

Rules for the 2019 Ohio Travel Cup

Tournament Headquarters - North Coast Premier Soccer Complex, Seville, Ohio

Tournament Director – Marcie Klebanow

Tournament Administrator - Dawn DiCicco

Dates of Tournament – Games will be played on October 5th and 6th.

Tournament Locations –

Preliminary games will be played at one of the following locations:

North Coast Premier Soccer Complex, 8809 Lake Road, Seville, Ohio 44273

Wadsworth Muhl Fields, 390 Trease Road, Wadsworth, Ohio 44281

Cloverleaf Fields, 8075 Buffham Road, Lodi, Ohio 44254

All finals matches will be played at the North Coast Premier Soccer Complex unless field conditions or other circumstances warrant moving the games.

Registration and Team Eligibility

Tournament registration must be completed online. To register go to www.ohtsl.com, click on the TOURNAMENT tab and then OHIO TRAVEL CUP. The registration deadline is 9/15/19.

If not taking advantage of NEW on-line team check-in, in person check in will occur at the **Holiday Inn Express and Suites Wadsworth, 231 Park Center Dr, Wadsworth, OH 44281** on Friday, 10/4/19 from 6:00 pm until 9:00 pm OR at the Lodi complex only at least one hour prior to the start of your team's first game on Saturday even if your team's first game is at another venue. Due to the addition of on-line team check in, we will not be offering regional pre-check in locations this year. If you choose to take advantage of on-line team check in, you will need to download the following from the OHTSL website and then upload the completed forms through your Got Soccer account (click on the DOCUMENT tab and then choose a form from the TEAM DOCUMENT UPLOAD, select the appropriate file and click **UPLOAD FILE**). **On-line team check-in documents must be uploaded by 9/23/19.**

The following is required for team check in:

1. Completed Ohio Travel Cup Liability form. This form must list ALL players participating in the tournament and must have parent signatures for ALL players participating in the tournament. Please make sure to include ALL players who will possibly play in the tournament as players can not be added after team check in has occurred.
2. Current picture identification cards/player passes issued by your team's governing league for players and coaches participating in the tournament. The identification cards/player passes MUST be brought to all games.
3. Copy of an official league roster listing ALL players participating in the tournament. US Club carded teams combining players from age appropriate teams within your community can either bring copies of official rosters from ALL of the teams and highlight the names of participating players, OR your registrar can either move players from one roster to another or create a tournament roster. OYSAN carded teams combining players from age appropriate teams should ask your registrar for a tournament roster. ***Once the official league roster is provided for the purpose of team check in it CAN NOT be altered.***
4. APPROPRIATE GUEST PLAYER REQUIREMENTS FROM YOUR LEAGUE OF PLAY: A guest player is defined as a player from outside your community. Teams are allowed a **maximum of two (2) guest players.** Please note that a US Club carded player cannot guest on an OYSAN carded team and an OYSAN carded player cannot guest on a US Club carded team. A carded player within your community playing on a different age appropriate team is NOT considered to be a guest player.

*For US Club carded teams, log onto the US Club site (www.usclubsoccer.org), click RESOURCES, then scroll down/click on MEMBERS AREA, then click on FORMS/DOCUMENTS and click on PLAYER LOAN FORM (#R007). Make sure to follow the directions on that form and make sure to bring a copy of the form to team check in. Guest players can be handwritten on the bottom of the US Club roster you will hand in. There is a spot on the bottom that says GUEST PLAYERS. You MUST also bring the player card for the guest player with you.

*For OYSAN carded teams, if the guest player is already carded with Ohio North, you can add the guest player to your team's travel roster. You will also need to get the player card from the community or club that the player is carded with and bring it and the roster to team check in.

5. CONCUSSION CERTIFICATION: The Ohio Travel Cup requires compliance with the Return to Play law. To monitor compliance, we require that each team entering into the Ohio Travel Cup provide the following at the time of team check in:

A signed copy of the Ohio Travel Cup Concussion Certification Requirement Form, executed by the head coach/manager of each team, attesting that they possess an up to date copy of a valid concussion certificate for each coach that will be on the sidelines at any Ohio Travel Cup game. Concussion certifications expire 3 years after the date of issue.

6. LINDSAY'S LAW COMPLIANCE: The Ohio Travel Cup requires compliance with Lindsay's Law. To monitor compliance, we require that each team participating in the Ohio Travel Cup provide the following at check in:

A signed copy of the OHIO TRAVEL CUP CARDIAC ARREST REQUIREMENT FORM 1 executed by the head coach or manager of each team, attesting that each coach that will be on the sidelines at any Ohio Travel Cup game has reviewed the training materials provided by the Ohio Department of Health related to cardiac arrest; AND

A signed copy of the OHIO TRAVEL CUP CARDIAC ARREST REQUIREMENT FORM 2 executed by the head coach or manager of each team, who also serves as the designated Ohio Travel Cup Official, stating that they possess a copy of the Parent/Athlete signature form signed by each player and their parent, guardian, or other person having care or charge of the youth athlete that plans to play in any Ohio Travel Cup game.

In the event that these requirements are not fulfilled by a tournament team at the time of check in, the Ohio Travel Cup has the right to remove that team from the Ohio Travel Cup. No refunds will be provided for a team that fails to comply with the requirements as stated above.

Additional information about Return to Play and Lindsay's Law, all above mentioned forms and additional information about the tournament and requirements can be located by going to www.ohtsl.com and then clicking on TOURNAMENTS, then OHIO TRAVEL CUP and then TOURNAMENT DOCUMENTS.

A player may only play for one team during the course of the tournament.

A younger player can play a maximum of 2 years up in age and/or grade. For example, a U12(2008) 5th grade player can play U12(2008), U13(2007) and U14(2006); however a U12(2008) 6th grade player can play U12(2008), U13(2007), U14(2006) or on an 8th grade U15(2005) team.

ONCE YOU CHECK YOUR TEAM IN, YOU WILL NOT BE ABLE TO MAKE ANY CHANGES OR ADDITIONS TO THE REQUIRED DOCUMENTS. As such, it is imperative that you have all required information and that ALL players who may or may not be playing during the course of the tournament are listed on BOTH the official league roster AND the liability forms. Please note that the liability form must have ALL parent signatures on it when it is presented for check in. **Your team will not be considered “checked in” until ALL requirements have been successfully met and ALL documents have been presented. No team will be able to play unless ALL requirements have been successfully met.**

Format and Rosters

2011-2010 (U9 and U10) teams will play a 7 v 7 format

2009-2008 (U11 and 12) teams will play a 9 v 9 format

2007-2005 (U13 and U14/15) teams will play an 11 v 11 format

Team rosters will be limited to 18 players for teams playing the 11 v 11 format. Team rosters will be limited to 16 players for teams playing the 9 v 9 format. Team rosters will be limited to 14 players for teams playing the 7 v 7 format.

Once the official rosters/liability forms are submitted at team check in, they cannot be altered.

As noted and defined above, only two (2) guest players will be allowed per team and players may only play for one team during the course of the tournament.

Teams

The first team listed in the tournament program and/or on the website is the home team.

A maximum of 3 coaches are permitted on the coaches' side of the field. All coaches will remain within 20 yards of the centerline on their half of the field, on the side opposite of both team's spectators. Field marshals will communicate which side is the coach's' side if questions arise. Spectators are not permitted behind the goals.

Player Credentials and Uniforms

Player picture identification cards are to be present and available at all matches.

Identification cards are required and may be checked by the field marshal prior to each match

All shirt numbers of each player must be different.

Laws of the Game

All matches must be played in accordance with FIFA Laws of the Game in effect on January 1st of the year that the tournament is held, except as specifically modified for youth play by USSF, US Youth Soccer and US Club with certain Amendments as follows:

1. Substitutes must be at the midfield line. Unlimited substitutions for all age groups will be allowed with the consent of the referee. There is no substitution limitation.

a. Either team may substitute at any stoppage of play, with the referee's permission (this is FIFA.)

b. When a player has been cautioned (recommended but not required) as this would be a good teaching moment.

c. Substituted players may return to play in the game.

2. Offsides will be enforced for 2011 (U9) and above.

3. Number of players on the field (including goalie):

2011-2010 (U9-U10) 7 x 7

2009-2008 (U11-U12) 9 x 9

2007-2005 (U13-U15) 11 x 11

4. Heading is not allowed for 2011 (U9), 2010 (U10), and 2009 (U11). If in the referee's opinion a player intentionally heads the ball the result shall be an indirect free kick to the opponent at the spot of the infraction . If the header is in the box it will result in an indirect free kick just outside the box.

5. Match Lengths

Preliminary Games will consist of two halves of equal length with the following time frame:

2008 (U12) through 2011 (U9) will play 25 minutes each half.

2005 (U15) through 2007 (U13) will play 30 minutes each half.

Final Games will consist of two halves of equal length with the following time frames:

2011-2010 (U9-U10) will play two (2) 25 minute halves with two (2) 5 minute overtime periods, golden goal. In the event the game is still tied, the game will go to penalty kicks.

2009-2008 (U11-U12) will play two (2) 30 minute halves, with two (2) 5 minute overtime periods, golden goal. In the event the game is still tied, the game will go to penalty kicks.

2007-2005 (U13-U15) will play two (2) 35 minute per halves, with two (2) 5 minute overtime periods, golden goal. In the event the game is still tied, the game will go to penalty kicks.

6. The Directors reserve the right to adjust game length for conditions beyond their control. See Weather/Reschedule section below.

The game clock will not be stopped because of injury to any player, except if deemed necessary by the referee. Due to the time allowed for the completion of all games, the clock should run continuously.

Specific Laws of the Game

1. No overtime will be played during preliminary games.
2. Red cards will be administered as per FIFA laws of the game. Any player or coach who receives a red card will have their player/coach card confiscated by the referee.
3. A player or coach sent off for a second caution will not be allowed to play for the remainder of that game and their next game.

Un-served red cards and game reports will be forwarded to their appropriate State or National organizations.

4. Build Out Line for 7v7 Only

a. A line shall be painted on each end of the field, from touch line to touchline, that is mid-distance between the top of the penalty box and the halfway line. This line shall be known as the "build out" line, sometimes called "blue line".

b. When a goalkeeper gains control of the ball with their hands, then all opposing team players must promptly move beyond the build out line until the ball is put into play. Once all of the players for the opposing team have moved beyond the build out line, the goalkeeper can pass, throw, or roll the ball into play. The goalkeeper may not punt or drop kick the ball. Once the opposing team has retreated behind the build out line, and the ball is put into play, (i.e. the ball is released by the goalkeeper), the opposing team can cross the build out line and play resumes as normal.

1.) The same rules apply for a goal kick. Once the ball goes out of bounds, beyond the goal line, the opposing team must move beyond the build out line. After a goalkeeper, or player taking the goal kick kicks the ball, the opposing team can cross the build out line and play resumes as normal.

c. If a goalkeeper punts or drop kicks the ball, an indirect free kick shall be awarded or as otherwise provided in the Laws of the Game.

d. Goalkeepers may put the ball into play prior to the opposing team's players moving beyond the build out line but by doing so accepts the positioning of the opponents and the consequences of how play resumes.

e. If any foul from the opposing team is committed behind the build out line, the opposing team must move beyond the build out line before the foul kick is taken.

f. If the infraction occurs within the build out line to the goal line, all opposing players will stand behind the build out line or 10 yards away from the ball, whichever is further.

Game Balls

The home team will supply the game balls for all games. Balls used must be FIFA approved.

The game ball size for 2008 (U12) - 2011 (U9) is size 4.

The game ball size for 2005 (U15) -2007 (U13) is size 5.

Player Equipment

Shin guards are mandatory and must be covered by a sock.

Shirt/jerseys will be tucked into players shorts at all times.

In the event of a color conflict, the home team (first team listed on schedule) will change color.

Match Schedules

Each team will play a minimum of 3 games.

Referees will be USSF certified.

It is the intent of the tournament to provide a three person referee system for the 2005-2007 (U13-U15) birth years. All others will be a one person referee system.

Forfeits

Failure to complete a match, or a team leaving the field during play, will result in forfeiture.

No team that has forfeited a game will be declared a group or wild card winner. The team winning by forfeit will be awarded a 4 – 0 score, with the winning team having the 4 and the opponent's score being zero. This score will be the official score in case goal differential is necessary.

The Tournament officials reserve the right to decide all matters concerning a forfeit.

In no case will a team which has forfeited a game be declared a group winner or wild card.

If a team arrives more than 15 minutes late for a match and the match cannot be played, the Tournament Committee, at their discretion, may declare the game to be a forfeit depending upon the situation.

A team failing to field the proper number of players at the scheduled time, or at any time during the match, will forfeit the game.

7v7 teams must field (5) players

9v9 teams must field (7) players and

11v11 teams must field seven (7) players.

The scores of forfeit games in this manner will be scored as described above in this paragraph.

Procedures for Determining a Winner

Both coaches and the game referee will sign the game card certifying the final score which will then be delivered to a designated location by the coach or team designee of the winning team. In the event of a tie, the home team is responsible for delivering the game card to the designated location.

Site scorer will be responsible for updating scoreboard.

Posted scores will reflect a maximum goal difference of four (4).

Bracket standings, leading to championship play, will be determined on the following basis:

1. Standings and Tie-breakers

No overtime periods will be played for Preliminary games.

Each team will be awarded three points for a win, one point for a tie, and no points for a loss. In the event of ties in the group standing, the following procedure will determine the group winner:

- a. Team with the most wins (if tied go to step b).
- b. Winner of the game played between the tied teams. (If three or more teams are tied for the group lead, Step 2 is by-passed, go to Step c). Tie breakers do not reset
- c. Highest number of total NET goals (goal differential). Maximum goal differential per game is four (4).
- d. Fewer total goals allowed (gross).
- e. Penalty kicks (FIFA laws of the game). If both teams advance, the Tournament Director will decide the opponents at the next level of play.

2. The selection of a wild card team, if required, shall be determined as follows:

- a. Non-group winner with the most total points.
- b. Non-group winner with the most wins.
- c. Winner of the game, if applicable, played between the tied teams.
- d. Goal Differential (See #3 in Standings Paragraph above)
- e. Fewer total goals allowed (gross).

f. Penalty kicks (FIFA laws of the game, see definition below). If both teams advance, the Tournament Director will decide the opponents at the next level of play.

Placement of the Wild Card teams is at the discretion of the Tournament Committee

3. Penalty Kick Elimination

When Semi-Final and Final matches are still tied after overtime (see overtime times in the Laws of the Game above) the FIFA laws of the game for Penalty Kicks apply.

Coin flip will determine who will go first (visiting team calls).

Five penalty kickers per team.

The most goals scored after five kicks for each team wins the game.

If the score remains tied, teams will alternate shooters until there is an unmatched goal between the teams.

After all eligible players on the field of play have taken kicks; teams will start with their first kickers again and in the same order.

Games interrupted in the first half

If the first half has not been completed and the game is stopped, every effort will be made to complete the game, or play to completion at least the first half and record the score as final.

Games shall be considered completed if the first half has concluded. The score at the stoppage of play will be the final game score.

Games interrupted after the completion of the first half

Games will continue if time permits or, if time or other issues, as determined by the tournament, do not permit the game to continue, the current score at the time when the game is terminated will be the final score.

Note: if necessary, game lengths may be shortened to accommodate scheduling requirements. It is the responsibility of each coach to check Tournament Headquarters for any reschedule information.

In the event that rescheduling is not possible, and game cancellations create a situation where teams within the division are unable to play an equal number of qualifying games, the group winner will be determined on the basis of awarding the average tournament points earned in the other games to teams that were unable to complete an official game, followed by the tie breaking procedure if necessary. The team with the highest average points will be declared the

winner of the group. In the event there is a tie which cannot be resolved by point averaging, the advancing team will be determined by a coin toss, or penalty kicks, per FIFA as directed by the Tournament Directors.

Match and Score Reporting

Scores will be posted as quickly as possible. The winning team is responsible for bringing the game card to the designated location immediately after the conclusion of each game. In the event of a tie, the home team is responsible for bringing the game card to the designated location. Coaches should report any discrepancies to Headquarters prior to their next game.

If wildcards need to be determined, coaches need to report their score immediately after their Sunday morning games. Wild cards will be determined at the site as indicated on that division's schedule.

Protests and Disputes

Protests must be presented in writing to the tournament site Headquarters within 30 minutes of completion of the game and must be accompanied by a fee of \$100 in cash.

Referee judgment will NOT be a basis for protest.

Coaches wishing to file a protest shall notify the referee of this intention as soon as possible but not later than 5 minutes after the conclusion of the game in question. The Protest Committee's decision is final.

Standards of Conduct and Discipline

Disciplinary action taken against a coach will be levied in the next game in which he/she coaches the team playing at the time of the original infraction, or to the next game coached if the violation occurred during the last game for that team. If additional behavior problems occur, the Directors reserve the right to levy additional discipline up to and including expulsion from the Tournament.

All participants in the Tournament will be expected to maintain high standards of conduct during their stay in the Lodi area. These standards are expected of players, parents, referees, and other guests in the hotels and motels; keeping noise in the hallways to a minimum, refraining from kicking soccer balls inside any of the buildings, and being respectful of the property of others. Should it come to the attention of the Tournament Directors that a person (or persons) has failed to observe these guidelines; the Director reserves the right to take remedial action. Said action, depending upon the circumstances, may range from a warning, a

reduction in points in the standings, or banning that team and/or all teams in its club from future participation in the tournament.

There shall be no dissent between players, parents and/or coaches and the referee. Questioning a referee is considered dissent. All coaches are responsible for the actions of his or her spectators, specifically verbal abuse of referees. Such abuse will NOT be tolerated. Violation may result in forfeiture of the game and/or expulsion from further play.

Any player or coach ejected from a game will be ineligible to participate in the next scheduled game (a minimum of one game suspension depending upon the severity of the offense). The player/coach pass is to be turned in to the referee headquarters immediately following the initial suspension game. If dismissed in the last game, card will be returned to the appropriate state association.

Any player or coach who receives an accumulation of two (2) yellow cards in the same game must sit out the next game.

All coaches will remain within 20 yards of the centerline on their half of the field, on the side opposite of both team's spectators.

Spectators/parents may be ejected from the park for improper conduct, at the discretion of the referee or tournament officials. Artificial noisemakers are not permitted.

Dogs (except for service dogs) are not permitted at any tournament location.

The following are not permitted during the tournament: alcoholic beverages, smoking, and verbal abuse.

Persons ejected due to any of the above situations must leave the site immediately.

Report of Disciplinary action taken against any team will be reported to that team's provincial or:

1. For United States teams, the procedure for notifying the Federation Organization Member of that team of disciplinary action taken or required will be followed.
2. For CONCACAF teams, the tournament committee will notify the US Soccer Federation guidelines of disciplinary action taken, and that the Federation will transmit national association.

Awards

All 2005 (U15) through 2011 (U9) ages will receive first and second place individual awards after the final game at a location to be communicated at a later date.

Inclement Weather Procedures

The Tournament Committee and/or Director reserves the right to delay the start of a game, reduce the length of the game, or terminate a game. All teams must abide by the tournament weather/field conditions policy. Head coaches only may come to the Tournament HQ only after the weather delay for further information.

Cancellations

If the Tournament is cancelled due to events beyond the control of the Tournament Committee, the Tournament will not be required to make any financial remuneration.

Waiver

By entering this tournament, every participant agrees to accept the jurisdiction of the Tournament Committee or its members, the Soccer Club, its Board of Trustees and employees, Lodi Complex and their respective employees, the United States Soccer Federation, US Club in all matters of dispute. No official, coach, club, league, referee, player or their representative may invoke the aid of the Courts of any political or governmental entity without first exhausting all available remedies within the appropriate affiliated soccer organizations as set forth in these rules, the Constitution and Bylaws of the Ohio Travel Soccer League, the Constitution and Bylaws of the United States Soccer Federation, the Constitution and Bylaws of the United States Youth Soccer Association, and the Constitution and Bylaws of the US Club. For violation of this rule, the offending party shall be subject for all expenses incurred by these associations and/or their officers, as appropriate, in defending each court action, including, but not limited to, court costs, attorney(s) fees and reasonable compensation for all time and expenses.

General

Coaches are required to bring player cards to every game.

Any team(s) found to have a player participating for more than one team during the tournament will result in forfeit of all the games that player participated in.

If a game is temporarily suspended due to weather problems, field conditions, or other situations beyond the tournament's control, each team (coach) involved must check with their site's tournament headquarters. Have players go their cars during a weather delay. No one will be allowed on the fields until the weather conditions are favorable to resume.

The tournament director's interpretation of the foregoing rules/regulations shall be final.

The tournament director(s) reserves the right to decide on all matters pertaining to the tournament.