



ANNAPOLIS CUP TOURNAMENT RULES



1. General Rules

- 1a. NO protests. All decisions made by the referee are final and may not be appealed.
- 1b. The Tournament Committee reserves the right to decide on all matters pertaining to the tournament. All interpretations of the rules are final. If a team disregards any decision by the tournament committee (including the inclement weather policy), all remaining games will be forfeited and therefore disqualified from the tournament.
- 1c. Under no circumstances will the Tournament Committee, Maryland United FC, or relevant governing bodies be responsible for any expenses (including tournament entry fee) incurred by any team. This includes situations in which the tournament or any game(s) are canceled either in whole or part.
- 1d. Following acceptance to the tournament, any team who then withdraws from the event will forfeit the entry fee, in full.
- 1e. Should the tournament be canceled in its entirety, meaning no games have kicked off across the event, refunds will be determined once all tournament expenses have been paid, by the tournament committee. In the event of inclement weather or other circumstances out of the tournaments control, leading to a full event cancellation, the tournament committee will refund up to 75% maximum of the registration fee. If the event is partially canceled, the tournament committee reserves the right to refund teams with a credit to a future event. No refunds will be considered until the conclusion of said event. Every effort will be made to ensure all games proceed as scheduled.
- 1f. Awards will be given out to both the winning team and finalists in each division.

2. Laws of the Game

- 2a. All games shall be played in accordance with FIFA Laws of the game, except as specifically modified by the rules included here.
- 2b. The tournament committee has committed to the use of a three-man referee system to be employed for all age groups that are U13 and older. All 7v7 and 9v9 games will employ a one-man referee system.

2c. Heading Rules for U11 and Younger:

Whenever the ball strikes a player in the head, game play is stopped. The proper restart is dependent upon whether said player is deemed to have deliberately played the ball with his or her head. If deliberate, an indirect free kick will be awarded to the opposing team. If this should occur in the goal area, the indirect free kick is to be taken on the penalty area line, parallel to the goal line at the point nearest to where said infringement occurred. If said play with the head is deemed to be unintentional, the proper restart is to be a dropped ball.

2d. As per US Soccer, the Build Out Line shall be implemented at the U8, U9 and U10 age groups.

- i. When the goalkeeper has the ball, either during play (from the opponent) or from a goal kick, the opposing team must move behind the build out line until the ball is played in.
- ii. Once the opposing team is behind the build out line, the goalkeeper can pass, throw or roll the ball into play (punting is not allowed). Once the ball is played in by the goalkeeper, the opposing team can cross the build out line and play resumes as normal.
- iii. If the goalkeeper punts the ball, an indirect free kick will be awarded to the opposing team from the spot of the offense. If this occurs within the goal area, an indirect free kick will be taken from the goal area line.
- iv. The buildout 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 only be penalized for an offside offense between the build out line and goal line.



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3. Age Group & Roster Requirements, Team Eligibility & Guest Players

- 3a. Participation in the tournament is open to accepted teams meeting the roster limits and player age limits as defined by US Soccer Guidelines and the tournaments' permission to host.
- i. U8 teams will play 5v5 with a maximum roster of ten (10) players, or 7v7 with a maximum roster of fourteen (14) players. U9 and U10 teams will play small-sided (7v7) with a maximum roster of fourteen (14) players.
 - ii. U11 and U12 will play small-sided (9v9) with a maximum roster of sixteen (16) players.
 - iii. U13 through U14 will play full-sided (11 v 11) with a maximum roster of eighteen (18) players.
 - iv. U15 teams will play full-sided (11v11) with a maximum roster of twenty-two (22) players. Teams that use the 22-man roster may only dress a total of 18 players per game.
 - v. **No player shall play for more than one team during the tournament.**
 - vi. A maximum of five (5) guest players will be allowed to play during the tournament, per team. All guest players are required to have all pertinent information included on the roster, just like 'primary' team members. This includes a copy of the player's pass from his current team, which must originate from the same National Soccer Association as the team he is guest playing for. i.e. A guest player cannot play under their USYSA player pass if the team registers for the event using US Club rosters and player passes.

Age-Group	Format	Roster Size (Maximum)
U8	7v7	14 players
U9 and U10	7v7	14 players
U11 and U12	9v9	16 players
U13 and U14	11v11	18 players

- 3b. Each team must be registered with a National Soccer Association affiliated with the United State Soccer Federation or their national equivalent and possess and present a valid state or provincial roster.
- i. Player registration cards authorized by the state / provincial or national association will be required as proof of age. Players who do not present a valid player pass at time of check-in will not play. *All player passes must be present at the field for the duration of each game, should an issue arise.*
 - ii. Rosters submitted at tournament registration shall govern. *Each team shall have a roster properly stamped by its state or regional association, present at every game.* Rosters may be inspected by the field marshal at the request of either coach or on the decision of the referee, prior to the game.
- 3c. All Teams are required to check-in prior to the start of the tournament. The tournament check-in process will be completed online and all procedures can be located on the tournament website.
- i. Any team that fails to check-in as per the instructions for this event, will not be allowed to participate in the event until all documents are submitted and approved by a tournament official.
- 3d. Documents Required for Check-In Process – which will all be uploaded online via Got Sport:
- i. Copies of the current, official USYS State Association or US Club approved roster. Rosters must include player names, jersey numbers, birth date and player identification number.
 - ii. Player identification passes for each individual player participating in the event, issued by the same organization as the team roster.
 - iii. Medical release form for each individual player participating in the event (do not need to be uploaded)
 - iv. Guest player's current player identification card and subsequent information added to the bottom of



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the roster being submitted for the event (must be from the same National Soccer Association as the team the player is guest playing for).

- v. Permission to Travel form (if applicable)
- 3e. Teams registered outside of Region one (1) of the host tournament, must provide a copy of the approved Permission to Travel or Notification to Travel form, as required by their host association, to participate.
- 3f. National State Associations in Region one (1):
 - i. Connecticut Jr Soccer Association
 - ii. Delaware Youth Soccer Association
 - iii. Eastern New York Youth Soccer Association
 - iv. Eastern Pennsylvania Youth Soccer Association
 - v. Maine
 - vi. Maryland Youth Soccer Association
 - vii. Massachusetts Youth Soccer Association
 - viii. New Hampshire Soccer Association
 - ix. New Jersey Youth Soccer Association
 - x. New York State West Youth Soccer Association
 - xi. Pennsylvania West State Soccer Association
 - xii. Soccer Rhode Island
 - xiii. Vermont Soccer Association
 - xiv. Virginia Youth Soccer Association
 - xv. West Virginia Soccer Association

4. Fields, Equipment & Uniforms

- 4a. Players must wear numbers on the back of their uniforms and these numbers shall coincide with the numbers listed on the team's official state / provincial roster. Tape may be used to create the number on a player's jersey, should a uniform issue arise, so long as the number matches that listed on the official team roster.
- 4b. Players are **required** to wear shin guards in accordance with FIFA Laws of the Game.
- 4c. No jewelry may be worn by any player on the field during a match.
- 4d. For uniforms:
 - HOME TEAM will wear dark colors (dark jersey and dark socks)**
 - AWAY TEAM will wear white/light colors (white/light jersey and white/light socks)**
- 4e. Coaches and players shall be situated on the opposite side of the field to parents and spectators. No coaching is permitted within 18 yards of the goal line, behind the goal line or from the parent/spectator sideline. No-one is permitted to be behind either goal area at any time during the game.
- 4f. When requested by the referee, each team must provide a linesperson.
- 4g. Teams must be at the field 20 minutes prior to the scheduled kick-off.
- 4h. Regardless of weather conditions, coaches and teams must appear on the field ready to play as scheduled. Failure to appear will result in forfeiture of the game, as only the referees and/or tournament committee can postpone or cancel a match. A grace period of 10 minutes will be given if a team is not present at the time of kick-off.



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5. Substitutions

- 5a. Substitutions, without limit, may be made during any stoppage of play with the referee's permission and discretion, to include the following: throw-ins by either team, after a goal and corner kicks, etc. In the event of an injury enforced stoppage, the opposing team may piggy-back with one (1) substitution should the injured player be forced to leave the field of play.

6. Duration of Games

- 6a. The following table shows the length of games for the tournament's preliminary, semi-final, and final game rounds, including halftime length and the ball size to be used for each age group.

Age-Group	Format	Game Length	Halftime	Ball Size
U8	7v7	50 Minutes	5 minutes	4
U9 and U10	7v7	50 Minutes	5 minutes	4
U11 and U12	9v9	50 Minutes	5 minutes	4
U13 and U14	11v11	60 Minutes	5 minutes	5

There is no overtime for this tournament. If a match is tied at the end of regulation in a semi-final or final, the game will proceed straight to FIFA Penalty Kicks to decide the winner.

- 6b. In the event of inclement weather that forces the postponement of a game; after at least one entire half of the game has been played, the game shall be considered official and the score at the point of postponement will stand as the final score. If the game is unable to start or halted before the halftime mark, every effort will be made to reschedule the game to either complete, replay, or resume at the discretion of the tournament director. All efforts will be made to get games in, weather permitting. If a game cannot be completed, replayed or resumed prior to the halftime mark, a 0-0 tie will be awarded to both teams.

7. Failure to Show & Forfeits

- 7a. A game may not start with fewer than seven (7) properly uniformed players on each team for any full-sided match. A small-sided match may not commence with fewer than five (5) properly uniformed players. Once a game has started, it may not continue with fewer than the stated minimum. If a match cannot start or continue because of a team having fewer than the minimum, that team shall forfeit the game.
- 7b. A team shall have a ten (10) minute grace period from the scheduled kick off before the match is awarded to their opponent as a 3-0 forfeited win.
- 7c. If a team is the cause for a termination of a game, the match will be awarded to their opponents as a 3-0 forfeited win. This relates to coaches, players and/or spectator conduct.
- 7d. Teams that have forfeited a game may not advance beyond the preliminary rounds without the approval of the tournament committee. Said team shall also cease their right to a refund of any kind.



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8. Determination of Division

- 8a. Each team shall be awarded three (3) points for a win, one (1) point for a tie and zero (0) points for a loss.
- 8b. The division winner shall be the team with the most points.
- 8c. If two or more teams are tied on points within a division, the following tie-breaker formats will be used to determine a winner:
- (i) Head to head competition (this does not apply if more than two (2) teams are involved in the tie. In such an event, proceed to the next step):
 - (ii) Most wins
 - (iii) Goal difference
Goal difference is the difference between goals for and goals against. This counts for up to a maximum of five (5) goals per game. For example, 7-0, 5-0 and 7-2 scores will only be counted as a goal difference up to a maximum of five (5) goals for/against.
 - (iv) Goals for
 - (iv) Goals against
 - (v) Penalty kicks – FIFA's penalty kick procedure will be used to determine a winner if all the above tie-breaker steps fail to yield a team to advance. The ABABABABAB penalty kick system shall be used. If the teams are tied after five (5) penalty kicks per team, the ensuing penalty kicks shall be in sudden death format, until there is a winner.
- 8d. In the event of a tie between more than two teams, once a tie is broken by the above system, and if ties among the remaining teams must still be decided, those ties would be broken by starting again from the top of the tie-breaking procedure.
- 8e. During a semi-final and final match, if a tied score exists at the end of regulation, the FIFA penalty kick procedure will be used to determine a winner. Overtime periods will **not** be used. Only players on the field at the end of regulation are permitted to take part in the penalty kick process. If all eligible players have taken a kick, the order will then go back to the starting order of the initial round of kicks.

9. Game and Score Reporting

- 9a. There shall be a designated field marshal at each tournament field, who will ensure that the game report forms are properly completed. *It is the responsibility of a team official to confirm the result at the end of the game with the match officials.* Signatures will not be required
- 9b. The field marshal will ensure that the scores of each game and subsequent report forms are conveyed to the site and tournament headquarters in a timely manner each day, so that they can be uploaded.
- 9c. Once game and team officials have verified the official game report card, the information on that card will stand as reported and will not be altered.

10. Inclement Weather

- 10a. In the event of inclement weather, the tournament committee will have the authority to change game as follows:
- i. Relocate or reschedule any game(s);
 - ii. Change the duration of any game(s);
 - iii. Cancel any preliminary game(s) that have no bearing on the determination of division winners.
- 10b. Should the tournament be canceled in its entirety, meaning no games have kicked off across the event, refunds will be determined once all tournament expenses have been paid, by the tournament committee. If the event is partially canceled, the tournament committee reserves the right to refund teams with a credit to a future event. No refunds will be considered until the conclusion of said event.



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11. Conduct

- 11a. Smoking and alcoholic beverages are NOT permitted at any game sites. Team's should leave their team area clean at the end of their game and ALL trash should be removed!
- 11b. Pets are NOT permitted at any tournament fields, with the exception of service animals.
- 11c. Players, coaches and spectators are expected to conduct themselves within the spirit of the game, as well as the letter of the law. Displays of temper and/or dissent are cause for ejection from the game and surrounding field area. Repeated violations may result in the suspension of the team or person from the tournament and/or future tournaments, as decided by the tournament committee.
- 11d. Both teams (players and coaches) will be on the same sideline. Spectators of both teams will take the opposite side of the field. No one will be allowed behind either goal or goal line.
- 11e. Accumulation of Cards
 - i. As per the Maryland State Youth Association rules, any player who receives a third caution (yellow) card during any part of the tournament will not be allowed to participate in the tournament game following the contest in which the third card was issued.
 - ii. Any player receiving a Red Card during the tournament, will have to sit out their team's next game. Suspended players may sit with the team during their next match, but may not be in uniform.
- 11f. A player or coach receiving a Red Card will not be able to participate in the tournament game following the game within which the card was issued. The tournament committee reserves the right to suspend any player, coach, or team from the tournament for unruly conduct.
- 11g. Harassment of any tournament officials or referees, by players, coaches or spectators **WILL NOT** be tolerated. Should this happen, the person(s) in question shall be immediately and permanently removed from the facility and tournament.
- 11h. In the event of assault / abuse on a game official, a judiciary hearing shall immediately be convened at a tournament site to be designated by the tournament director. All terms described in the USSF Official Administrative Rule Book under Rule 3.2.8, Suspension for Assault on an Official, shall apply. In any event a player, coach, or other team official who is charged with assault on a game official is suspended from further participation in the tournament.
- 11i. Any teams disregarding a decision by the referees and / or the tournament committee to either suspend or cancel tournament play, can be disqualified for the remainder of the tournament. A written complaint will be filed both with the Maryland State Youth Soccer Association and the team's state association (if applicable).
- 11j. Team officials are responsible for the behavior of the spectators. Team officials can be disciplined by the referee for failure to control their spectators. The competition authority has the ability to ban a spectator, forfeit a match, or expel a team from the competition for violations or abuse of a referee or the referee crew.