



August Cup TOURNAMENT RULES

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1. GENERAL TOURNAMENT RULES

- 1.1. All decisions of the referee are final and binding. The Tournament Director reserves the right to decide on all matters relative to the tournament and their decisions are final. Protests will not be considered.
- 1.2. The Tournament Director reserves the right to make the following changes in the event of inclement weather:
 - 1.2.1. Relocate and/or reschedule a match
 - 1.2.2. Reduce scheduled duration of a match
 - 1.2.3. Change division structure
 - 1.2.4. Cancel a match
 - 1.2.5. Cancel any or all games
 - 1.2.6. Cancel the Tournament due to inclement weather
- 1.3. Under no circumstances whatsoever will the Tournament Committee, the host clubs (Maryland Rush Montgomery Soccer Club and Maryland Soccer Foundation) or any official sponsor, or MSYSA be responsible for expenses (including tournament entry fee) incurred by any team. This includes a situation where the tournament or any game(s) is cancelled in whole or part.
- 1.4. Refund Policy
 - 1.4.1. If the tournament is cancelled in its entirety, meaning no games have kicked off for the event, after all tournament expenses have been paid the Tournament Committee will determine **if** any refund can be given
 - 1.4.2. If the event is cancelled in part, the Tournament Committee reserves the right to refund teams with a credit towards future events. Any potential refunds will be determined after the conclusion of the tournament.
 - 1.4.3. If the tournament is cancelled due to weather or other unforeseen circumstances, there is no guarantee of refunds.
- 1.5. Withdraw Policy
 - 1.5.1. Applied Teams Withdraw before Acceptance:
 - 1.5.1.1. Teams withdrawing from the event before acceptances are issued via e-mail, will be issued a full tournament refund. The tournament is not responsible for any hotel or additional costs incurred by the team.
 - 1.5.2. Accepted Teams Withdraw after Acceptance:
 - 1.5.2.1. Payment must be received in full before a team will be accepted
 - 1.5.2.2. Teams withdrawing from the event after being accepted will not be refunded.
- 1.6. Inclement Weather Policy
 - 1.6.1. In case of inclement weather, the Tournament Director may reduce the length of any game by 50 percent (no halftime break except to switch ends



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of the field). In addition, in the event inclement weather forces cancellation of a game after at least 20 minutes of play, the game is official and the score at the point of cancellation is the final score. If a game is halted before 20 minutes has been played, the Tournament Director has discretion to recommence the game instead of a new start. Moreover, any game halted before 20 minutes has been played, and weather or field conditions prohibits play to continue **after a delay of 90 minutes**, the Tournament Director has discretion to consider the score of the game at the point of cancellation final. The decision on whether a game has been canceled or will be recommenced if weather improves (and if the referee agrees to resume play) is made by tournament officials and communicated via the Field Marshal. The Tournament Director may cancel preliminary game(s) that have no bearing on the selection of division winners. Regardless of weather conditions, coaches and their teams **MUST** appear at the field of play ready to play as scheduled unless officially notified not to appear by the Tournament Director. Failure to appear (unless notified) results in forfeiture of the game.

1.6.2. The Maryland SoccerPlex has a lighting detection system. All teams must adhere to the lighting detection policy/warnings. Failure to comply with this policy and/or instructions from Tournament Staff or Maryland SoccerPlex staff may result in a team's forfeit, expulsion from the facility or both.

1.7. Hotel Policy

1.7.1. All out of town teams are mandated to book any hotel reservations through Montgomery County's Convention and Visitors Bureau (CVB), aka MoCo Sports, to insure their place in the tournament. Any teams that do not comply will be at risk of forfeiting their acceptance.

1.7.2. For Hotel Information visit
<http://www.augustcup.com/Default.aspx?tabid=1230728>

1.7.3. Please send an email to our Tournament Director at director@augustcup.com if you have any questions.

1.8. Maryland Soccerplex Policy

1.8.1. NO PETS ALLOWED WITH THE EXCEPTION OF SERVICE ANIMALS

1.8.2. NO SMOKING

1.8.3. NO ALCOHOLIC BEVERAGES

1.8.4. NO OUTSIDE FOOD OR BEVERAGES PERMITTED

1.8.5. NO WARMING UP OR PLAYING ON CLOSED FIELDS

1.8.6. NO WARMING UP IN GOAL MOUTHS

1.8.7. DO NOT MOVE OR REMOVE FIELD EQUIPMENT (GOALS, CORNER FLAGS, WATER COOLERS, ETC.)

1.8.8. PARK ONLY IN DESIGNATED SPACES. THE TOURNAMENT COMMITTEE AND THE HOST CLUBS ARE NOT RESPONSIBLE FOR TICKETING OR TOWING.



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1.8.9. NO ARTIFICIAL NOISE-MAKERS

1.8.10. DEPOSIT ALL TRASH IN GARBAGE CANS PROVIDED

1.8.11. NO DRONES

1.8.12. The Tournament Committee has the authority to remove any person(s) from the tournament for abuses in conduct. 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.

2. TEAM ELIGIBILITY AND REGISTRATION

2.1. Teams are required to check-in prior to the start of the tournament. Please check the tournament website for the check-in procedure.

2.2. Documents Needed for Check-in:

2.2.1. Current official USYS State, US Club, AYSO, SAY, or other US Soccer entity governing body approved roster.

2.2.1.1. Teams may use their team roster for the current seasonal year, the next seasonal year, or either seasonal year.

2.2.2. Player identification cards for each individual participating player, issued by the same organization as the team roster, with picture permanently attached.

2.2.2.1. A team's roster and player passes must be issued by the same governing body. For example, if you use a US Club roster, all the cards must be US Club. If you use USYS roster, all the cards must be USYS

2.2.3. Medical release form for each individual participating player.

2.2.4. Permission to Travel Forms (if needed).

2.2.5. Guest players must have credentials from either the current seasonal year, the next seasonal year, or either seasonal year. Guest Player passes must match the roster, US Club card = US Club roster, USYS card=USYS roster. No mixing and matching of US Club and USYS cards.

2.3. Each team must be registered with a National Soccer Association affiliated with the United States Soccer Federation or their national equivalent and possess and present a valid state / provincial or national association roster.

2.4. Online registration will be available.

2.5. Teams from the United States

2.5.1. Player identification cards authorized by the team's Federation Organization Member will be required as proof of age. Players who do not present a valid player pass will not be allowed to play.

2.5.2. USYS teams registered outside of Region 1 must have a copy of the approved Permission to Travel or Notification to Travel form, as required



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by their host association, to participate (see below for list of State Associations in the Region 1)

Region 1 State Associations	
• Connecticut Soccer Assoc	• New Jersey Youth Soccer Assoc
• Delaware Youth Soccer Assoc	• New York West Youth Soccer Assoc
• Eastern New York Youth Soccer Assoc	• Pennsylvania West State Soccer Assoc
• Eastern Pennsylvania Youth Soccer Assoc	• Soccer Rhode Island
• Soccer Maine	• Vermont Soccer Assoc
• Maryland Youth Soccer Assoc	• Virginia Youth Soccer Assoc
• Massachusetts Youth Soccer Assoc	• West Virginia Soccer Assoc
• New Hampshire Soccer Assoc	

2.6. Teams from Outside of the United States

- 2.6.1. Players must present passports at Team Check-In, or if traveling from a nation that the United States does not require a passport, proof of entry into the United States.
- 2.6.2. Teams are required to have player identification cards.
- 2.6.3. Teams must present travel forms completed from their Provincial or National Assoc approving participation.

2.7. A properly validated team roster containing player names and dates of birth **must be present at all games. The team roster must be presented if requested by any tournament official.** Failure to produce the roster will result in a forfeit. A question of roster ineligibility must be brought to the Field Marshal and/or Tournament Director’s attention at least 20 minutes prior to the start of the game.

3. GAME FORMAT & ROSTER SIZES

3.1. Participation is open to accepted teams meeting the roster limit and player age limit as defined by US Soccer Guidelines and the tournaments’ permission to host.

Age Bracket	Game Format	Roster Size (Maximum)
U09 and U10	7 v 7	14 players
U11 and U12	9 v 9	16 players
U13 thru U19	11 v 11	22 players



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- 3.2. Teams that use the 22-man roster **can only dress a total of 18 players per game**. All players over the 18 designated players must remain on the spectator side of the field during the games.
- 3.3. A maximum of six (6) guest players are allowed. All guest players are required to have the same information included on the roster as the 'original' team members.
- 3.4. A player may be rostered to play **on only one team** during the duration of this tournament
- 3.5. Teams must receive tournament approval before submission of the tournament application to play up, play down or play in an age group of the opposite gender. Teams found to have violated this rule after the application deadline date may be disqualified without refund.
- 3.6. The Tournament Committee reserves the right to combine age groups if necessary.**



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4. LAWS OF THE GAME

- 4.1. All tournament matches will be played in accordance with "The Laws of the Game" as issued by FIFA except as modified by these rules in this document.
- 4.2. All referees will be USSF certified. A one-referee system will be used for all U09-U12 matches. A three-referee system will be used for all U13-U19 matches.
- 4.3. Heading Rules for U11 and Younger
 - 4.3.1. Heading the ball is prohibited in U11 games and younger. At age group divisions U11 and younger, whenever the ball strikes a player in the head, play is stopped. If deliberate, then the proper restart is an indirect free kick to the opposing team. If this occurs within the goal area, the indirect free kick should be taken on the goal area line parallel to the goal line at the point nearest to where the infringement occurred. If the play by the head is deemed inadvertent, then the proper restart is a dropped ball.
- 4.4. Build-Out Line (7v7 – U9 and U10)
 - 4.4.1. These lines allow for goalkeepers to pass, throw or roll the ball out from the defensive third of the field to his/her teammate in a less pressured setting.
 - 4.4.2. When the goalkeeper has possession of the ball, either during play or for a goal kick, the opposing team must move and remain behind the build out line until the ball is put in play.
 - 4.4.3. The goalkeeper is not required to wait until the opposing team is behind the line to put the ball in play.
 - 4.4.4. The goalkeeper can pass, throw, or roll the ball into play.
 - 4.4.5. **PUNTING AND DROP KICKS ARE NOT ALLOWED.** If the goalkeeper punts or drop kicks the ball, restart is an indirect free kick on the penalty area line parallel to the goal at the nearest point to where the infringement occurred.
 - 4.4.6. The ball is considered in play as soon as it leaves the goalkeepers possession, at which time play resumes as normal.
 - 4.4.7. Offsides



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4.4.7.1. 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 hallway line and the build out line. Players can be penalized for an offside offense between the build out line and goal line.

5. EQUIPMENT, UNIFORM AND FIELDS

- 5.1. Casts will be allowed at the discretion of the referee for each match.
- 5.2. In the event of a uniform conflict the HOME team must change. The Home Team is listed first on the schedule.
- 5.3. Teams must be at the fields 20 minutes prior to the scheduled kick-off. Regardless of weather conditions, coaches and teams must appear on the field ready to play as scheduled, unless otherwise directed by the Tournament Director. Failure to appear will result in forfeiture of the game, as only the referees and/or tournament committee can postpone or cancel a match

6. SIDELINES

- 6.1. Coaches and players will share the same side of the field as designated by the Field Marshal. All spectators will take up a position on the **OPPOSITE** side of the field during the time that the match is in progress.
- 6.2. Coaches, players and spectators for all participating teams must remain on their respective sides of the field during the time of the match. Behavior of spectators associated with the team remains the responsibility of the coach. The referee and Field Marshal are authorized to remove any spectator whose behavior, in their opinion, interferes with the play of the game.
- 6.3. On small sided games being played on **grass** fields, coaches, players and spectators will occupy the same side of the field. There will be no coaches, players or spectators permitted in between grass fields.
- 6.4. No coaching will be permitted within 18 yards of the goal line or behind the goal line. Coaches, players or spectators are not permitted to stand behind the goal line at any time during the time the match is in progress.
- 6.5. Only coaches, assistant coaches, team managers and players listed on the approved team roster will be permitted on the players side of the field during each game (see exception above regarding small-sided games played on grass fields).
- 6.6. Alcoholic beverages will not be permitted at any tournament site; violators will be subject to criminal prosecution.



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7. START OF PLAY

- 7.1. A 7v7 match that cannot field five (5) players at the scheduled start time of a match shall forfeit the match.
- 7.2. A 9v9 match that cannot field five (6) players at the scheduled start time of a match, shall forfeit the match.
- 7.3. A 11v11 match that cannot field five (7) players at the scheduled start time of a match, shall forfeit the match.
- 7.4. If there is **no** referee present at the starting time of the scheduled start time, the Field Marshal will contact tournament HQ.
- 7.5. Player passes and roster must be present at the field for the duration of every game.
- 7.6. The home team is responsible for providing the game ball.

8. DURATION OF MATCHES

- 8.1. ALL MATCHES WILL START ON TIME.
- 8.2. The duration of halves is listed below.
- 8.3. The referee is the official timekeeper of the match. During the preliminary matches there will be no injury time allowed.

Age Bracket	# of Players	Half Duration	Halftime Length	Ball Size
U09 – U10	7 v 7	25 minutes	5 minutes	Size 4
U11 – U12	9 v 9	25 minutes	5 minutes	Size 4
U13 – U14	11 v 11	30 minutes	5 minutes	Size 5
U15 – U19	11 v 11	35 minutes	5 minutes	Size 5

- 8.4. All preliminary games will remain a tie.
- 8.5. In semi-final and final matches, if regulation play ends in a tie score, the following steps will be taken:
 - 8.5.1. The tie will be broken by penalty kicks in accordance with FIFA tiebreaker rules.
 - 8.5.2. Only the players on the field at the end of regulation will be eligible to participate in penalty kick procedure.



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- 8.5.3. The players from each team must stay on the field of play and will meet at the center at the end of the game.
 - 8.5.4. Captains will meet for the coin toss to decide who kicks first.
 - 8.5.5. Referee decides which goal will be used.
- 8.6. In the event of an injury, make up time will not be awarded. The clock will continue to run and the game will resume once the player has left the field. If the duration of the game runs out of time while the injury is still in progress, the score will stand as final.

9. SUBSTITUTIONS

- 9.1. Substitutions can be made at any stoppage with the permission of the referee.

10. FAILURE TO SHOW AND FORFEITS

- 10.1. A game may not start with fewer than the required minimum number of properly uniformed players on each team. The minimum number of players for a game is as follows:
 - 10.1.1. Five (5) for any small sided (7v7) match,
 - 10.1.2. Six (6) for any small sided (8v8/9v9) match,
 - 10.1.3. Seven (7) for any full-sided (11v11) match.



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- 10.2. 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.
- 10.3. A team shall have a five (5) minute grace period from the scheduled kick off time to take the field before the match is awarded to their opponent as a 3-0 forfeit win.
- 10.4. If a team, through the actions of its players, coaches, and/or spectators is the cause for a termination of a game, the match will be awarded to their opponents as a 3-0 forfeit win.
- 10.5. No team that forfeits a game will be eligible to play in a championship final match without the permission of the Tournament Director. All forfeits will be recorded as three (3) points for the win and the score will be recorded as 3-0 or at the discretion of the Tournament Director.

11. DIVISION WINNERS

- 11.1. At the end of the tournament, the division winner shall be the team with the most points in their group.
- 11.2. Division standings will be decided by the following point system:
 - 11.2.1. Win +3 points
 - 11.2.2. Tie +1 point
 - 11.2.3. Loss +0 points
- 11.3. Tie-Breaker system after division play to determine wild cards, first and second place winners, in the order listed below:
 - 11.3.1. When the tie-breaker system is used, the criteria are followed in order until one or more team is determined at any given step. The criteria then starts over again at the top of the tie breaker system with the remaining teams. Rules are repeated until a winner is determined
 - 11.3.2. Total points ties within divisions and/or brackets will be broken by the following tiebreakers in order:



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Tie-breaker order	
1.	Head-to-head competition during the tournament of the two teams tied. (Disregard if more than two teams are tied— NEVER revert back to this tiebreaker if more than two teams are tied.)
2.	Most wins
3.	Team with the highest goal differential. A maximum differential of five (5) goals per match will be counted.
4.	Fewest goals against
5.	Shutouts
6.	Goals for
7.	Least Red Cards
8.	Penalty Kicks

When determining a tie breaker between more than two teams, start with "2" above and proceed through tie breaking procedures until a team is eliminated. Once a team is eliminated, **DO NOT** revert back to the first tie breaker with the remaining teams.



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12. CONDUCT, WARNINGS, EJECTIONS

- 12.1. If a player is ejected from a match – red card or two yellow cards in the same match by the referee – the player must sit out the remainder of that match plus his team’s next tournament match. No substitution will be made for the ejected player during the match that the red card was issued.
- 12.2. Two yellow cards to the same player in the same match equal a red card and will result in immediate ejection from that match.
- 12.3. Any player who accumulates three (3) yellow cards during the tournament must sit out the very next game that his/her team is to play in the tournament. For example, if a player receives a yellow card in game #1, another in game #2, and then another card in game #3, the player will have to “sit out” game #4, regardless of whether game #4 is a semi-final or Final. This policy is in addition to the existing rule that states that a player who receives two yellow cards (resulting in a “red card” being given) during any one game must “sit out” the very next game.
- 12.4. A coach sent off from a match will not be allowed near the field for the remainder of that match and for his team’s next match.
- 12.5. Players, coaches and spectators are expected to conduct themselves within the letter and the spirit of “The Laws of the Game.” Any displays of temper and/or dissent are cause for removal from the game and surrounding field area. The Site Coordinator has the authority to remove any person(s) from the tournament for abuses in conduct. 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
- 12.6. The tournament committee reserves the right to suspend or cancel game play due to circumstances deemed necessary, including but not limited to, misconduct of any team representatives including players, coaches, and spectators. This can additionally result in a team being disqualified from the remainder of the tournament. A written complaint will be filed with the team’s state, provincial, or national Assoc (if applicable.)

12.7. HARRASMENT OF ANY TOURNAMENT OFFICIALS (INCLUDING REFEREES) FROM COACHES, PLAYERS OR SPECTATORS WILL NOT BE TOLERATED AND WILL RESULT IN THE IMMEDIATE AND PERMANENT REMOVAL FROM THE FACILITY AND THE TOURNAMENT.



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- 12.8. In the event of assault / abuse on a game official the game may be terminated, and 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
- 12.9. Coaches are responsible for their players, parents and guests on the sideline. No team or club official may enter the field of play regardless of the circumstances unless that person has been given permission to enter the field of play by the referee. Because of the seriousness of such instances, red cards issued after the end of regulation play or as a result of physical assault are subject to review by the Tournament Director and more strenuous penalty, which is not subject to appeal, may be employed.
- 12.10. Report of Disciplinary Action:
- 12.10.1. For United States teams, the tournament will notify the Federation Organization member of that team of the disciplinary action taken or required.
- 12.10.2. For Foreign teams, the tournament committee will notify the US Soccer Federation of Disciplinary action taken, and the Federation will transmit the disciplinary action taken or required to the team's provincial or national Assoc

13. CONCUSSION POLICY

- 13.1. Pursuant to State law, coaches, referees, medical staff, licensed health care provider (includes certified athletic trainers) must remove from play, an athlete exhibiting the signs and symptoms of a concussion during practice or a game. If the player leaves the field of play for evaluation, a substitution can be made in that moment. Once a coach, referee, or licensed health care provider removes an athlete from a game, the decision cannot be overturned. Once the athlete is removed from play for symptoms of a concussion the player, is not permitted to return to play until he or she has been assessed by a physician or licensed health care provider trained in the assessment of concussions and received written clearance, signed by the physician or licensed health care provider. This written clearance must be submitted to, and approved by, a tournament director before the athlete is permitted to return to play.



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14. GAME AND SCORE REPORTING

- 14.1. Each tournament field will have an assigned Field Marshal provided by the home-team responsible for the reporting of the final game report to the site or tournament headquarters, which includes the match score and cards issued. They will ensure that the scores of each game and subsequent cards are reported to the site and tournament headquarters at the end of every game.
- 14.2. The Field Marshal will obtain signatures from the referees, home and visiting team official representative (coaches or manager) to verify all the information reported on the game report.
 - 14.2.1. Once the team official representative has verified and signed the official game report that information will stand as reported and will not be modified

15. PROTESTS AND DISPUTES

- 15.1. Decisions by referees regarding the outcome of the game are final and may not be appealed; any decisions by the Tournament Director or Tournament Committee deciding a protest or dispute are final and may not be appealed.
- 15.2. An inspection of player eligibility must be made by the official team representative (which consists of the coaches and managers listed on the official roster provided to the tournament) prior to a game starting with the referee, Field Marshal or Tournament Director. If a player is ruled ineligible, that game will be forfeited, and the player will be prohibited from participating in the remaining games of the event. The Tournament Director reserves the right to determine the fate of the teams remaining participation in the tournament and the teams' official standings in the tournament

16. PROBLEMS / QUESTIONS

- 16.1. In the event of a problem, or if a team has a question about the tournament, they should first check with the Field Marshal at their respective field location. The Field Marshal will check periodically with the Tournament Headquarters and can handle most problems. The tournament Director will ultimately decide all issues not resolved on the field locations. Decision of the Tournament Director is final.