

Rules for the 2022 Capital City Cup Sponsored by Northwest FC

The Capital City Cup is open to all registered USYSA, US Club, and USSF affiliates. All teams must be currently registered with their state, national or provincial association and in good standing. The tournament is open to boys and girls teams from U8 to U15.

I. TOURNAMENT HEADQUARTERS

Tournament headquarters will be at the shelter at Spindler Park.

II. ELIGIBILITY

A. Roster Sizes:

1. U8 - U10 (7v7): Teams are limited to fourteen (14) players identified at Registration.
2. U11 & U12 (9v9): Teams are limited to sixteen (18) players identified at Registration.
3. U13-U15 (11v11): Teams are limited to eighteen (18) players identified at Registration.
4. Players may not participate with more than one team in this tournament or switch to another team during the tournament.
5. **The roster totals include guest players.**

II. REGISTRATION AND DOCUMENTATION

All registration materials that will be provided by each team via the **Got Soccer** Upload Registration and must be completed by August 6, 2022. All forms requested by the Capital City Cup will be available for download. There will be no on-site registration and uploading documents via Got Sport is the only method for registering a team. For questions regarding registration, please email:

Registration: nwfccapitalcitycup@gmail.com

1. All rosters will be frozen at the deadline date.
2. All teams and players will determine their ages per the USSF/USYSA age guidelines.
3. A player may not be rostered to more than one team.

C. Ohio Teams:

1. One copy of the **Official Stamped & Validated Roster** (the roster is considered frozen once sent).
2. A copy of the **Validated Player Cards**, both sides, of all rostered players and guest players.
3. A copy of the **Validated Coach Pass Card(s)**, both sides, for each coach. There is a maximum of three (3) coaches per team.
4. Medical Release forms are not required for registration, but recommended if a child is traveling without a parent. Please be sure to have any necessary medical forms with your team manager, coach or parent representative.

5. A copy of the **Guest Player Roster** which must be approved and validated by the state in which the player is registered. Please consult the state association where the player is from to obtain that form.
6. A copy of the **Guest Player Card(s)**, both sides, for each guest player. There is a maximum of three (3) guest players per team.
7. A copy of **Team Contact Information (available on website)**

B. USYSA Teams:

1. One copy of the **Official Stamped & Validated Roster** (the roster is considered frozen once sent).
2. A copy of the **Validated Player Cards**, both sides, of all rostered players and guest players.
3. A copy of the **Validated Coach Pass Card(s)**, both sides, for each coach. There is a maximum of three (3) coaches per team.
4. Medical Release forms are not required for registration, but recommended if a child is traveling without a parent. Please be sure to have any necessary medical forms with your team manager, coach or parent representative.
5. A copy of a **Travel Permit** if your team is from outside of the Ohio Soccer Association.
6. A copy of the **Guest Player Roster** which must be approved and validated by the state in which the player is registered. Please consult the state association where the player is from to obtain that form.
7. A copy of the **Guest Player Card(s)**, both sides, for each guest player. There is a maximum of three (3) guest players per team.
8. A copy of **Team Contact Information (available on website)**

C. US Club Teams:

1. One copy of the **Official Stamped & Validated Roster** (the roster is considered frozen once sent).
2. A copy of the **Validated Player Cards**, both sides, of all rostered players and guest players.
3. A copy of the **Validated Coach Pass Card(s)**, both sides, for each coach. There is a maximum of three (3) coaches per team.
4. Medical Release forms are not required for registration, but recommended if a child is traveling without a parent. Please be sure to have any necessary medical forms with your team manager, coach or parent representative.
5. A copy of a **Travel Permit** if your team is from outside of the Ohio Soccer Association.
6. A copy of the **Guest Player Roster** which must be approved and validated by the state in which the player is registered. Please consult the state association where the player is from to obtain that form.
7. A copy of the **Guest Player Card(s)**, both sides, for each guest player. There is a maximum of three (3) guest players per team.
8. A copy of **Team Contact Information (available on website).**

C. Coach Concussion Awareness Training:

1. A coach must have a copy of Coach Concussion Certificate pursuant to Ohio's "Return to Play" law – O.R.C. 3707.511 ©(1)
2. **ALL COACHES MUST HAVE CONCUSSION AWARENESS TRAINING:** please go to <https://www.cdc.gov/headsup/youthsports/training/>

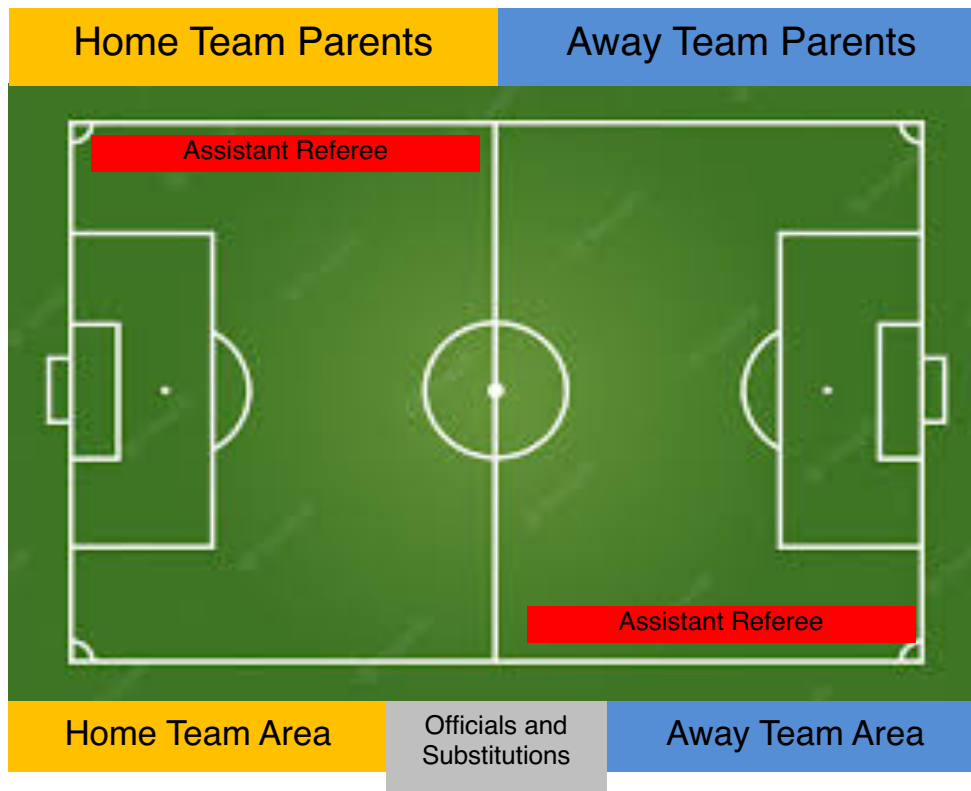
D. A Special Note About Guest Players:

A guest player must be carded through the same association as your team. In other words, if your team is using USYS cards, the guest player must have a USYS card. They MAY NOT have a US Club Card. If a team is rostered through US Club, the guest player must have a US Club Card. They MAY NOT have a USYS card. In addition, if the guest player is not on your roster, they are considered a GUEST PLAYER and It doesn't matter if they play for your club. If they are rostered on another team, they are a GUEST PLAYER. Please pay close attention to this or your player may be ineligible. These the two situations above cause considerable complications and stress. We don't want to put you or your player in an undesirable situation.

III. OVERALL GAME/VENUE CONDUCT

Players and coaches will be on the same side of the field, within a reasonable distance from the centerline of their half of the field. Spectators, including everyone not listed as a player or coach for the teams will be on the opposite side of the field as their team. **Respect each other's space.**

No one should be behind the goal lines. Players who are sent off (red card) during a game may not play in the next game. They may sit with their team but cannot dress in uniform. Coaches may be given cautions or sent off. Coaches who are sent off cannot participate as a coach or a spectator in their team's next game. An ejected coach may not be in the vicinity of the playing field during the sanctioned game. Harassment of the officials from coaches, spectators or players will not be tolerated.



Pre-Game:

No warm ups in the goal box. There will be no pre-game coin toss, Home team will have the ball and away team will choose what side they want to defend.

A. Sideline Behavior:

1. **NO** alcoholic beverages are allowed in the park or the parking lot of any of the game sites. Your team will be subject to forfeiting one game.
2. **NO** smoking in the park or the parking lot of any game sites. Your team will be subject to forfeiting one game.
3. Any player or coach ordered off the field by the referee for misconduct may be suspended from at least the next game, as determined by the Tournament Committee. The Tournament Committee shall review each incident based on the report of the referee. The Tournament Committee's decision with respect to any suspension shall not be subject to review or appeal.

B. Standards of Conduct:

All participants will be expected to maintain high standards of conduct during their stay. These standards are expected of players, referees and other guests, both while in hotels and at the fields: refrain from kicking soccer balls against or within a building, being respectful of the property of others. If the Tournament Director becomes aware that these guidelines have been violated, the Director reserves the right to proceed with an appropriate sanction: a warning, reduction in points in the standings, or banning the team or club from future participation in the tournament.

IV. LAWS OF THE GAME

International Rules (FIFA/USSF) apply with the following exceptions:

1. Substitutes must be at the mid-field line.
2. Substitutions may be made with consent of the referee
 - After a goal by either team.
 - Before any goal kick.
 - Before a throw-in by either team provided the team taking the throw-in is making a substitution on the throw-in.
 - At the beginning of any period of play.
 - After an injury, by either team, when the referee stops play.
 - After a caution, the cautioned player may be substituted for.

A. Game Format:

- U8/U9/U10 (7v7): Two 25-minute halves, Size 4 Ball (Offside will be called and we will have the build out line incorporated).
- U11/12 (9v9): Two 30-minute halves, Size 4 Ball.
- U13/U14/U15 (11v11): Two 35-minute halves, Size 5 Ball.

B. Halftime:

Half-time will be three (3) minutes.

C. No Heading Rule For All U8-U11

Players are prohibited from deliberately striking a soccer ball with any portion of their head (aka heading). The rule is as follows:

- If a U11 or younger player engages in heading a soccer ball during the tournament, the parents /guardians and the player accept the risk and/or peril of doing so.
- When a player deliberately strikes the ball with his/her head during the tournament , Referees and Assistant Referees of that game must consider the act to be Dangerous Play and handle the matter accordingly as an infraction of the laws of the games.
- An Indirect Free Kick (“IFK”) is awarded to the opposing team from the spot of the infraction.
- If the infraction is within the goal area, the IFK should be taken on the goal area line parallel to the goal line at the point nearest to where the infraction occurred.
- If the ball makes contact with the player’s head and the player has not deliberately played or attempted to play the ball, they play should continue as no infraction has occurred.
- A player shall not be cautioned or sent-off for persistent infringement, as a result of a heading infraction.
- A player shall not be cautioned or sent-off for denying an obvious goal scoring opportunity as a result of a heading infraction.

D. No Punting/Drop Kicking Rule For All U8-U10 (7v7 Format)

If heading or keeper punting occurs an Indirect Free Kick (“IFK”) is awarded to the opposing team at the spot of the offense. If the offense occurs within the goal area, the IFK is to be taken on the goal area line parallel to the goal line at the nearest point to where the infringement occurred.

E. Buildout Line for 7v7 Games:

1. A line shall be painted on each end of the field, from touchline 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 (“BO”) line.
2. When a goalkeeper gains control of the ball with their hands, then all opposing team players must promptly move beyond the BO line until the ball is put into play. Once all of the players for the opposing team have moved beyond the BO line, the goalkeeper can pass, throw, or roll the ball into play. The goalkeeper may not punt or drop kick the ball. After the ball is put into play, (i.e. the ball is released by the goalkeeper), the opposing team can cross the BO line and play resumes as normal.
3. The opposing team must also move behind the BO line during a goal kick.
4. If a goalkeeper punts or drop kicks the ball, an indirect free kick shall be awarded as otherwise provided by in the Laws of the Game.
5. The BO line will also be used to denote where offside can be called. A player shall not be penalized for an offside offense between the halfway line and the build out line. Players shall be penalized for an offside offense between the build out line and the goal line.
6. Goalkeepers may put the ball into play prior to the opposing team’s players moving beyond the BO line, but by doing so, accepts the positioning of the opponents and the consequences of how play resumes.

F. Game Balls:

The home team will supply the game ball.

G. Total Matches:

Each participating team will play a minimum of three (3) matches. All finalists will receive individual awards. The first-place team for a group, based on points or tie breakers, as described below, will play the first-place team for the other group for the division championship. All games played, including crossover games and games counted due to forfeit, will be counted in point totals. Ties will stand in all games except championship matches. In championship matches, overtime rules apply, see below. A final game is considered the third (3rd) preliminary game if the team does not advance to the championship. Otherwise, it is the Championship game.

H. Referees:

- U8-U10 shall play with one referee.
- U11-U12 shall play using a two (2) referee system.
- U13-U15 shall play with three (3) referee system.

I. Safety:

- The referee’s decision as to the safety of a player is final.

- All players must wear shin guards. No metal-rimmed glasses or jewelry of any kind will be permitted.
- Casts, splints or body braces made of a hard substance in its final form such as leather, rubber, plastic, plaster or fiberglass must be covered on all exterior surfaces with no less than 1/2 inch thick, high-density polyurethane, or an alternate material of the same thickness and similar physical properties to protect the injury.
- A medical release for the injured player signed by a licensed physician must be available at the game site. Players may not play with these casts without the approval of the Referee.

V. DISCIPLINE FOR MISCONDUCT

In accordance with FIFA policy there shall be no dissent between fans, players and/or coaches and the referee. Questioning a referee's call is considered dissent. All coaches are urged to solicit the support of their fans in monitoring and enforcing this policy. The use of noisemakers such as air horns, cow bells, whistles, loud oral whistling, etc. During a game is prohibited and considered unsportsmanlike conduct. The referee may suspend play until the offending noise stops.

Any player or coach ordered from the field (red card) by the referee for misconduct shall be suspended from the next game. No substitution will be permitted for an ejected player. All red cards will be turned to their respective teams except in cases involving assault, by the end of the team's last tournament game. A team representative will be required to sign for receipt of the card which will be forward to OSYSA along with a report of the incident. Such behavior may result in forfeiture of the game and/or expulsion from further play.

VI. FORFEITS

A grace period will be extended to ten (10) minutes beyond the scheduled kickoff time or the completion of the proceeding game; whichever is later, before a forfeit is declared. 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 wild card or group winner. The team winning by forfeit will be awarded 3 points for a win. The score for the forfeited game will be posted as 3-0. Any forfeited game will result in that team not proceeding to any playoff rounds!

VII. PLAYER PASSES

Coaches are required to bring player passes to every game. Player and coaches' passes are inspected by the referee or marshal before the start of every game.

VIII. STANDINGS

Each team will be awarded three (3) points for a win, (1) one point for a tie, and zero points for a loss. In the event of ties in the standings, the following procedure will determine the group winner.

1. Team with the most points wins (if tied go to step B).

2. Winner of the game played between the tied teams (if three or more teams are tied go to step 3).
3. Highest number of total net goals (goal differential). The maximum goal differential is three (3) goals per game.
4. Fewest total goals allowed.
5. Penalty kicks will be used when there is a tie to determine if a team is going to a semi-final or championship round game (FIFA Laws of the game until a winner is decided). Shootouts will be conducted Sunday morning at Spindler Park. Shootouts will start at 7:30 am. Teams should check in at HQ for field location. Coaches will be notified as soon as possible Saturday evening. For those teams tied and need to determine their third and final game of the tournament, a coin flip will be used. Coaches will be notified as soon as possible on Saturday evening.

IX. OVERTIME IN GROUP SEMI-FINAL GAMES & FINALS GAMES

- **Semi-finals that end in a tie will go directly to a Penalty Shootout. No overtime.**
- FINALS: There is NO golden goal rule.
- FINALS: U8 through U15: Two (2) 5-minute periods until completion.
- U8 through U19: If the teams are tied by the end of the second overtime period, the match will be determined by penalty kicks in conformity with FIFA Laws of the Game.
- Only players on the field at the end of the second overtime period are eligible for penalty kicks. Coin flip will determine who will go first (visiting team calls).

X. PROTESTS

No protests will be accepted.

XI. PLAYER UNIFORMS & EQUIPMENT

A player's uniform shall consist of a shirt, socks, shin guards and footwear. Cutoffs will not be allowed in lieu of uniform shorts. No slider pants will be allowed to excessively show under any uniform shorts. No jewelry shall be worn during match play.

Players with soft & padded hard casts below the elbow are eligible to play coupled with the decision of the center referee and/or Tournament Director.

Teams must wear numbers on their shirts. Each player must have a different number, and this must be the same as listed on the official tournament roster. In the event of a color conflict, the home team will change colors. The home team is the first team listed on the schedule. Goalkeepers will wear colors which distinguish them from the other players on both teams and the referees. The appearance of players is a vital extension of the game. Players must wear shin guards; socks must be pulled up over the shin guards and shirts are to be always tucked in during the games.

XII. SCORING

Scoring will be posted on-line at www.northwestfc.org. At the conclusion of the match, team officials (manager or coach) must report to the referees to confirm the score and verify and sign the official game report. Once signed by both coaches it is considered final. Upon the commencement of semifinal or final play, all prior scores will be considered final.

Caution and ejections will be clearly noted on the scorecard and tracked by the referee coordinator, Head of scoring and/or Tournament Director. Yellow cards on Saturday do NOT carry over to Sunday.

XIII. WEATHER

If a game is suspended/delayed due to weather, field conditions, or other situations beyond the tournament's control, after the completion of the first half, that game shall be considered complete and official. If a game is temporarily suspended for any of the foregoing reasons before completion of the first half, each team will be notified through the tournament committee for instructions. No one should retake the field or re-start the game until all of the lightning and thunder or other hazardous weather has left the area. Specifically, no one should retake the field for a minimum of 30 minutes after the last lightning is seen or thunder is heard, or the dangerously high winds have passed. For every new lightning strike or thunder, the 30- minute delay clock restarts.

If an audible tornado warning is heard, the game will be delayed, and the fields cleared. Everyone should immediately go to a safe shelter. We reserve the right to shorten any games to complete matches during the tournament weekend to ensure the safety of all players, coaches and spectators.

XIV. GENERAL

The Tournament Director's interpretation of the foregoing rules and regulations shall be final. The Tournament Director reserves the right to decide on all matters pertaining to the tournament. During any time of tournament (registration or play), if a team pulls out without finding a replacement for that team, they lose any money paid.