

# VA BEACH COASTAL KICKFEST TOURNAMENT RULES 2024

**IMPORTANT – COMPLETE YOUR ONLINE APPLICATION IN ITS ENTIRETY USING THE “NOTES/COMMENTS” SECTION TO ENSURE ACCURATE INFORMATION IS INCLUDED. RESULTS OF TEAMS PLAYED IN YOUR STATE ASSN ARE ENCOURAGED. USE THE REQUESTED COMPETITIVE LEVEL FIELD FOR THE TOURNAMENT’S INFORMATION.**

## **GENERAL:**

All tournament matches will be played in accordance with the laws of the game as issued by FIFA except as modified in these “tournament rules.”

All decisions of the referee are final and binding. The tournament rules committee reserves the right to decide on all matters relative to the tournament and its decisions are final.

The tournament committee, the coaches of the host teams, or any sponsors of the tournament activities shall not be responsible for expenses incurred by any team or club if the tournament is cancelled in whole or in part.

The tournament rules committee reserves the right to make the following changes in the event of inclement weather.

- Relocate and/or Reschedule a Match
- Reduce Scheduled Duration of a Match
- Cancel a Match
- Change a Division Structure

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.

## **General Prohibitions:**

Alcoholic beverages, smoking, pets, and noise makers, riots and protesting are prohibited.

## **Cancellation / Refund Policy:**

Should the tournament be cancelled in part or in whole due to any act of nature or for any other reason, no refunds will be issued. Beach FC or any representative of Beach FC is not liable for any expenses incurred by any party due to tournament cancellation including tournament registration fees (NO REFUNDS WILL BE ISSUED).

## **Team Withdraw Policy:**

All teams that withdraw must be done in writing (an email is ok). Teams that withdraw prior to the registration deadline will receive the full amount back minus a \$50.00 processing fee. **Note: Once accepted, the application is non-refundable.**

## **Team Acceptance:**

- A. The tournament committee reserves the right to accept or reject any team application.
- B. If your team plays in VSLI or any other travel orientated venue, your team does not qualify to play in this tournament. Your team must possess RECREATIONAL PLAYER PASSES.
- C. The application is not considered complete until entry fee is received. **PAYMENT MUST BE RECEIVED PRIOR TO DUE DATE. If a club is providing more than 10 teams, they may qualify for a team discount. Please reach out to the Tournament Director for more information.**
- D. No team shall be deemed accepted unless written notification has been sent from the Tournament Director. This can be either E-mail or U.S. postal service mail.
- E. **Once accepted, the application fee is non-refundable.**
- F. A check for entry fee that is returned from the bank will not be re-deposited. The amount of the check plus \$35.00 (cashiers check or money order) must be received by the tournament committee seven days after the team representative is notified of the returned check. If new funds are not received the team will be disqualified from the tournament.
- G. Communication during the tournament will be with the Team’s Coaching Staff and/or Manager. This is to eliminate any confusion that may occur.

H. All players **must** have jersey numbers on their shirts to participate in the tournament.

I. **Volunteers:** All Beach FC teams are required to provide a volunteer. Your acceptance constitutes agreement with this stipulation.

J. **Coaches/Managers must provide** an original copy of the team roster, signed by a club official, RECREATION player passes signed by the league official; medical release forms signed by the parents, and teams coming from outside of region I must have a permission to travel form at registration to be permitted to participate. **NO EXCEPTIONS.**

k. **Registration:**

Registration will be online, and information will be sent out in April with instructions. Credentials will be checked (player cards, official roster, medical releases, permission to travel if required, etc.). Credentials will not be checked at the fields during the tournament but must be available if requested by tournament staff.

L. **Player Registration:**

<u>Underage Group:</u>	<u>Maximum Rostered players:</u>
U8	12 Players
U10	14 players
U11-U12	16 players
U13-U14	18 players
U15-U16	20 players
U17-U19	22 Player

A maximum of five (5) guest players (3 for U7 & U8) are allowed on a team roster and are subject to the same registration criteria. Player rosters authorized by their respective soccer association shall be verified and compared with an approved state roster at team registration and available for verification prior to each match. Players must be born during or after the year indicated by the age division in which they are to compete. Coaches shall insure that the player rosters presented at registration and prior to each match correspond to the approved state roster. All teams must have current US youth soccer or approved organization player passes or the appropriate national association passes.

**M. PLAYERS MAY NOT PLAY ON TWO (2) TEAMS DURING THE TOURNAMENT;** EITHER AS A REGISTERED PLAYER OR GUEST PLAYER (any team who violates this will forfeit their games). PLAYERS MUST POSSESS A CURRENT US YOUTH SOCCER OR APPROVED ORGANIZATION RECREATIONAL PLAYER CARD IN ORDER TO PLAY IN THIS TOURNAMENT.

N. **Official Roster:** No players will be added to the official roster after the team has officially checked in with your medical release forms, player passes and official roster. All of this must be shown to a tournament official at least 30 minutes prior to the start of your game in order for a player to participate in the tournament.

**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.

**Age Groupings:**

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

U07/08	2017/2016	U13	2011
U09	2015	U14	2010
U10	2014	U15	2009
U11	2013	U16	2008
U12	2012	U19	2005

**Rules of the Game:**

**Concussion Rule:**

Note 1: Per U.S. Soccer's Concussion Initiative, if a player is suspected to have a head injury, the referee is instructed to stop play to allow for treatment/evaluation as needed. If the player leaves the field of play for additional evaluation, a substitution can be made in that moment. The player with the suspected head injury may **not** return to the game unless a Health Care Professional (HCP) or Certified Athletic Trainer (ATC) has cleared the player. Any coach or parent insisting on returning the player to the

game without approved clearance will result in the referee ending the game. Coastal Kickfest has taken a more conservative stance to protect players from head injuries. Coastal Kickfest has enforced the No- Heading mandate for U12 and below. Deliberate heading is not allowed in this tournament for U9, U10, U11, AND U12 small-side play.

**Start of the Game:**

If there is no referee present within ten minutes of the scheduled start time, the match shall be rescheduled unless both teams coaches agree to proceed. If the match proceeds, the score shall stand as played. If there is only one referee present for the preliminary match at the scheduled start time, the referee shall commence the match using volunteer assistant referees. Should the second referee arrive at the field, he shall enter the match at an appropriate break in play and volunteer assistant referees shall be relieved of their duties.

It is the duty of the coaches to ensure that the players report to the field 15 minutes prior to the start time of each match for possible verification of rosters and player passes.

**BALL SIZES:**

Age Groups U-13 and Older will use a Size 5 Ball  
Age Groups U-9 through U12 will use a Size 4 Ball  
Age Group U8 will use a Size 3 Ball

The number of players per team on the playing field including the goalkeeper shall be:

<b>UNDER Group:</b>	<b>Minimum #</b>	<b>Maximum #</b>	<b>UNDER Group:</b>	<b>Minimum #</b>	<b>Maximum #</b>
U7/U8	3	5 PLAYERS	U13	7	11 PLAYERS
U9	5	7 PLAYERS	U14	7	11 PLAYERS
U10	5	7 PLAYERS	U15	7	11 PLAYERS
U11	7	9 PLAYERS	U16	7	11 PLAYERS
U12	7	9 PLAYERS	U19	7	11 PLAYERS

A team which cannot field its minimum number of players (as given in the table on next page) at 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.

**U8 to U12 Modifications:**

**HEADING RULE AT AGE GROUP DIVISIONS U12 AND YOUNGER:**

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 in advertent, then the proper restart is a dropped ball.

**U8:**

**U8 WILL PLAY 5V5 WITH NO GOALKEEPER.**

U8 Games- No one player may stay and guard the goal. All players must move throughout the field during the game. The game ball will be provided by the tournament unless one is unavailable. Teams may agree upon using the home team's ball.

U8 Goal Kick Rule: When a goal kick is taken, the opposing team must be on their own half of the field. When the goal kick is kicked and received the opposing team may attack. If the ball is kicked across the center line, it is anyone's ball.

U8 Offside Rule: No Offside. Players will not be penalized for being or playing in an offside position.

**U9-U10:**

Build out line for U9/U10 games: A horizontal line drawn from sideline to sideline 14-yards in front of each goal, build-out lines will encourage possession and playing the ball out of the back. For example: when a goalkeeper has the ball in hand or takes a goal kick, the opposing team remains behind the build-out line until the ball is put into play. This line also indicates where offside can be called, as teams cannot be called for offside between the midfield and build-out line.

Offside Rule: Offside will be enforced at this age level. Offside begins at the build out line. See build out line for explanation.

We want to enforce offside rules so the children can learn and not just reward the best athletes at 8 or 9 years of age who can dominate a game by sitting in an offside position. The build out line will give the players a marker to help ease the transition and understanding of offside.

### **Permission to Travel:**

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

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 team to travel to tournaments within Region I.

The policy states that any US Youth Soccer 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.

#### **National State Associations in Region I:**

Connecticut Jr Soccer Assn  
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  
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

### **Unrestricted Rule:**

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). An approved team roster does need to be provided to tournament officials, along with current player passes from its organization."

### **Team Types:**

**Recreation** – A team that plays only in the recreation division of their league and has guest players from other recreation teams only.

Note: Any recreational teams playing with advanced guest players must play at the advanced level.

**Advanced** – All advanced teams or any team with a guest player on their recreational team roster that does not play recreational soccer. You may only have a travel player on your roster if they have played on your advanced team all season.

**Guest players:** Guest players are to be written on one copy of the **official roster** (not original) to be provided with your online registration. **An Official roster is to be signed by your club representative to include: Name, Date of Birth and Jersey #.** 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

### **Division Grouping Examples:**

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:** 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:** Seven team groups are divided into one four team bracket and one three team bracket. Four teams will play round robin format within the group. Teams will be ranked according to tournament standings and tie breakers with first place team meeting in the championship match. Three teams will play a round robin format with the other teams in the group. First place will be determined by tournament standings and tie breakers and will meet the first-place team of the four-team bracket in the championship match. The second and third place teams from each group will play each other for their third (or fourth) game.

**Six teams:** 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:** 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:** 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.

**Three teams:** Three 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.

### **Tournament Standings and Tie Breakers:**

Division standings will be decided by the following point system:

WIN	3 POINTS
TIE	1 POINT
LOSS	0 POINTS

- 1) HEAD TO HEAD (ONLY IN A TWO-WAY TIE)
- 2) GOAL DIFFERENTIAL (MAX OF +4/-4 AWARDED PER GAME)
- 3) GOALS AGAINST
- 4) GOALS FOR
- 5) 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.

\* In the event of a three-way tie within a group, tiebreaker (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.

### **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 **FULL** FIVE-MINUTE OVERTIME PERIODS WILL BE PLAYED, CHANGING ENDS AFTER A ONE MINUTE BREAK WILL BE FULLY PLAYED.
- 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.

### **Home Team:**

Team listed first is the designated Home Team and must change jerseys or wear pennies if a second jersey is not available when the referee determines a conflict exist.

### **Player Equipment:**

- Shoes must meet FIFA specifications.
- Shin guards are mandatory.
- Medical and Religious equipment must meet FIFA standards.

### **PROTESTS:**

***NO PROTESTS WILL BE ALLOWED***

### **Warnings and Ejections:**

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. For the purpose of ensuring the safety of players, coaches, parents, and referees' vicinity is being defined as the ejected coach must leave the soccer field area and must locate to the parking lot.

If at the discretion of the referee, a match must be abandoned, the team or teams causing the abandonment of the match will be considered the loser of the match. This will be recorded as a forfeit by a score of 3 goals to 0. *Any team that causes this abandonment will be disqualified from any remaining tournament matches by the decision of the tournament rules committee. Tournament entry fee will not be refunded to the disqualified teams.*

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 upon completion of the event.

### **Minimum Duration of Matches:**

U7 - U8	40 Minutes – halftime 5 minutes – 4/10 minute quarters
U9 thru U10	50 Minutes – halftime 5 minutes – 2/25 minute halves
U11 thru U12	60 Minutes – halftime 5 minutes – 2/30 minute halves
U13 thru U19	70 Minutes – halftime 5 minutes – 2/35 minute halves

### **Medical:**

Injuries: In all cases the break between halves will be no more than 5 minutes. **No injury time will be allowed, unless it is an extreme injury where a player cannot be moved off the field.** The matches will start on time. The referee is the official timekeeper of the match. See provided match schedules for actual start times of each match.

Trainers: Trainers will be at the Princess Anne Athletic Complex and Hampton Roads Soccer Complex. Trainer's orders or advice is not mandatory to follow unless the player has signs of a concussion or head injury.