

## Rules for the 2024 Ohio Travel Cup

**Tournament Headquarters** - North Coast Premier Soccer Complex-Seville, OH

**Tournament Director** – Marcie Schwartz

**Tournament Administrator** - Dawn DiCicco

**Dates of Tournament** – 10/5/24 and 10/6/24

**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

Foltz Park (Ehrnfelt Soccer Complex), 15677 Foltz Industrial Parkway, Strongsville, OH 44149

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

**Team Check In and Eligibility** –

All accepted teams will be required to check in prior to the start of the tournament. Check in procedures will be communicated to accepted teams via email.

The following will be 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 cannot be added after team check in has occurred.* Please make sure all names, signatures and dates of birth are on one sheet. Do not upload each player individually on a form as the platform is unable to accommodate that large of a file. The names of the players on the liability form **MUST** match the names of the players on the official league roster. If there are 13 players on the liability form, those same 13 players and **ONLY** those same 13 players **MUST** be on the official league roster.

2. **Copy of an official league roster** listing ALL players and coaches participating in the tournament. This document must have photos and dates of birth for each player. US Club carded teams combining players from age appropriate teams must submit only **ONE**

tournament roster. *This can be obtained from your registrar.* We will no longer be accepting **multiple** rosters with participating players highlighted/non-participating players crossed out. For example, if you are bringing 4 players from your blue team and 4 players from your white team, you cannot upload 2 individual rosters with players crossed out who are not participating. However, if you are only bringing players from your blue team, but **NOT ALL** players are participating in the tournament, you can cross those players out. Only **ONE** roster should ever be either uploaded. If a coach is not on the roster, their current picture identification card/coach pass with a photo MUST be uploaded. **PLEASE NOTE THAT ROSTERS MUST BE UPLOADED AS A PDF. TEAMS SHOULD NOT BE ENTERING PLAYERS ON THE ROSTER THROUGH THE GOT SPORT REGISTRATION PLATFORM / ROSTER BUILDER.** The names of the players on the official league roster MUST match the names of the players on the liability form. If there are 13 players on the official league roster, those same 13 players and only those same 13 players MUST be on the liability waiver. OSA carded teams combining players from age appropriate teams should ask your registrar for a tournament roster. For a sample of an OHTSL/US Club official roster, please go to [www.ohtsl.com](http://www.ohtsl.com), click on TOURNAMENTS, then OHIO TRAVEL CUP and refer to TOURNAMENT DOCUMENTS.

**3. APPROPRIATE GUEST PLAYER REQUIREMENTS FROM YOUR LEAGUE OF PLAY:** A guest player for the purposes of the Ohio Travel Cup 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 OSA carded team and an OSA carded player cannot guest on a US Club carded team. **For the purposes of this tournament, a carded player within your community playing on a different age appropriate team is NOT considered to be a guest player. PLAYER PASSES FOR GUEST PLAYERS MUST BE UPLOADED AT THE TIME OF TEAM CHECK-IN**

For US Club carded teams, log onto the US Club site ([www.usclubsoccer.org](http://www.usclubsoccer.org)), click RESOURCES, then scroll down/click on BYLAWS, POLICIES & GUIDELINES, 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 upload a copy of the form for team check in. Guest players MUST be handwritten on the bottom of the US Club roster you will upload. There is a spot on the bottom that says GUEST PLAYERS. **You MUST upload the guest player card when you check the team in and a copy must be brought to all games.**

\*For Ohio Soccer Association carded teams, you will need to complete the OSA Carded Tournament Guest Player Permission online form located at [www.ohio-soccer.org](http://www.ohio-soccer.org). Click on ADMIN, then under COMPETITIVE ADMINISTRATION click on FORMS and then TOURNAMENT TEAM REGISTRATION AND GUEST PLAYER PASS. Follow the directions noted on this page. **You MUST upload the guest player card when you check the team in and a copy must be brought to all games.**

**4. 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 upload 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 certificates expire after 3 years); that each parent, guardian or other person having care or charge of an individual participating in the Ohio Travel Cup has received the Ohio Department of Health Concussion Information Sheet and that each team participating in the Ohio Travel Cup has made coaches and parents aware that athletes who are suspected of sustaining a concussion MUST be removed from practice or play; that they are prohibited from returning to play (game or practice) on the same day the athlete is removed on suspicion of having sustained and concussion AND that the athlete may return the following day if cleared IN WRITING by a physician (MD or DO) or other authorized healthcare provider that they did not sustain a concussion. Further explanation of this requirement can be located at [www.ohtsl.com](http://www.ohtsl.com). Click on INFO/GUIDELINES AND PROCEDURES/WAIVERS.

5. 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 upload the following at check in:

A signed copy of the Ohio Travel Cup Cardiac Arrest Requirement Forms 1 and 2, 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 (watching the required video and reviewing the required informational handout) AND that they possess a copy of the Required Signature Form for Athlete and Parent 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 indicating that they have reviewed the training materials provided by the Ohio Department of Health (watching the required video and reviewing the informational handout). Further explanation of this requirement can be located at [www.ohtsl.com](http://www.ohtsl.com). Click on INFO/GUIDELINES AND PROCEDURES/WAIVERS.

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.

**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(2013) 5th grade player can play U12(2013), U13(2012) and U14(2011); however, a U12(2013) 6th grade player can play U12(2013), U13(2012), U14(2011) or on an 8th grade U15(2010) team.**

## **Format and Rosters**

2016-2015 (U9 and U10) teams will play a 7 v 7 format

2014-2013 (U11 and 12) teams will play a 9 v 9 format

2012-2010 (U13 and U14/15) teams will play an 11 v 11 format

Team rosters will be limited to 18 players for teams playing 11 v 11

Team rosters will be limited to 16 players for teams playing 9 v 9

Team rosters will be limited to 14 players for teams playing 7 v 7

***NO changes to your roster (or any check in documents) can be made after 9/30/24. If you need to make any changes once documents have been uploaded, you must send an email to Tournament Administrator Dawn DiCicco at events @ohtsl.com to advise her what changes you would like to be made. To reduce the chance of a change being required, it is recommended that you add any player who MAY be able to play that weekend as long as you do not exceed your maximum roster. Please take into account any injuries that may occur, requiring additional players.***

## **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 teams' spectators. Field marshals will communicate which side is the coach's side if questions arise. Spectators are not permitted behind the goals. (It's the coaches' responsibility to remove spectators from the area)

## **Player Credentials and Uniforms**

Current picture identification cards/player passes issued by your team's governing league for players and coaches are to be brought to all matches. **The actual cards/passes MUST be brought to every game in the event a card is issued, requiring confiscation of the card.**

Jersey numbers of each player must be different. If both teams have the same color jerseys, the home team will be responsible to change.

## 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. Offside will be enforced for all ages. Offside is played at the center midfield line **NOT the build-out line.**

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

2016-2015 (U9-U10) 7  
2014-2013 (U11-U12) 9  
2012-2010 (U13-U15) 11

4. Heading is not allowed for 2016 (U9), 2015 (U10), and 2014 (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. For U10 and U11 players "playing up", it is the responsibility of the coach to monitor the player. Coaches are responsible if the player heads the ball, not the referees.

5. Match Lengths

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

frame: 2013 (U12) through 2016 (U9) will play 25 minutes each half.

2010 (U15) through 2014 (U13) will play 30 minutes each half.

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

2016-2015 (U9-U10) will play two (2) 25 minute halves with two (2) 5-minute overtime periods. In the event the game is still tied, the game will go to penalty kicks.

2014-2013 (U11-U12) will play two (2) 30 minute halves, with two (2) 5-minute overtime periods. In the event the game is still tied, the game will go to penalty kicks.

2012-2010 (U13-U15) will play two (2) 35 minute halves, with two (2) 5-minute overtime periods. 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.

7. Teams should warm up in an area close to the field where they are scheduled to play, there is no field warm guaranteed. The referee will blow his/ her whistle to let the teams know if it's game time and they're not ready. The clock will start running at game time!

### **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 and will not be permitted to play the remainder of that game and their next game. A player or coach sent off for a second yellow card (which becomes a red card) will also not be permitted to play the remainder of that game or their next game.

Un-served red cards and game reports will be forwarded to appropriate State organization.

3. 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.

c. 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.

d. 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.

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

f. 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.

g. 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 2013 (U12) - 2016 (U9) is size 4.

The game ball size for 2010 (U15) -2012 (U13) is size 5.

### **Player Equipment**

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

In the event of a color conflict, the home team (first team listed on schedule) will change color. Teams should bring two different color shirts to every game.

The keeper should always have three (3) different color shirts.

### **Match Schedules**

Each team will play a minimum of 3 games (if possible).

Referees will be USSF certified.

It is the intent of the tournament to provide a three-person referee system for the 2012-2010 (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.

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 game cannot commence until at least one approved coach is present on the sideline.

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.

## **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 scorers will be responsible for updating scores online.

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 points (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 needed) will 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 Tournament Director*

### 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 Director.

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**

No protests will be accepted.

## **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. 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.

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

## **Awards**

All divisions 2010 (U15) through 2016 (U9) will receive first and second place individual awards after the final game at a location to be announced 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 canceled 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, 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 to 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**

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 to 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 reserves the right to decide on all matters pertaining to the tournament. Any questions regarding these rules should be directed to the Tournament Director.

