



1) GENERAL RULES

a) Unless modified by this set of rules, all games shall be played in accordance with the most current IFAB Laws of the Game. All decisions of the referee are final and binding. The Tournament Committee, the Adidas Preseason Clash (hosted by Club Champions League and a National Clubs Alliance member event), and the Virginia Youth Soccer Association will not be responsible for any expenses incurred by any team or club if the tournament is canceled in whole or part. Any team that cancels their registration for the tournament before acceptances are sent out will receive a full refund if the Adidas Preseason Clash staff has received written notice. *Any team that cancels after acceptances have been sent out will not receive any refund of fees under any circumstances unless authorized by the Adidas Preseason Clash Director.* The Tournament Committee reserves the right to decide on all matters about the tournament, and its judgment is final. Any team that disregards any decision by the Tournament Committee (including inclement weather policy) will be automatically dropped from the tournament and forfeit all remaining games. Neither the Tournament Director, the Club Champions League, National Clubs Alliance, Tournament Sponsors, or coaches of host teams are responsible for any expenses incurred by any team if the tournament is canceled in whole or in part due to inclement weather, adverse field conditions, or circumstances beyond the Tournaments control. The Adidas Preseason Clash will provide a 75% refund if we are forced to cancel this event.

b) First-place medals or trophies will be presented to Champions (1st place winners in each age group) in the U9 through U19 age groups. Runners-up/Finalists will receive a finalists award.

2) AGE AND ELIGIBILITY

a) Participation in the Adidas Preseason Clash is open to US Youth Soccer, US Club Soccer, USSA, and internationally accepted teams with the appropriate roster size based on a specified division. The U13, U14, U15, U16, U17, U18, and U19 teams can bring a total of twenty-two players on their approved roster. The U11 and U12 rosters comprise sixteen (16) or fewer players. The U9 and U10 rosters have twelve (12) or fewer players. Players must have been born during or after the birth year. Each team must be registered and in good standing with their national organization or state soccer association and present a valid state roster. Player registration cards duly authorized by a team's sanctioning organization will be required as proof of age. **PLAYER PASSES MUST BE PRESENT AT THE FIELD FOR THE DURATION OF EACH GAME.**

b) No player shall play for more than one team during the tournament unless approved by the Adidas Preseason Clash Director before the event. A player cannot play on multiple teams in the same age group, regardless of gender.

c) Players must participate on their primary team (or secondary if the primary team is not playing) if they are registered for the tournament. Players can join as secondary carded player if their primary team is not registered in the tournament. Exception: players can participate on another team from within their club as a "club-pass player" and not be considered a guest player. However, the Adidas Preseason Clash Director must approve a "club-pass player" before the event.

d) All US Youth Soccer teams (other than those from the East Region) MUST have a copy of the Permission to Travel form approved and signed by a duly authorized State Representative. US Club Soccer teams are not required to present a travel form. All International teams must have appropriate International Permission to Travel forms.



3) ROSTERS

- a) Each team must upload to GotSport through The Adidas Preseason Clash event registration its sanctioning organization's official team roster (stamped by its sanctioning organization) and match approved player passes in PDF. Guest players will be written in at the bottom of the official team roster. All guest players must have a matching approved player pass.
- b) Each team must enter a GotSport Online Event Roster through The Adidas Preseason Clash event registration. The GotSport Online Event Roster must match all players listed on the official team roster PDF, including guest players.
- c) The Adidas Preseason Clash Director will review the official team roster, guest players, and GotSport Online Event Roster. The Director will cross-reference the PDF uploads and the Gotsport Online Event Roster before approval of the roster. Once approved, this will designate the official check-in for the team, and no on-site check-in is necessary. Note 1: teams will not know if their GotSport Online Event Roster has been approved, as the GotSport system does not notify teams upon approval. Teams can email the Adidas Preseason Clash Director to confirm roster approvals. Note 2: The Adidas Preseason Clash will send communications to teams that have not been approved. At this time, those teams must complete an on-site check-in at the tournament tent at each venue.
- d) Once all documents have been uploaded and the GotSport Online Event Roster approved, the team is eligible to participate in the event, and these rosters shall govern.
- e) The Adidas Preseason Clash Director, Referees, Field Marshals, or Event Staff will inspect rosters before the start of each match. If a player or roster is in question, the inspection may require player passes to be checked.
- f) The Adidas Preseason Clash may require additional information through its strategic partners and sponsors. Any request for details must be submitted.
- g) Roster Sizes:

U13 through U19

11v11; 22 players (only 18 players may be in uniform and eligible to play in each match)

Rosters will be checked and approved before the start of each match.

U11 through U12

9v9; 16 players

Rosters will be checked and approved before the start of each match.

U9 through U10

7v7; 12 players

Rosters will be checked and approved before the start of each match.

4) GUEST PLAYERS

- a) This tournament is not intended as a tryout event.
- b) A team may use no more than five (5) guest players, which the Adidas Preseason Clash Director must approve. Rosters with guest players are limited as follows (all guest players full name, birth date, and player pass number must be written at the bottom of the official roster that is uploaded to GotSport):



- 1) U13 through U19 teams may not have more than 22 players on their roster, which the number includes up to five (5) guest players. Only 18 players may be in uniform and eligible for each match.
- 2) U11 through U12 may not have more than 16 players on their roster, including up to five (5) guest players.
- 3) U9 through U10 may not have more than 12 players on their roster, including up to five (5) guest players.

6) NUMBER OF PLAYERS / FORMAT / FIELD SIZES

- a) U9 through U10 will play 7v7 on fields that are between 75yds in length and 50yds in width.
- b) U11 through U12 will play 9v9 on fields that are between 80yds in length and 55yds in width.
- c) U13 through U19 will play 11v11 on fields that are between 120yds in length and 80yds in width.
- d) A game may not start with fewer than seven (7) properly uniformed players on each team except U9 through U10, which may start with six (6) players. Once started, games may not continue with fewer than seven (7) players per team except U9 through U10, which may not continue with fewer than six (6) players per team.

If a game cannot start or is stopped because a team has fewer than the number of players stated above that team shall forfeit the game.

A team shall have a 10-minute grace period from the scheduled starting time before a forfeit is declared.

- e) A forfeit in the preliminary rounds shall be awarded three (3) points for the win, and the score will be recorded as a 4-0 win.
- f) If a team is a cause for termination of a game, that team will be considered to have forfeited that game.
- g) Teams that have forfeited a game may not advance beyond the preliminary rounds without the approval of the Adidas Preseason Clash Director.

7) SUBSTITUTIONS (including yellow and red cards)

- a) Substitutions without limit may be made with the referee's permission:
 - 1) After a goal has been scored.
 - 2) At the beginning of the second half of play or before the start of an overtime period.
 - 3) At a goal kick by either team.
 - 4) At a throw-in by the team in possession, by either team.



- 5) Limited substitutions may be made with the referee's permission:
 - i) In case of stoppage of play for an injury on a one-for-one basis for the injured player(s).
 - ii) To replace a cautioned player (yellow card).
- 6) No substitutions on corner kicks will be permitted.
- 7) No substitutions may be made for a red-carded player, regardless of the age group. Red-carded players or coaches must sit out the remainder of the match (and leave the field of play, AND beyond a viewable distance of the field of play) and be ineligible to play or coach the next game. If a player or coach is red-carded after the completion of a match, the player or coach must sit out the next game (and will not be at the field of play, AND beyond a viewable distance of the field of play).

8) PROTESTS

THERE WILL BE NO PROTESTS.

9) UNIFORM, EQUIPMENT, AND FIELDS

- a) Players must wear numbers on the back of their uniforms, which shall coincide with those listed on the team's Official roster. This includes the Goalkeeper's uniform. However, a Goalkeeper may not have a number unless approved by the Referee.
- b) Players must wear shin guards per the IFAB Laws of the Game.
- c) The HOME team (listed first on the schedule) will wear light-colored jerseys. The visiting team will wear their darker-colored jerseys. The home team will change their jersey if there is a color conflict.
- d) Check-in time (roster checks) must be completed before the start of the match.
- e) When the referee requests, each team must provide a linesperson.
- f) Regardless of weather conditions, coaches and their teams must appear on the field, ready to play as scheduled. Failure to appear will result in forfeiture of the game. Only referees and the Adidas Preseason Clash Director can postpone or cancel a game.
- g) The U12 and younger teams shall play with a size #4 Adidas match ball, and U13 and older teams shall play with a size #5 Adidas match ball. ***Two Adidas match balls will be provided in a container at the field before the start of each match. It is the responsibility of both teams to place the two match balls back in the container after each game.***
- h) Heading the ball is prohibited in U11 games and younger. Whenever the ball strikes a player on the head, play is stopped. If deliberate, 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.



10) DURATION OF GAMES

a) The following table shows the match length of games and the allotted halftime length for boys and girls preliminary matches, Semifinals, and Finals matches. The Adidas Preseason Clash Director may, at any time, adjust the match lengths to maintain a fluid event with limited to no interruptions:

Below are the group game's match length, halftime, and time block. We will use the Finals/Semifinals/3rd Place/4th Game match lengths and time blocks on the event's last day.

<u>Ages</u>	<u>Match Length</u>	<u>Halftime</u>	<u>Time Block</u>	<u>Finals/Semifinals/3rd Place/4th Game</u>
U9-U10	50 mins	5 mins	1hr 10m	50 mins > 1hr 10m time block
U11-U12	60 mins	5 mins	1hr 20m	50 mins > 1hr 10m time block
U13-U15	70 mins	5 mins	1hr 30m	60 mins > 1hr 20m time block
U16-U19	80 mins	5 mins	1hr 45m	70 mins > 1hr 30m time block

b) In the event of inclement weather forcing the cancellation of a game after at least 20 minutes have been played, the game shall be considered official, and the score at the point of cancellation shall be the final score. Should a game be halted before 20 minutes have been played, it shall be rescheduled for complete replay or another recommenced match length at the discretion of the Adidas Preseason Clash Director. In the event of a semifinal or final tie, overtime shall be played as described: ***Semifinal and Final matches will go straight to Penalty Kicks and follow the IFAB Laws of the Game penalty kick procedure.***

11) GROUPINGS, DIVISION WINNERS, AND WILD CARD TEAMS

Groups

Groups of 3. All teams play head-to-head. Second and third place will play a semifinal for a third game. First place will receive a bye into the final. The winner of the semifinal will play first place in the Final.

Groups of 4. All teams play head-to-head. The top two teams advance to the Final.

Groups of 5. All teams play head-to-head. No final. The top team with the most points is the Champion.

Groups of 6. Two groups of three teams are created. Teams play head-to-head in their group. Group 1 #1 will play Group 2 #2 in a Semifinal. Group 2 #1 will play Group 1 #2 in a Semifinal. Teams that win the Semifinal will advance to the Final. Group 1 #3 will play Group #2 #3 for their third game and be done.

- a) Each team shall be awarded three points for a win and one point for a tie in the preliminary games. The division winner shall be the team with the most points. If two or more teams are tied in group play, the tie-breaking rules are as follows:



- i) **Head-to-head competition (does not apply if more than two teams are involved).**
- ii) **Goal Differential. No more than a five-goal differential will be used in the standings.**
- iii) **Goals Against.**
- iv) **Most shutouts.**
- v) **Goals For.**

vi) Penalty Kicks (PKs). The IFAB penalty kick procedure will be used to determine a winner. Coaches who feel their teams may require penalty kicks to see whom advances should stay in close contact with Adidas Preseason Clash Director throughout Saturday/Sunday so PKs can quickly be organized.

b) In the event of a tie among more than two teams, a tie is broken by the above system, but if the remaining teams still must be decided, those ties will be broken by starting again from the top of the tie-breaking procedure.

c) In the event of a Wild Card team, the team from any division with the highest win/tie total points after the division winners have been determined. In the event of a tie, the above-listed tiebreaker applies. In the initial knock-out round, the wildcard team cannot play a team from their division.

12) GAME AND SCORE REPORTING

a) The Center Referee, Referee Assignor, and/or Field Marshal will ensure that the game report match cards are properly completed and scores are recorded at each game's end utilizing a QR code. Teams may inquire at the tournament tent if there is a question about a score.

b) The Center Referee, Referee Assignor, and/or Field Marshal will ensure that the scorecard is also submitted to the headquarters immediately after the completion of the match. The Event Staff will ensure that all field books are turned in to Tournament Headquarters after the conclusion of the last game on that field.

13. CONDUCT

a) Players, coaches, and spectators are expected to conduct themselves within the spirit of the Law and the letter of the Law. Displays of temper or dissent will cause ejection from the game and the surrounding field area.

b) Both teams (players and coaches) will be on the same sideline. Spectators of both teams will take the opposite side of the pitch. No one will be allowed behind either end line.

c) A player or coach receiving a red card will not be able to participate in the remainder of the current match and will not be able to participate in the tournament game following the game in which the card is issued. The Adidas Preseason Clash Director(s) reserves the right to SUSPEND ANY PLAYER, COACH, OR TEAM FROM THE TOURNAMENT FOR UNRULY CONDUCT.

d) Accumulation of Cards. Any player or coach who receives a third caution card (yellow) during any part of the



tournament will not be allowed to participate in the next game. Yellow cards are set back to nil after divisional/group play. An accumulation of two yellow cards equals a red card, and any player or coach will need to sit out the next game; in this instance, this does equal two yellow cards, and thus, a third yellow means the player or coach will not be allowed to participate in the next game.

e) In the event of assault/abuse on a game official or event official (including referees, referee assignor, field marshals, or event staff), a judiciary hearing shall be convened at an event site designated by the Adidas Preseason Clash Director. All terms described in the USSF Official Administrative Rule Book under Rule 3.2.8, "Suspension for Assault on Official," shall apply. In any event, a player, coach, or other team official charged with assault on a game official is suspended from further participation in the Tournament.

f) Any team disregarding a decision by the referees or the Adidas Preseason Clash Committee to either suspend or cancel tournament play will be disqualified for the remainder of the tournament. Also, a written complaint will be filed with the team's sanctioning organization.

14. REMINDER! HEADING RULE AT AGE GROUP DIVISIONS U11 AND YOUNGER

Whenever the ball strikes a player on the head, play is stopped. The proper restart depends upon whether the player deliberately played the ball with his or her head. If deliberate, 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 in advertent, then the proper restart is a dropped ball.

15. U9 & 10 BUILD-OUT LINES / OFFSIDE / PUNTING

1. Build-Out Line. There will be no build-out line. Instead, when the goalkeeper has possession of the ball in their hands, or they have a goal kick, all defensive players must start at or beyond the top of the penalty box (and no player can stand on the sides of the penalty box closer to the goal). In the event of an infraction, as determined by the referees, the goalkeeper will restart with the ball.

2. Offside. The IFAB Laws of the Game will be used.

3. Punting. There will be no punting of the ball. However, goalkeepers may drop-kick the ball (with the ball hitting the ground before the goalkeeper strikes the ball). In the event of an infraction, as determined by the referees, the opposing team will receive an indirect kick from the top of the penalty box closest to the infraction.

16. TEAM / SPECTATOR FIELD POSITIONS

a) Coaches and players shall stand on opposite sides of the field from parents and spectators. No coaching shall be permitted within 18 yards of the goal line, from behind the goal line, or from the parent/spectator sideline. Parents and spectators from both teams shall stand on the same side of the field. ***The behavior of the parents and fans remains the responsibility of the coach and club.*** The Adidas Preseason Clash Director, center referee, Referee Assignor, Field Marshal, or Event Staff can ask any parent or spectator to leave the field of play AND beyond a viewable distance of the field of play if a parent or spectator for unruly conduct or abuse.

b) Any Event Staff, including the facilities event staff, are authorized to remove any spectator whose behavior, in their opinion, interferes with the game's play. All spectators will remain behind spectator lines, as designated.



c) *The Adidas Preseason Clash and its representatives take pride in creating a competitive and respectful match environment. We expect all players, coaches, club officials, parents, and spectators to adhere to the highest levels of sportsmanship.*

17. ALCOHOLIC BEVERAGES AND PETS

a) The use and presence of alcoholic beverages are prohibited near and at all game sites, including parking areas. Pets are not permitted in or near the fields. *The Adidas Preseason Clash reserves the right to provide alcohol at a college coach event social in a designated area approved by Chesterfield County.*

18) EASTERN REGION POLICY REGARDING APPLICATION TO HOST A TOURNAMENT

a) The Eastern Region has established the following policy concerning permission to travel when attending US Youth Soccer-sanctioned tournaments in the Eastern Region. This policy aims to make it as simple as possible for US Youth Soccer Eastern Region teams to travel to tournaments within the Eastern Region. The new policy states that any US Youth Soccer State Association teams in the Eastern Region accepted into a tournament in the Eastern Region do not need permission to travel papers.

b) Permission to Travel is not required for friendly games within the Eastern Region.

NATIONAL STATE ASSOCIATIONS IN THE EAST REGION

- Connecticut Jr Soccer Assn
- Delaware Youth Soccer Assn
- Eastern New York Youth Soccer Assn & New York State West Youth Soccer Assn
- Eastern Pennsylvania Youth Soccer Assn & Pennsylvania West State Soccer Assn
- Soccer Maine
- Maryland Youth Soccer Assn
- Massachusetts Youth Soccer Assn
- New Hampshire Soccer Assn
- New Jersey Youth Soccer Assn
- Soccer Rhode Island
- Vermont Soccer Assn
- Virginia Youth Soccer Assn
- West Virginia Soccer Assn