues are located, not the tournament management team. Proper authorities will be contacted as deemed necessary.

Tournament Refund Policy

Refunds will be made to all teams not accepted, but once accepted NO REFUNDS ARE ALLOWED.

Requests for withdrawals (DROPS) from the tournament will only be accepted from Administrators (Contact Person or Coach) listed on the teams application for the tournament.

Refunds provided to teams that drop prior to Acceptance will be assessed a \$80.00 administrative fee.

Refunds due to cancellation because of inclement weather or some other act of God will be determined as follows:

REFUND POLICY: In the event of inclement weather or other circumstances beyond the tournaments' control leading to a complete cancellation of the event (no games are played), the tournament management may refund a maximum of 55% of the tournament's registration fees.

No refund will be allowed due to forfeit of any game by any team accepted to tournament.