

## 2026 VIRGINIA CANNON CUP TOURNAMENT RULES

Tournament Directors: Alli Trask & Nick Foglesong

### REGISTRATION

Online registration

**No check-ins will be allowed at the fields. US Teams: Check In Documents should be added to your GotSport application by May 8<sup>th</sup>, 2026**

- Original 2025-2026 Player Passes; either USYS State Association or US Club Soccer passes
- Original 2025-2026 Official Roster; either USYS State Association or US Club Soccer
- Include PDF roster: Guest players identified; Written on front COPY of Rosters
- Player Passes for Guest Player; **If a guest player from one State Association will be playing with another State Association, that player MUST have completed the Interstate Permission Form and both states MUST have signed it giving approval for that player to play and travel.** USYS State Association teams from Region I do not need Permission to Travel Paperwork
- PDF Format — Team Info Sheet
- PDF Format — Permission to travel paperwork: Not required for US club Soccer Teams. USYS State Association teams from Region I do not need Permission to Travel Paperwork

**Recreation teams entering the event will need the following for registration.**

- PDF format club approved Player Passes (can be issued by club's Registrar)
- PDF format club approved Roster
- PDF format Medical Release Forms

**Teams will receive an official tournament roster once their check in is complete. Roster checks will be required for semi-finals and finals and should be available upon request for all other games.**

**The Virginia Cannon Cup is Dual Sanctioned for 2026.**

Teams that are members of organizations of the United States Soccer Federation but not members of US Youth Soccer (such as AYSO, SAY, US Club Soccer or Super Y Leagues) DO NOT have to have a US Youth Soccer Application to Travel form (although that team's organization may require that the team have permission). An approved team roster does need to be provided to tournament officials, along with current player passes from its organization. For US Club Soccer teams, the tournament is sanctioned by US Club Soccer under the Open Cup format and is a USYSA Sanctioned Tournament. This allows competitive teams from both US Club Soccer and any other USSF affiliated members (state associations, etc.) to compete in this event. The US Club Soccer teams DO NOT have to have a US Youth Soccer Application to Travel Form, but must bring their proper roster, plus 2 copies for the tournament and player pass cards.

- Email in PDF Format: Permission to Travel Paperwork (not required for US Club)

For USYSA Registered Teams: Teams must have the proper USYSA state rosters, plus two copies for the tournament, permission to travel forms, player pass cards and medical release forms for each player at registration.

### **Note for Region I teams: Region 1 Policy Regarding Application to Host A Tournament**

Region I have established the following policy concerning permission to travel when attending US Youth Soccer sanctioned tournaments in Region I. The purpose of this policy is to make it as simple as possible for the US Youth Soccer Region I teams to

travel to tournaments within Region I. The new policy states that any US Youth Soccer State Association teams within Region I that is accepted into a tournament in Region I do not need permission to travel papers. Permission to Travel is not required in friendly games within Region I. National State Associations in Region I: Connecticut Jr Soccer Assn Delaware Youth Soccer Assn Eastern New York Youth Soccer Assn Eastern Pennsylvania Youth Soccer Assn Soccer Maine Maryland Youth Soccer Assn Massachusetts Youth Soccer Assn New Hampshire Soccer Assn New Jersey Youth Soccer Assn New York State West Youth Soccer Assn Pennsylvania West State Soccer Assn Soccer Rhode Island Vermont Soccer Assn Virginia Youth Soccer Assn West Virginia Soccer Assn

### **Roster Sizes:**

U9 7v7 teams are limited to 14 players identified at Registration.

U10 7v7 teams are limited to 14 players identified at Registration.

U11 9v9 teams are limited to 16 players identified at Registration.

U12 9v9 teams are limited to 16 players identified at Registration.

U13-U14 11v11 teams are limited to 22 players identified at Registration **however** teams must identify 18 players before each game with the referees. Only 18 players are allowed to play in each game.

### **Guest Players**

**Up to six guest players per team** will be permitted for all age groups. US Club Soccer teams may only take guest players registered under US Club Soccer, and USYSA teams may only take guest players registered with properly stamped USYSA player pass cards.

### **“FIFA Rules except where modified below”**

#### **A. Ball Size:**

Size 4 U9-U12

Size 5 U13-U14

#### **B. Game Duration:**

U9-U10 — 25-minute halves, 5 Minute Half-Time

U11-U12 — 30-minute halves, 5 Minute Half-Time

U13-U14 — 30-minute halves, 5 Minute Half-Time

#### **C. Substitutions:** Limited substitutions with permission of referee:

1. After a goal has been scored.
2. At the beginning of the second half of play or prior to the beginning of an overtime period.
3. A goal kick by either team.
4. A throw-in by **EITHER** team regardless of possession.
5. Injury (any number of players from both teams may be substituted whenever an injury has occurred after being beckoned onto the pitch by the Referee) Limited substitutions may be made, with the referee's permission: Under no circumstances may substitutions be made (1) on corner kicks or (2) after the game has ended in a tie and FIFA penalty kicks will be required to determine a winner.

All substitutes shall inform the assistant referee on their side of the field that they wish to enter the game prior to the time they are entitled to enter the game as a substitute. The assistant referee will signal the referee that substitutes wish to enter the game at the first opportunity that the substitute is allowed to enter the game. The substitutes must wait until the referee signals that it is okay for them to enter the field.

**A. FIFA Limited Substitution (This is teams from outside the US – ex. Germany, Italy, Spain...) *FIFA limited substitution rules will apply in divisions involving more than one foreign team in the U16 through U19 age categories. Only six (6) substitutions shall be allowed in each game. After leaving the game, the substituted player shall not be allowed to re-enter the game.***

**B. FIFA Limited Substitution (This is teams from Canada or Mexico)**

*If a National Team (16 years and older) is participating in an age division, a limit of only six substitutions is permitted. In all other age divisions and when no National Teams are participating, “Unlimited Substitutions” may be used for all games. Unlimited substitutions will be made with the referee’s permission:*

- *After a goal has been made;*
- *At the beginning of the second half of play or prior to the beginning of an overtime period;*
- *At a goal kick by either team; or*
- *At a throw-in by the team in possession.*

*Limited substitutions may be made, with the referee’s permission:*

- *In case of stoppage of play for an injury;*

*Under no circumstances may substitutions be made (1) on corner kicks or (2) after the game has ended in a tie and FIFA penalty kicks will be required to determine a winner.*

#### **D. Home Team**

Team listed first is the designated Home Team and must change jerseys when the referee determines a conflict to exist.

#### **E. Forfeits:**

U9-U12 Teams not at the field ready to play with a minimum of 5 eligible players at the scheduled game time will forfeit the match. Forfeited scores will be counted 3–0. Teams forfeiting games will not be able to advance to the playoff rounds.

U13-U14 Teams not at the field ready to play with a minimum of 7 eligible players at the scheduled game time will forfeit the match. Forfeited scores will be counted 3–0. Teams forfeiting games will not be able to advance to the playoff rounds.

#### **F. Offside:**

Offside will be called for all age groups.

#### **G. Inclement Weather:**

The Tournament Rules Committee reserves the right to make the following changes in the event of inclement weather:

- Relocate and/or reschedule a match.
- Change a division structure.
- Reduce scheduled duration of a match.
- Cancel a match.

In the event of inclement weather forcing play to be halted and preventing the match from completing during the scheduled time, the score shall stand if at least one-half of the matches have been completed. If the game has not reached halftime the score will be reported as a 0-0 tie regardless of the current score of the game.

## H. Player's Equipment:

All players must wear shin guards. No metal-rimmed glasses or jewelry of any kind will be allowed. 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.**

## I. Rules for Advancement:

Teams will be awarded points on the following basis:

- Three (3) points for each Win
- One (1) point for each tie
- Zero (0) points for each loss

In the event of a tie in points at the end of bracket play; the winner for advancement to Semi-Final or Finals will be determined as follows:

1. Head-to-Head Competition (If there is a 3-team tie, proceed to the next tiebreaker)

2. Goal Differential (up to 5)

3. Goals Against

4. Goals For

5. Kicks from the Penalty Spot **\*When the tiebreaker system is used, the criteria are followed from 1 through 4 until one team is eliminated and then the criteria starts over again at Rule #1. Rules are repeated until one team remains. \*All Penalty Kick Shoot-Outs for 1st in Divisional play will be at 8:00am Sunday morning or time determined by the tournament director and at a field location determined by the tournament director. Ties between 2nd and 3rd in division play leading to both teams playing consolation games will be decided by the above criteria; except for #5 Shoot-Outs. These ties will be decided by the discretion of the Tournament Director.**

## J. Resolving Ties in Playoff Rounds:

If any playoff matches are tied at the end of regulation time, the teams will be given a five-minute rest. The following will decide the match:

Overtime will be 2 —Five-minute periods with substitutions allowed. Overtime **WILL BE** sudden death. Overtime is played 7v7 for U9-U10 (minus any send-offs), 9v9 for U11-U12 (minus any send-offs) and 11v11 for U13-U14 (minus any send-offs).

If teams remain even at the end of overtime, the game will be decided by FIFA Penalty Kicks, (Penalty Kick Shootout procedure is outlined in the FIFA Laws of the Game); using only the players remaining on the field at the end of overtime.

## L. Protests:

There will be no protests. **All officiating decisions are final.**

## M. Sideline Behavior:

Both teams will sit on the same side of the field. Only coaches and trainers may stay on the player's sideline. Spectators are only allowed on the opposite side of the field from the coaches and players and are limited to being in the designated area from penalty box to penalty box. No spectators are allowed behind the goal areas. Harassment of the officials from coaches, spectators or players will not be tolerated.

#### **N. Send-offs:**

If a player receives a red card or two yellow cards during a match, that player will sit out the rest of that match and also their next match. Players serving Red card suspensions are allowed to sit on the bench during their team's next game but are not allowed to be in uniform. A coach or other authorized bench personnel sent off during a match must leave the field immediately upon being sent off and must remain away from the field during the team's next match.

Any Red cards received during the group stages **WILL** carry over to the elimination rounds.

**O. 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 1 game.

#### **P. Game Balls:**

All game balls will be provided by VSA at the start of the match.

**Q.** The tournament will be played in accordance with FIFA Laws of the Game except as modified by these rules.

**R.** There will be a **ZERO** tolerance policy on profanity. Any referee hearing vulgar language on the field of play has been instructed to issue an immediate red card.

#### **S. Cancellation/Team Drop Out Policy**

Once a team is accepted in the event and then subsequently pulls out within 45 days of the start of the event, then that team will have forfeited their entry fee. If a team pulls out prior to the 45 days, their fee will be refunded, minus the deducted amount of \$250.00 for costs already incurred by the event. In the event that the tournament is cancelled, a refund of the entry fee or a portion of the entry fee (if any) will be determined by the Board of Directors after all expenses have been calculated.

#### **T. General**

Under no circumstances will the Virginia Youth Soccer Association, Inc., the Virginia Soccer Association, the Virginia Cannon Cup Tournament Committee, Sports Concepts, or any of their official representatives be responsible for any expenses incurred by any team. This includes a situation whereby the Tournament or any game(s) is cancelled in whole or part or any games that may change location. The Tournament Committee's or their official representative's interpretation of the rules shall be final pertaining to this Tournament.

#### **U. Housing Service**

VSA does not use a travel agency. Teams are free to book hotels of their choosing.

#### **V. US Soccer Heading Policy**

##### **U11 and Younger**

· US Soccer guidelines are players in U11 programs and younger shall not engage in heading, either in practice or in games.

The following must be added to your tournament rules:

##### **At age group divisions U11 and younger**

Whenever the ball strikes a player in 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 inadvertent, then the proper restart is a dropped ball.

#### **W. 7v7 (U9 and U10) BUILD OUT LINE**

i. When the goalkeeper has the ball, either during play (from the opponent) or from a goal kick, the opposing team must move behind the build out line until the ball is put into play. Once the opposing team is behind the build out line, the goalkeeper can pass, throw, or roll the ball into play (punting is not allowed). After the ball is put into play by the goalkeeper, the opposing team can cross the build out line and play resumes as normal. If a goalkeeper punts the ball, an indirect free kick should be awarded to the opposing team from the spot of the offense. If the punt occurs within the goal area, the indirect free kick should be taken on the goal area line parallel to the goal line at nearest point to where the infringement occurred.

ii. OFFSIDE — 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 halfway line and the build out line. Players can be penalized for an offside offense between the build out line and goal line.