

## 2025 OHIO INDOOR TRAVEL CUP TOURNAMENT RULES

**TOURNAMENT DATES:** March 7th-9th, 2025

**TOURNAMENT LOCATION:** NC SOCCER CLUB, 5661 Stow Road, Hudson OH 44236

Please note the facility has 3 boarded field (Fields # 1-3) and 1 non-boarded (Field #4) field.

### **ROSTERS:**

Maximum roster size is as follows:

U9 to U10 / 2016-2015 - 14 players

U11 to U12 / 2014-2013 – 16 players

U13 to U14/15 / 2012-2010 – 18 players

### **TEAM CHECK IN:**

**All accepted teams will be required to check in 30 minutes prior to the start of the team's first scheduled game. The following will be required for team check in:**

1. **Completed Ohio Indoor 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 (keeping in mind maximum roster numbers) 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. 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 provide 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 provide 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 presented. The coach who will be coaching the team during the tournament must also be on the roster. 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 **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 a US Club official roster, please go to [www.ohtsl.com](http://www.ohtsl.com), click on TOURNAMENTS, then OHIO INDOOR 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 Indoor Travel Cup is defined as a player from outside your community. A player carded within your community who plays on a different age appropriate team, but is added to your tournament roster for the tournament is NOT considered to be a guest player. Teams are allowed a maximum of two (2) guest players. Please note that a US Club carded player cannot guest on an Ohio Soccer Association carded team and an Ohio Soccer Association carded player cannot guest on a US Club carded team.

\*For US Club carded teams, log onto the US Club site ([www.usclubsoccer.org](http://www.usclubsoccer.org)), click RESOURCES on top, then scroll down and click OTHER, 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 hand in. You MUST also provide a copy of the guest player's player card/pass at the time of check in.

\*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. Follow the directions noted on this page. You MUST provide the player card/pass for the guest player when you check the team in.

**4. CONCUSSION CERTIFICATION:** The Ohio Indoor Travel Cup requires compliance with the Return to Play law. To monitor compliance, we require that each team entering into the Ohio Indoor Travel Cup provide the following at the time of team check in: A signed copy of the Ohio Indoor 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 Indoor Travel Cup game. Concussion certifications expire 3 years after the date of issue.

**5. LINDSAY'S LAW COMPLIANCE:** The Ohio Indoor 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 Indoor 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 Indoor 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 Indoor Travel Cup Cardiac Arrest Requirement Form 2 executed by the head coach or manager of each team, who also serves as the designated Ohio Indoor 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 Indoor Travel Cup game. In the event that these requirements are not fulfilled by a tournament team at the time of check in, the Ohio Indoor 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 can only play on one team during the course of the tournament.** Any team(s) found to have a player participating for more than one team during the tournament will forfeit all games that the player played in.

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.

***If combining players from different age appropriate skill level teams from within your community, this information MUST be noted on the registration form. For example, if you are combining players from your D2 team with players from your D5 team, you MUST indicate that you will be bringing X amount for players from the D2 team and X amount of players from the D5 team. Also, please note that combined teams will be bracketed based on the skill level of the higher team, unless the number of players from the higher level team is less than 2.***

#### **BRACKETING:**

Teams are bracketed based on information provided on the registration form and by record information located on league or indoor facility websites.

## **GAMES:**

U9 to U12 (2016-2013) plays 6 players plus a goalie

U13 to U14/15 (2012-2010) plays 5 players plus a goalie

**\*U11-U15 teams assigned to play on Field #4 will play 7 players plus a goalie\***

Each participating team will play a minimum of three games.

Ties will stand in the preliminary rounds.

FIELDS #1-3: If the score of a championship game is tied, there will be a five (5) minute 3 v 3 sudden victory round of play started by a drop ball from the referee. If the score is still tied after the sudden victory round of play, the game will continue for five (5) more minutes as a 2 v 2 sudden victory round of play (golden goal).

FIELD#4: If the score of a championship game is tied, there will be a five (5) minute 4 v 4 sudden victory round of play started by a drop ball from the referee. If the score is still tied after the sudden victory round of play, the game will continue for five (5) more minutes as a 3 v 3 sudden victory round of play (golden goal).

## **LENGTH OF GAMES:**

**All preliminary games consist of one (1) 25-minute period with a running clock.** All finals will consist of two (25) minute halves. All teams must be ready to start on time and must exit the field and bench area immediately at the conclusion of a game to allow quick and easy access to teams who will be playing in the subsequent game. No warm up time is allowed on the field; however, teams should assemble in close proximity to the field at least 10 minutes prior to the scheduled start time. Teams who are not ready to begin on time will forfeit. No injury time will be added to games as there is a running clock.

## **UNIFORMS:**

All players shall wear similar jerseys (goalies excluded). All uniforms shall be numbered. All participating teams must have either a second color jersey or plinnies to change into in the event that two teams are wearing similar colors. If this is the case, the home team must change jerseys. The first team listed is the home team. **NO OUTDOOR CLEATS/SHOES ARE PERMITTED TO BE WORN ON ANY FIELDS. ONLY INDOOR SHOES CAN BE WORN.** Outdoor cleats/shoes have raised nubs or ridges on the sole, while indoor shoes have a flat, non-marking sole.

## **FOULS AND MISCONDUCT:**

The referee is responsible for calling all fouls. All decisions made by the referee are final. If in the opinion of the referee, the foul is of such a nature as to warrant additional punishment other than a free kick, a two (2) minute blue card can be issued, as well as a shootout.

Boarding is an automatic blue card, with a shootout.

Shootout – the referee will set up the field like the diagram below. The player with the ball may dribble or shoot the ball. Once the whistle is blown, all players can engage.



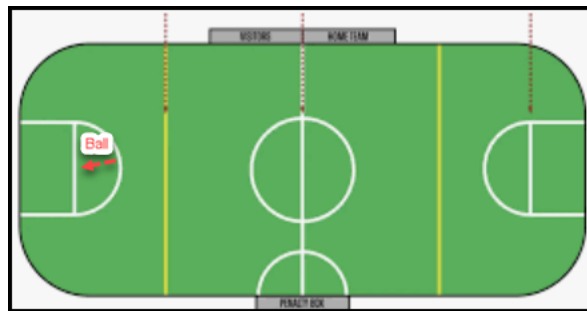
Any player who receives a two (2) minute penalty will proceed immediately to their team's bench to serve their punishment. If the opposing team scores during the shootout or scores a goal during the penalty time, the player is able to re-enter the game.

Dissent to the referee during the issuance of any card will elevate the card one (1) level (blue goes to yellow and yellow goes to red). Also, additional time may be added to the penalty. All players and coaches are expected to cooperate with the referees and play within the spirit of the game. Again, all decisions made by the referee are final. RED CARDS ARE FINAL AND WILL NOT BE OVERTURNED.

**VIOLENT CONDUCT/SERIOUS FOUL PLAY:**

Any player or team official can and will be ejected from a game for **violent** conduct such as striking, fighting, assaulting an official or verbal abuse of an official. That player or team official shall be suspended for the remainder of the tournament and may be subject to punishment deemed appropriate by the league in which the team plays. Any player or team official ejected from a game for a straight red card must leave the soccer area and proceed to the lobby. That player or team official shall serve a suspension for the remainder of the game that the infraction took place, as well as the following game.

Penalty Shot – If the foul occurs in the penalty area, the referee will place the ball on the line as indicated in the below diagram.



**THREE LINE VIOLATION:**

**The three-line violation is only applicable to games being played on Fields #1-3.** There is NO three-line violation on Field #4. A three-line violation occurs when the ball travels from one attacking side to another in the air. If it travels in the air without **touching any player prior to crossing** the third line, it's a violation.

**GOALKEEPER POSSESSIONS:**

The outdoor pass back rule will be in effect during all sessions. On any occasion, when a player deliberately kicks the ball to his/her own goalkeeper, the goalkeeper is NOT permitted to touch it with his/her hands.

Goalkeepers have five seconds to distribute the ball after recovering from making a save. If the goalkeeper maintains possession of the ball for longer than five seconds, a free direct kick shall be awarded from the top of the arc.

There shall be NO punishment (time penalty) for a goalkeeper kicking or punching the ball over the perimeter wall when making a save.

**RESTARTS AND SUBSTITUTIONS:**

Restarts must be taken within five (5) seconds of being instructed to do so, either by whistle or verbal command.

All kicks are direct.

Opponents must allow the required 10 feet from all restarts. Intentional encroachment is a 2-minute blue card penalty (NOT A SHOOTOUT)

**SUBSTITUTIONS ON THE FLY:**

FIELDS #1-3: May be made as long as the player coming off the field has crossed the dotted kick-in line immediately in front of his own bench prior to the player coming into the field of play. The goalkeeper may also be substituted without notifying the referee, providing the substitute goalkeeper is wearing a goalkeeper jersey. The game must not be delayed due to substitutions. Please enter and exit the field through the doors. DO NOT jump over the boards.

FIELD #4: Must wait in the center area off the field and await the referee's acknowledgement (just like outdoors).

**GUARANTEED SUBSTITUTIONS:** The referee must delay the restart of play to allow completion of substitutions on the following occasions:

- A. After a goal has been scored
- B. After a time penalty has been awarded
- C. When time has been stopped for an injury
- D. Prior to the start of the second half or overtime periods

**SLIDE TACKLING:**

No slide tackling is permitted at any age.

**BALL OVER THE PERIMETER WALL:**

When the entire ball passes over the perimeter wall along the touchline it is considered out of play and shall be kicked in from the point where the ball goes out of play.

**BALL HITTING CEILING:**

If the ball hits the ceiling, it will be played from/approximately from where the ball touched the ceiling. (Ball should be placed directly down from where the ball hit the ceiling). The placement is based on referee discretion. The end and/or side netting is always out of play; however, if the ball hits the glass, the ball remains in play.

**HEADING:**

Heading is not permitted for U9-U11 /2016-2014. If in the referee's opinion a player intentionally heads the ball, the result shall be a direct free kick to the opponent at the spot of the infraction. If the header is in the box, it will result in a direct free kick just outside the box.

**OFFSIDE:**

There is no offside on ANY field.

**FORFEITS:**

There is a two (2) minute grace period for a team to field enough players (full complement minus 2). If a team does not have enough players to field a team after the grace period expires, the team without enough players will forfeit (4-0).

**DIVISION CHAMPIONSHIP:**

Teams will be awarded three (3) points for a win, one (1) point for a tie and zero (0) points for a loss. Round robin winners will be determined as follows, however if multiple teams, placement does not reseed (even after one team is eliminated):

1. Most points
2. Head to head (This does not apply if three (3) teams are tied)
3. Best goal differential (Four (4) per game maximum)
4. Least goals allowed (Six (6) per game maximum)
5. Sudden death shootout

**AWARDS:**

All champions and finalists will receive awards.

**PROTESTS:**

Protests will not be acknowledged. Questions regarding a player's eligibility must be brought to the attention of the tournament director prior to the conclusion of the game in question.

**INJURIES:**

All injuries incurred during a game must be reported to the tournament director immediately. At the time the injury is reported, an incident report must be completed.

**TOURNAMENT DIRECTOR:** Christian von Albrecht (chris@ohtsl.com)

**TOURNAMENT ADMINISTRATOR:** Dawn DiCicco (events@ohtsl.com)

**\*\*\*TOURNAMENT DIRECTOR RESERVES THE RIGHT TO DECIDE ANY/ALL CONCERNS OR CIRCUMSTANCES NOT COVERED BY ABOVE\*\*\***